

Bolendd Male Dwarf Rgr19

NAME	
Rgr19	342000
CLASS	EXPERIENCE
19	190000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	21	+5	21	+5
CON Constitution	14	+2	14	+2
INT Intelligence	13	+1	13	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	10	+0	10	+0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+13	= +11	+2	+0	+0		
REFLEX (dexterity)	+18	= +11	+5	+0	+2		
WILLPOWER (wisdom)	+12	= +6	+4	+0	+2		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
	+22/+17/+12/+7	= +19/+14/+9/+4	+3	+0	+0	
RANGED attack bonus	+24/+19/+14/+9	= +19/+14/+9/+4	+5	+0	+0	
GRAPPLE attack bonus	+22/+17/+12/+7	= +19/+14/+9/+4	+3	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+22/+17/+12/+7	1d3+3	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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EQUIPMENT	ITEM	LOCATION	QTY	WT	COST
	Outfit (Explorer's)	Equipped	1	8.0	0.0
	TOTAL WEIGHT CARRIED/VALUE			0.0 lbs	0.0 gp

WEIGHT ALLOWANCE	Light	76.0	Medium	153.0	Heavy	230.0
	Lift over head	230.0	Lift off ground	460.0	Push / Drag	1150.0

FEATS	
Dodge	See Text
Endurance	See Text
Extend Spell	See Text
Greater Two Weapon Fighting	See Text
Improved Two Weapon Fighting	See Text
Iron Will	See Text
Lightning Reflexes	See Text
Skill Focus (Craft (Pottery), Knowledge (Geography))	See Text
Still Spell	See Text
Track	See Text
Two Weapon Fighting	See Text

NPC

PLAYERNAME	
Dwarf	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP hit points	119	WOUNDS/CURRENT HP
AC armor class	15	FLAT TOUCH BASE
INITIATIVE modifier	+5	DEX MODIFIER MISC MODIFIER
BASE ATTACK bonus	+19/+14/+9/+4	

DEITY	
4'2"	170 lbs
HEIGHT	WEIGHT
	, HAIR
EYES	

SUBDUAL DAMAGE	DAMAGE REDUCTION
ARMOR BONUS	SHIELD BONUS
STAT MODIFIER	SIZE MODIFIER
NATURAL ARMOR	MISC MODIFIER
MISS CHANCE	

SKILLS	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	22/11
Craft (Pottery)	INT	13	= 1	+ 12.0	
Craft (Stonemasonry)	INT	22	= 1	+ 19.0	2
Knowledge (Dungeoneering)	INT	23	= 1	+ 22.0	
Knowledge (Geography)	INT	17	= 1	+ 16.0	
Knowledge (Nature)	INT	23	= 1	+ 22.0	
✓ Listen	WIS	24	= 4	+ 20.0	
✓ Move Silently	DEX	26	= 5	+ 21.0	
✓ Use Rope	DEX	27	= 5	+ 22.0	
			=		
			✓ : can be used untrained. X : exclusive skills		

SPECIAL ABILITIES
+1 racial bonus on attack rolls against orcs and goblinoids
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.
+2 racial bonus on saving throws against poison.
+2 racial bonus on saving throws against spells and spell-like effects.
+4 Dodge bonus to Armor Class against monsters of the giant type.
Animal Companion (Ex)
Camouflage (Ex)
Combat Style Mastery (Ex) - Ranger Two Weapon Fighting
Evasion (Ex)
Hide in Plain Sight (Ex)
Stability
Stonecunning
Swift Tracker (Ex)
Wild Empathy (Ex)
Woodland Stride (Ex)




PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ransneur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Urgrosh (Dwarven), Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer

LANGUAGES
Common, Dwarven, Undercommon












Ranger Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	0	4	4	4	3	0	0	0	0	0








LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Alarm <i>Effect:</i> Wards an area for 38 hours.	15	None	1 standard action	38 hours [D]	Close (70 Feet)	V, S, F/DF	No	Abjuration
 Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	15	None; see text	1 standard action	19 days <i>Target:</i> 20-ft.-radius emanation centered on a point in space	Close (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	15	Will negates; see text	1 standard action	19 minutes <i>Target:</i> One Tiny animal	Close (70 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Charm Animal <i>Effect:</i> Makes one animal your friend.	15	Will negates	1 standard action	19 hours <i>Target:</i> Animals within 30 ft. of each other	Close (70 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 Delay Poison <i>Effect:</i> Stops poison from harming subject for 19 hours.	15	Fortitude negates (harmless)	1 standard action	19 hours <i>Target:</i> One animal	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
 Detect Animals or Plants <i>Effect:</i> Detects kinds of animals or plants.	15	None	1 standard action	Concentration, up to 10 minutes [D] <i>Target:</i> Creature touched	Long (1160 Feet)	V, S	No	Divination
 Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous <i>Target:</i> Cone-shaped emanation	Close (70 Feet)	V, S	No	Divination
 Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.	15	None	1 standard action	Concentration, up to 190 minutes [D] <i>Target:</i> One creature, one object, or a 5-ft. cube	60 ft.	V, S	No	Divination
 Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	24 hours <i>Target:</i> Cone-shaped emanation	Touch	V, S	Yes (harmless)	Abjuration
 Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	15	Reflex partial; see text	1 standard action	19 minutes [D] <i>Target:</i> Creature touched	Long (1160 Feet)	V, S, DF	No	Transmutation
 Hide from Animals <i>Effect:</i> Animals can't perceive 19 subjects.	15	Will negates (harmless)	1 standard action	190 minutes [D] <i>Target:</i> Plants in a 40-ft.-radius spread	Touch	S, DF	Yes	Abjuration
 Jump <i>Effect:</i> Subject gets bonus on Jump checks.	15	Will negates (harmless)	1 standard action	19 minutes [D] <i>Target:</i> 19 creatures touched	Touch	V, S, M	Yes	Transmutation
 Longstrider <i>Effect:</i> Increases your speed.	15	None	1 standard action	19 hours [D] <i>Target:</i> Creature touched	Personal	V, S, M	No	Transmutation
 Magic Fang <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	15	Will negates (harmless)	1 standard action	19 minutes <i>Target:</i> You	Touch	V, S, DF	Yes (harmless)	Transmutation
 Pass without Trace <i>Effect:</i> 19 subjects leaves no tracks.	15	Will negates (harmless)	1 standard action	19 hours [D] <i>Target:</i> Living creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	190 minutes <i>Target:</i> 19 creatures touched	Personal	V, S, F	No	Divination
 Resist Energy <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	15	Fortitude negates (harmless)	1 standard action	190 minutes <i>Target:</i> You	Touch	V, S, DF	Yes (harmless)	Abjuration
 Speak with Animals <i>Effect:</i> You can communicate with animals.	15	None	1 standard action	19 minutes <i>Target:</i> Creature touched	Personal	V, S	No	Divination
 Summon Nature's Ally I <i>Effect:</i> Calls creature to fight.	15	None	1 round	19 rounds [D] <i>Target:</i> You	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Barkskin <i>Effect:</i> Grants +5 enhancement to natural armor.	16	None	1 standard action	190 minutes <i>Target:</i> Living creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 19 minutes.	16	Will negates (harmless)	1 standard action	19 minutes <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
 Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	16	Will half (harmless); see text	1 standard action	Instantaneous <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 Hold Animal <i>Effect:</i> Paralyzes one animal for 19 rounds.	16	Will negates; see text	1 standard action	19 rounds [D]; see text <i>Target:</i> One animal	Medium (290 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 19 minutes.	16	Will negates (harmless)	1 standard action	19 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes	Transmutation
 Protection from Energy <i>Effect:</i> Absorb 22d points of damage from one kind of energy.	16	Fortitude negates (harmless)	1 standard action	190 minutes or until discharged <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Abjuration
 Snare <i>Effect:</i> Creates a magic booby trap.	16	None	3 rounds	Until triggered or broken <i>Target:</i> Creature touched	Touch	V, S, DF	No	Transmutation
 Speak with Plants <i>Effect:</i> You can talk to normal plants and plant creatures.	16	None	1 standard action	19 minutes <i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level	Personal	V, S	No	Divination
 Spike Growth <i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.	16	Reflex partial	1 standard action	19 hours [D] <i>Target:</i> You	Medium (290 Feet)	V, S, DF	Yes	Transmutation
 Summon Nature's Ally II <i>Effect:</i> Calls creature to fight.	16	None	1 round	19 rounds [D] <i>Target:</i> 19 20-ft. squares	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
 Wind Wall <i>Effect:</i> Deflects arrows, smaller creatures, and gases.	16	None; see text	1 standard action	19 rounds <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart	Medium (290 Feet)	V, S, M/DF	Yes	Evocation [Air]

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Command Plants <i>Effect:</i> Sway the actions of one or more plant creatures.	17	Will negates	1 standard action	19 days <i>Target:</i> Up to 19 HD of plant creatures, no two of which can be more than 30 ft. apart	Close (70 Feet)	V	Yes	Transmutation
 Cure Moderate Wounds <i>Effect:</i> Cures 2d8+10 damage	17	Will half (harmless); see text	1 standard action	Instantaneous <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 Darkvision <i>Effect:</i> See 60 ft. in total darkness.	17	Will negates (harmless)	1 standard action	19 hours <i>Target:</i> Creature touched	Touch	V, S, M	Yes (harmless)	Transmutation
 Diminish Plants <i>Effect:</i> Reduces size or blights growth of normal plants.	17	None	1 standard action	Instantaneous <i>Target:</i> See text	See text	V, S, DF	No	Transmutation
 Magic Fang, Greater <i>Effect:</i> One natural weapon of subject creature gets +5 on attack and damage rolls.	17	Will negates (harmless)	1 standard action	19 hours <i>Target:</i> One living creature	Close (70 Feet)	V, S, DF	Yes (harmless)	Transmutation
 Neutralize Poison <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.	17	Will negates (harmless, object)	1 standard action	190 minutes <i>Target:</i> Creature or object of up to 19 cu. ft. touched	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
 Plant Growth <i>Effect:</i> Grows vegetation, improves crops.	17	None	1 standard action	Instantaneous <i>Target:</i> See text	See text	V, S, DF	No	Transmutation

* = Domain/Specialty Spell

Ranger Spells								
Reduce Animal	17	None	1 standard action	19 hours [D]	Touch	V, S	No	Transmutation
<i>Effect:</i> Shrinks one willing animal.				<i>Target:</i> One willing animal of Small, Medium, Large, or Huge size				
Remove Disease	17	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Cures all diseases affecting subject.				<i>Target:</i> Creature touched				
Repel Vermin	17	None or Will negates; see text	1 standard action	190 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.				<i>Target:</i> 10 ft. radius emanation centered on you				
Summon Nature's Ally III	17	None	1 round	19 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
Tree Shape	17	None	1 standard action	19 hours [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> You look exactly like a tree for 19 hours.				<i>Target:</i> You				
Water Walk	17	Will negates (harmless)	1 standard action	190 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 19 touched creatures				

LEVEL 4								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animal Growth	18	Fortitude negates	1 standard action	19 minutes	Medium (290 Feet)	V, S	Yes	Transmutation
Effect: One animal/two levels doubles in size.				Target: Up to one animal [Gargantuan or smaller] per two levels, no two of which can be more than 30 ft. apart				
Commune with Nature	18	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
Effect: Learn about terrain for 19 miles.				Target: You				
Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 3d8+15 damage				Target: Creature touched				
Freedom of Movement	18	Will negates (harmless)	1 standard action	190 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
Effect: Subject moves normally despite impediments.				Target: You or creature touched				
Nondetection	18	Will negates (harmless, object)	1 standard action	19 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration
Effect: Hides subject from divination, scrying.				Target: Creature or object touched				
Summon Nature's Ally IV	18	None	1 round	19 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Calls creature to fight.				Target: One or more creatures, no two of which can be more than 30 ft. apart				
Tree Stride	18	None	1 standard action	19 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)
Effect: Step from one tree to another far away.				Target: You				
* =Domain/Speciality Spell								