

Thamiis Male Elf Rgr11

NAME

Rgr11

CLASS

11

TCL

110000

EXPERIENCE

66000

NEXT LEVEL

NPC

PLAYERNAME

Elf

RACE

Medium

SIZE

5'3"

HEIGHT

125 lbs

WEIGHT

0

AGE

Male

GENDER

Lawful Evil

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	20	+5	20	+5
CON Constitution	12	+1	12	+1
INT Intelligence	14	+2	14	+2
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

HP
hit points

67

WOUNDS/CURRENT HP

AC
armor class

15

TOTAL

FLAT

10

TOUCH

15

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT MODIFIER

5

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

0

MISS CHANCE

INITIATIVE
modifier

+5

TOTAL

+5

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK
bonus

+11/+6/+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+8

BASE SAVE

+7

ABILITY MODIFIER

+1

MAGIC MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

conditional modifiers

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

TOTAL

+16/+11/+6

BASE ATTACK BONUS

+11/+6/+1

STAT MODIFIER

+5

SIZE MODIFIER

+0

MISC MODIFIER

+0

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

+16/+11/+6

DAMAGE

1d3+5

CRITICAL

20/x2

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

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

133.0

Medium

266.0

Heavy

400.0

Lift over head

400.0

Lift off ground

800.0

Push / Drag

2000.0

FEATS

Dodge

See Text

Endurance

See Text

Eschew Materials

See Text

Greater Two Weapon Fighting

See Text

Improved Two Weapon Fighting

See Text

Point Blank Shot

See Text

Track

See Text

Two Weapon Fighting

See Text

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

MAX RANKS

14/7

Climb

STR

19

=

5

+

14.0

+

Craft (Alchemy)

INT

12

=

2

+

10.0

+

Craft (Blacksmithing)

INT

8

=

2

+

6.0

+

Craft (Carpentry)

INT

6

=

2

+

4.0

+

Heal

WIS

14

=

1

+

13.0

+

Knowledge (Geography)

INT

16

=

2

+

14.0

+

Knowledge (Nature)

INT

16

=

2

+

14.0

+

Move Silently

DEX

16

=

5

+

11.0

+

Profession (Hunter)

WIS

13

=

1

+

12.0

+

Swim

STR

19

=

5

+

14.0

+

✓ : can be used untrained. x : exclusive skills

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.

An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Animal Companion (Ex)

Combat Style Mastery (Ex) - Ranger Two Weapon Fighting

Evasion (Ex)

Immunity to magic sleep effects.

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, Ranseur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortspear, Sickles, 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, Waraxe (Dwarven/Martial), Warhammer




















LANGUAGES

Common, Elven, Gnome, Goblin












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	2	1	0	0	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 22 hours.	12	None	1 standard action	22 hours [D]	Close (50 Feet)	V, S, F/DF	No	Abjuration
 Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	12	None; see text	1 standard action	11 days	Close (50 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	12	Will negates; see text	1 standard action	11 minutes	Close (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Charm Animal <i>Effect:</i> Makes one animal your friend.	12	Will negates	1 standard action	11 hours	Close (50 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 Delay Poison <i>Effect:</i> Stops poison from harming subject for 11 hours.	12	Fortitude negates (harmless)	1 standard action	11 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
 Detect Animals or Plants <i>Effect:</i> Detects kinds of animals or plants.	12	None	1 standard action	Concentration, up to 10 minutes [D] <i>Target:</i> Cone-shaped emanation	Long (840 Feet)	V, S	No	Divination
 Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	12	None	1 standard action	Instantaneous <i>Target:</i> One creature, one object, or a 5-ft. cube	Close (50 Feet)	V, S	No	Divination
 Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.	12	None	1 standard action	Concentration, up to 110 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
 Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	12	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
 Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	12	Reflex partial; see text	1 standard action	11 minutes [D] <i>Target:</i> Plants in a 40-ft.-radius spread	Long (840 Feet)	V, S, DF	No	Transmutation
 Hide from Animals <i>Effect:</i> Animals can't perceive 11 subjects.	12	Will negates (harmless)	1 standard action	110 minutes [D] <i>Target:</i> 11 creatures touched	Touch	S, DF	Yes	Abjuration
 Jump <i>Effect:</i> Subject gets bonus on Jump checks.	12	Will negates (harmless)	1 standard action	11 minutes [D] <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
 Longstrider <i>Effect:</i> Increases your speed.	12	None	1 standard action	11 hours [D] <i>Target:</i> You	Personal	V, S, M	No	Transmutation
 Magic Fang <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	12	Will negates (harmless)	1 standard action	11 minutes <i>Target:</i> Living creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 Pass without Trace <i>Effect:</i> 11 subjects leaves no tracks.	12	Will negates (harmless)	1 standard action	11 hours [D] <i>Target:</i> 11 creatures touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 Read Magic <i>Effect:</i> Read scrolls and spellbooks.	12	None	1 standard action	110 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination
 Resist Energy <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	12	Fortitude negates (harmless)	1 standard action	110 minutes <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Abjuration
 Speak with Animals <i>Effect:</i> You can communicate with animals.	12	None	1 standard action	11 minutes <i>Target:</i> You	Personal	V, S	No	Divination
 Summon Nature's Ally I <i>Effect:</i> Calls creature to fight.	12	None	1 round	11 rounds [D] <i>Target:</i> One summoned creature	Close (50 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 +4 enhancement to natural armor.	13	None	1 standard action	110 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
 Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 11 minutes.	13	Will negates (harmless)	1 standard action	11 minutes <i>Target:</i> Living creature touched	Touch	V, S, M	Yes	Transmutation
 Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	13	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 11 rounds.	13	Will negates; see text	1 standard action	11 rounds [D]; see text <i>Target:</i> One animal	Medium (210 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 11 minutes.	13	Will negates (harmless)	1 standard action	11 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes	Transmutation
 Protection from Energy <i>Effect:</i> Absorb 132 points of damage from one kind of energy.	13	Fortitude negates (harmless)	1 standard action	110 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.	13	None	3 rounds	Until triggered or broken <i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level	Touch	V, S, DF	No	Transmutation
 Speak with Plants <i>Effect:</i> You can talk to normal plants and plant creatures.	13	None	1 standard action	11 minutes <i>Target:</i> You	Personal	V, S	No	Divination
 Spike Growth <i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.	13	Reflex partial	1 standard action	11 hours [D] <i>Target:</i> 11 20-ft. squares	Medium (210 Feet)	V, S, DF	Yes	Transmutation
 Summon Nature's Ally II <i>Effect:</i> Calls creature to fight.	13	None	1 round	11 rounds [D] <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart	Close (50 Feet)	V, S, DF	No	Conjuration (Summoning)
 Wind Wall <i>Effect:</i> Deflects arrows, smaller creatures, and gases.	13	None; see text	1 standard action	11 rounds <i>Target:</i> Wall up to 110 ft. long and 55 ft. high [S]	Medium (210 Feet)	V, S, M/DF	Yes	Evocation [Air]

* =Domain/Specialty Spell