

Rurar Male Dwarf Rgr9

NAME

Rgr9

CLASS

9

TCL

22000

EXPERIENCE

45000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

4'2"

HEIGHT

170 lbs

WEIGHT

,

HAIR

EYES

Neutral Evil

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

|                     |               |                  |            |               |
|---------------------|---------------|------------------|------------|---------------|
| ABILITY NAME        | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
| STR<br>Strength     | 18            | +4               | 18         | +4            |
| DEX<br>Dexterity    | 20            | +5               | 20         | +5            |
| CON<br>Constitution | 17            | +3               | 17         | +3            |
| INT<br>Intelligence | 17            | +3               | 17         | +3            |
| WIS<br>Wisdom       | 12            | +1               | 12         | +1            |
| CHA<br>Charisma     | 10            | +0               | 10         | +0            |

|                   |    |                   |       |                |             |                  |               |               |               |               |             |
|-------------------|----|-------------------|-------|----------------|-------------|------------------|---------------|---------------|---------------|---------------|-------------|
| HP<br>hit points  | 81 | WOUNDS/CURRENT HP |       | SUBDUAL DAMAGE |             | DAMAGE REDUCTION |               |               |               |               |             |
| AC<br>armor class | 15 | 10                | 15    | 10             | 0           | 0                | 5             | 0             | 0             | 0             | 0           |
| TOTAL             |    | FLAT              | TOUCH | BASE           | ARMOR BONUS | SHIELD BONUS     | STAT MODIFIER | SIZE MODIFIER | NATURAL ARMOR | MISC MODIFIER | MISS CHANCE |

|                        |       |              |    |               |    |
|------------------------|-------|--------------|----|---------------|----|
| INITIATIVE<br>modifier | +5    | =            | +5 | +             | +0 |
| TOTAL                  |       | DEX MODIFIER |    | MISC MODIFIER |    |
| BASE ATTACK<br>bonus   | +9/+4 |              |    |               |    |

|                      |                     |                  |
|----------------------|---------------------|------------------|
| SPEED                |                     |                  |
| Walk 20'             |                     |                  |
| 0                    | +0                  | 0                |
| ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESISTANCE |

|                             |       |           |                  |                |               |               |                       |
|-----------------------------|-------|-----------|------------------|----------------|---------------|---------------|-----------------------|
| SAVING THROWS               | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMP MODIFIER | conditional modifiers |
| FORTITUDE<br>(constitution) | +9    | =         | +6               | +3             | +0            | +0            |                       |
| REFLEX<br>(dexterity)       | +11   | =         | +6               | +5             | +0            | +0            |                       |
| WILLPOWER<br>(wisdom)       | +4    | =         | +3               | +1             | +0            | +0            |                       |

|                         |        |                   |               |               |               |               |
|-------------------------|--------|-------------------|---------------|---------------|---------------|---------------|
| MELEE<br>attack bonus   | TOTAL  | BASE ATTACK BONUS | STAT MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP MODIFIER |
| RANGED<br>attack bonus  | +13/+8 | =                 | +9/+4         | +4            | +0            | +0            |
| GRAPPLE<br>attack bonus | +14/+9 | =                 | +9/+4         | +5            | +0            | +0            |
|                         | +13/+8 | =                 | +9/+4         | +4            | +0            | +0            |

|         |                    |        |          |
|---------|--------------------|--------|----------|
| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|         | +13/+8             | 1d3+4  | 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            | 100.0 | Medium          | 200.0  |
| Lift over head   | 300.0 | Lift off ground | 600.0  |
|                  |       | Heavy           | 300.0  |
|                  |       | Push / Drag     | 1500.0 |

|                              |          |
|------------------------------|----------|
| FEATS                        |          |
| Alertness                    | See Text |
| Endurance                    | See Text |
| Endurance                    | See Text |
| Improved Two Weapon Fighting | See Text |
| Quick Draw                   | See Text |
| Self Sufficient              | See Text |
| Track                        | See Text |
| Track                        | See Text |
| Two Weapon Fighting          | See Text |

|   |             |                |                  |            |
|---|-------------|----------------|------------------|------------|
| SKILLS  |             | MAX RANKS      |                  | 12/6       |
| SKILL NAME                                      | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS      |
| Craft (Armorsmithing)                           | INT         | 16             | = 3              | + 11.0 + 2 |
| Craft (Painting)                                | INT         | 14             | = 3              | + 11.0 +   |
| Craft (Shippmaking)                             | INT         | 10             | = 3              | + 7.0 +    |
| Handle Animal                                   | CHA         | 12             | = 0              | + 12.0 +   |
| Knowledge (Dungeoneering)                       | INT         | 14             | = 3              | + 11.0 +   |
| Knowledge (Geography)                           | INT         | 15             | = 3              | + 12.0 +   |
| Knowledge (Religion)                            | INT         | 6              | = 3              | + 3.0 +    |
| Knowledge (The Planes)                          | INT         | 5              | = 3              | + 2.0 +    |
| Profession (Miner)                              | WIS         | 13             | = 1              | + 12.0 +   |
| ✓ Spot  | WIS         | 14             | = 1              | + 11.0 + 2 |
| ✓ Survival                                      | WIS         | 15             | = 1              | + 12.0 + 2 |
| _____ = _____ + _____ + _____                   |             |                |                  |            |
| ✓ : can be used untrained. X : exclusive skills |             |                |                  |            |

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| 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)  |  |
| Evasion (Ex)   |  |
| Improved Combat Style (Ex) - Ranger Two Weapon Fighting                          |  |
| Stability  |  |
| Stonecunning   |  |
| Swift Tracker (Ex)   |  |
| Wild Empathy (Ex)  |  |
| Woodland Stride (Ex)   |  |

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| 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 |  |

|  |  |
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| LANGUAGES                                |  |
| Common, Dwarven, Giant, Orc, 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 | 2 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |

## LEVEL 1

| Name  | DC | Saving Throw                 | Time              | Duration   | Range           | Comp.      | Spell Resistance | School                                    |
|---|----|------------------------------|-------------------|--|-----------------|------------|------------------|---|
| Alarm   | 12 | None                         | 1 standard action | 18 hours [D]   | Close (45 Feet) | V, S, F/DF | No               | Abjuration                                |
| <i>Effect: Wards an area for 18 hours.</i>  |    |                              |                   |  |                 |            |                  |   |
| Animal Messenger  | 12 | None; see text               | 1 standard action | 9 days   | Close (45 Feet) | V, S, M    | Yes              | Enchantment (Compulsion) [Mind-Affecting] |
| <i>Effect: Sends a Tiny animal to a specific place.</i>                                       |    |                              |                   | <i>Target: One Tiny animal</i>                           |                 |            |                  |   |
| Calm Animals  | 12 | Will negates; see text       | 1 standard action | 9 minutes  | Close (45 Feet) | V, S       | Yes              | Enchantment (Compulsion) [Mind-Affecting] |
| <i>Effect: Calms [2d4 + level] HD of animals.</i>   |    |                              |                   | <i>Target: Animals within 30 ft. of each other</i>       |                 |            |                  |   |
| Charm Animal  | 12 | Will negates                 | 1 standard action | 9 hours  | Close (45 Feet) | V, S       | Yes              | Enchantment (Charm) [Mind-Affecting]      |
| <i>Effect: Makes one animal your friend.</i>  |    |                              |                   | <i>Target: One animal</i>                                |                 |            |                  |   |
| Delay Poison  | 12 | Fortitude negates (harmless) | 1 standard action | 9 hours  | Touch           | V, S, DF   | Yes (harmless)   | Conjuration (Healing)                     |
| <i>Effect: Stops poison from harming subject for 9 hours.</i>                                 |    |                              |                   | <i>Target: Creature touched</i>                          |                 |            |                  |   |
| Detect Animals or Plants  | 12 | None                         | 1 standard action | Concentration, up to 10 minutes [D]                      | Long (760 Feet) | V, S       | No               | Divination                                |
| <i>Effect: Detects kinds of animals or plants.</i>  |    |                              |                   | <i>Target: Cone-shaped emanation</i>                     |                 |            |                  |   |
| Detect Poison   | 12 | None                         | 1 standard action | Instantaneous  | Close (45 Feet) | V, S       | No               | Divination                                |
| <i>Effect: Detects poison in one creature or small object.</i>                                |    |                              |                   | <i>Target: One creature, one object, or a 5-ft. cube</i> |                 |            |                  |   |
| Detect Snares and Pits  | 12 | None                         | 1 standard action | Concentration, up to 90 minutes [D]                      | 60 ft.          | V, S       | No               | Divination                                |
| <i>Effect: Reveals natural or primitive traps.</i>  |    |                              |                   | <i>Target: Cone-shaped emanation</i>                     |                 |            |                  |   |
| Endure Elements   | 12 | Will negates (harmless)      | 1 standard action | 24 hours   | Touch           | V, S       | Yes (harmless)   | Abjuration                                |
| <i>Effect: Exist comfortably in hot or cold environments.</i>                                 |    |                              |                   | <i>Target: Creature touched</i>                          |                 |            |                  |   |
| Entangle  | 12 | Reflex partial; see text     | 1 standard action | 9 minutes [D]  | Long (760 Feet) | V, S, DF   | No               | Transmutation                             |
| <i>Effect: Plants entangle everyone in 40-ft.-radius circle.</i>                              |    |                              |                   | <i>Target: Plants in a 40-ft.-radius spread</i>          |                 |            |                  |   |
| Hide from Animals   | 12 | Will negates (harmless)      | 1 standard action | 90 minutes [D]   | Touch           | S, DF      | Yes              | Abjuration                                |
| <i>Effect: Animals can't perceive 9 subjects.</i>   |    |                              |                   | <i>Target: 9 creatures touched</i>                       |                 |            |                  |   |
| Jump  | 12 | Will negates (harmless)      | 1 standard action | 9 minutes [D]  | Touch           | V, S, M    | Yes              | Transmutation                             |
| <i>Effect: Subject gets bonus on Jump checks.</i>   |    |                              |                   | <i>Target: Creature touched</i>                          |                 |            |                  |   |
| Longstrider   | 12 | None                         | 1 standard action | 9 hours [D]  | Personal        | V, S, M    | No               | Transmutation                             |
| <i>Effect: Increases your speed.</i>  |    |                              |                   | <i>Target: You</i>                                       |                 |            |                  |   |
| Magic Fang  | 12 | Will negates (harmless)      | 1 standard action | 9 minutes  | Touch           | V, S, DF   | Yes (harmless)   | Transmutation                             |
| <i>Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.</i>     |    |                              |                   | <i>Target: Living creature touched</i>                   |                 |            |                  |   |
| Pass without Trace  | 12 | Will negates (harmless)      | 1 standard action | 9 hours [D]  | Touch           | V, S, DF   | Yes (harmless)   | Transmutation                             |
| <i>Effect: 9 subjects leaves no tracks.</i>   |    |                              |                   | <i>Target: 9 creatures touched</i>                       |                 |            |                  |   |
| Read Magic  | 12 | None                         | 1 standard action | 90 minutes   | Personal        | V, S, F    | No               | Divination                                |
| <i>Effect: Read scrolls and spellbooks.</i>   |    |                              |                   | <i>Target: You</i>                                       |                 |            |                  |   |
| Resist Energy   | 12 | Fortitude negates (harmless) | 1 standard action | 90 minutes   | Touch           | V, S, DF   | Yes (harmless)   | Abjuration                                |
| <i>Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.</i> |    |                              |                   | <i>Target: Creature touched</i>                          |                 |            |                  |   |
| Speak with Animals  | 12 | None                         | 1 standard action | 9 minutes  | Personal        | V, S       | No               | Divination                                |
| <i>Effect: You can communicate with animals.</i>  |    |                              |                   | <i>Target: You</i>                                       |                 |            |                  |   |
| Summon Nature's Ally I  | 12 | None                         | 1 round           | 9 rounds [D]   | Close (45 Feet) | V, S, DF   | No               | Conjuration (Summoning)                   |
| <i>Effect: Calls creature to fight.</i>   |    |                              |                   | <i>Target: One summoned creature</i>                     |                 |            |                  |   |

\* =Domain/Speciality Spell