

Himovol Male Elf Rgr10

NAME

Rgr10

CLASS

10

TCL

90000

EXPERIENCE

55000

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	21	+5	21	+5
CON Constitution	10	+0	10	+0
INT Intelligence	14	+2	14	+2
WIS Wisdom	15	+2	15	+2
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+7	= +7	+ +0	+ +0	+ +0	+	
REFLEX (dexterity)	+12	= +7	+ +5	+ +0	+ +0	+	
WILLPOWER (wisdom)	+5	= +3	+ +2	+ +0	+ +0	+	

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER	
MELEE attack bonus	+14/+9	= +10/+5	+ +4	+ +0	+ +0	+
RANGED attack bonus	+15/+10	= +10/+5	+ +5	+ +0	+ +0	+
GRAPPLE attack bonus	+14/+9	= +10/+5	+ +4	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9	1d3+4	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
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WEIGHT ALLOWANCE					
Light	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Alertness	See Text
Endurance	See Text
Manyshot	See Text
Power Attack	See Text
Quick Draw	See Text
Rapid Shot	See Text
Self Sufficient	See Text
Track	See Text
Track	See Text

NPC

PLAYERNAME

Elf

RACE

0

AGE

Medium

SIZE

Male

GENDER

5'0"

HEIGHT

106 lbs

WEIGHT

DEITY

EYES

HAIR

HP hit points	44	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED																
AC armor class	15	:	10	:	15	:	10	=	0	+	0	+	5	+	0	+	0	+	0	:	0	:	0	:	0		
TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		SIZE MODIFIER		NATURAL ARMOR MODIFIER		MISC MODIFIER		MISS CHANCE		ARCANE SPELL FAILURE		ARMOR CHECK PENALTY		SPELL RESISTANCE	

INITIATIVE modifier	+5	=	+5	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+10/+5				

SKILLS		MAX RANKS		13/6.5		
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Climb	STR	14	= 4	+ 10.0	+	
✓ Concentration	CON	10	= 0	+ 10.0	+	
Craft (Painting)	INT	15	= 2	+ 13.0	+	
Craft (Shipmaking)	INT	9	= 2	+ 7.0	+	
✓ Heal	WIS	13	= 2	+ 9.0	+ 2	
Knowledge (Nature)	INT	17	= 2	+ 13.0	+ 2	
✓ Listen	WIS	15	= 2	+ 9.0	+ 4	
Profession (Hunter)	WIS	13	= 2	+ 11.0	+	
✓ Survival	WIS	14	= 2	+ 10.0	+ 2	
✓ Swim	STR	16	= 4	+ 12.0	+	
				=	+	+
✓ : 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)

Evasion (Ex)

Immunity to magic sleep effects.

Improved Combat Style (Ex) - Ranger Archery

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, 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, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Elven, Gnomish, Sylvan

# 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	2	0	0	0	0	0	0	0

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Alarm	13	None	1 standard action	20 hours [D]	Close (50 Feet)	V, S, F/DF	No	Abjuration
<i>Effect: Wards an area for 20 hours.</i>								
Animal Messenger	13	None; see text	1 standard action	10 days	Close (50 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	13	Will negates; see text	1 standard action	10 minutes	Close (50 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	13	Will negates	1 standard action	10 hours	Close (50 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect: Makes one animal your friend.</i>				<i>Target: One animal</i>				
Delay Poison	13	Fortitude negates (harmless)	1 standard action	10 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Stops poison from harming subject for 10 hours.</i>				<i>Target: Creature touched</i>				
Detect Animals or Plants	13	None	1 standard action	Concentration, up to 10 minutes [D]	Long (800 Feet)	V, S	No	Divination
<i>Effect: Detects kinds of animals or plants.</i>				<i>Target: Cone-shaped emanation</i>				
Detect Poison	13	None	1 standard action	Instantaneous	Close (50 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	13	None	1 standard action	Concentration, up to 100 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect: Reveals natural or primitive traps.</i>				<i>Target: Cone-shaped emanation</i>				
Endure Elements	13	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	13	Reflex partial; see text	1 standard action	10 minutes [D]	Long (800 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	13	Will negates (harmless)	1 standard action	100 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect: Animals can't perceive 10 subjects.</i>				<i>Target: 10 creatures touched</i>				
Jump	13	Will negates (harmless)	1 standard action	10 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gets bonus on Jump checks.</i>				<i>Target: Creature touched</i>				
Longstrider	13	None	1 standard action	10 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect: Increases your speed.</i>				<i>Target: You</i>				
Magic Fang	13	Will negates (harmless)	1 standard action	10 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	13	Will negates (harmless)	1 standard action	10 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: 10 subjects leaves no tracks.</i>				<i>Target: 10 creatures touched</i>				
Read Magic	13	None	1 standard action	100 minutes	Personal	V, S, F	No	Divination
<i>Effect: Read scrolls and spellbooks.</i>				<i>Target: You</i>				
Resist Energy	13	Fortitude negates (harmless)	1 standard action	100 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	13	None	1 standard action	10 minutes	Personal	V, S	No	Divination
<i>Effect: You can communicate with animals.</i>				<i>Target: You</i>				
Summon Nature's Ally I	13	None	1 round	10 rounds [D]	Close (50 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect: Calls creature to fight.</i>				<i>Target: One summoned creature</i>				

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Barkskin	14	None	1 standard action	100 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: Grants +4 enhancement to natural armor.</i>				<i>Target: Living creature touched</i>				
Cat's Grace	14	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gains +4 to Dex for 10 minutes.</i>				<i>Target: Creature touched</i>				
Cure Light Wounds	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect: Cures 1d8+5 damage</i>				<i>Target: Creature touched</i>				
Hold Animal	14	Will negates; see text	1 standard action	10 rounds [D]; see text	Medium (200 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Paralyzes one animal for 10 rounds.</i>				<i>Target: One animal</i>				
Owl's Wisdom	14	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Wis for 10 minutes.</i>				<i>Target: Creature touched</i>				
Protection from Energy	14	Fortitude negates (harmless)	1 standard action	100 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: Absorb 120 points of damage from one kind of energy.</i>				<i>Target: Creature touched</i>				
Snare	14	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
<i>Effect: Creates a magic booby trap.</i>				<i>Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level</i>				
Speak with Plants	14	None	1 standard action	10 minutes	Personal	V, S	No	Divination
<i>Effect: You can talk to normal plants and plant creatures.</i>				<i>Target: You</i>				
Spike Growth	14	Reflex partial	1 standard action	10 hours [D]	Medium (200 Feet)	V, S, DF	Yes	Transmutation
<i>Effect: Creatures in area take 1d4 damage, may be slowed.</i>				<i>Target: 10 20-ft. squares</i>				
Summon Nature's Ally II	14	None	1 round	10 rounds [D]	Close (50 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect: Calls creature to fight.</i>				<i>Target: One or more creatures, no two of which can be more than 30 ft. apart</i>				
Wind Wall	14	None; see text	1 standard action	10 rounds	Medium (200 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect: Deflects arrows, smaller creatures, and gases.</i>				<i>Target: Wall up to 100 ft. long and 50 ft. high [S]</i>				

\* =Domain/Specialty Spell