

Thorbon Male Dwarf Rgr6

NAME		NPC		DEITY		True Neutral	
Rgr6		Dwarf		4'2"		Darkvision (60'), Normal	
CLASS	30000	RACE	Medium	HEIGHT	170 lbs	VISION	
6	EXPERIENCE	0	Male	WEIGHT	,	0	
TCL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS	

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	18	+4	18	+4
CON Constitution	18	+4	18	+4
INT Intelligence	12	+1	12	+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)	+9	= +5	+ +4	+ +0	+ +0		
REFLEX (dexterity)	+9	= +5	+ +4	+ +0	+ +0		
WILLPOWER (wisdom)	+6	= +2	+ +4	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+10/+5	= +6/+1	+ +4	+ +0	+ +0	
RANGED attack bonus	+10/+5	= +6/+1	+ +4	+ +0	+ +0	
GRAPPLE attack bonus	+10/+5	= +6/+1	+ +4	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	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

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
Improved Two Weapon Fighting	See Text
Track	See Text
Track	See Text
Two Weapon Defense	See Text
Two Weapon Fighting	See Text
Weapon Focus (Shortbow)	See Text

NPC

HP	hit points	54	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED		
AC	armor class	14	:	10	:	14	=	10	+	0	+	0	:	0
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE	

INITIATIVE	modifier	+4	=	+4	+	+0	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK	bonus	+6/+1							

SKILLS		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5
SKILL NAME					RANKS	MISC MODIFIER
Craft (Pottery)	INT	10	=	1	+ 9.0	+
Craft (Trapmaking)	INT	8	=	1	+ 7.0	+
✓ Hide	DEX	12	=	4	+ 8.0	+
✓ Jump	STR	13	=	4	+ 9.0	+
✓ Listen	WIS	14	=	4	+ 8.0	+ 2
✓ Ride	DEX	13	=	4	+ 9.0	+
Tumble	DEX	9	=	4	+ 3.0	+ 2
✓ Use Rope	DEX	13	=	4	+ 9.0	+
			=		+	
✓ : 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)
Evasion (Ex)
Improved Combat Style (Ex) - Ranger Two Weapon Fighting
Stability
Stonecunning
Wild Empathy (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, Urgrosh (Dwarven), Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer

LANGUAGES
Common, Dwarven, Gnome

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	15	None	1 standard action	12 hours [D]	Close (40 Feet)	V, S, F/DF	No	Abjuration
<i>Effect: Wards an area for 12 hours.</i>								
Animal Messenger	15	None; see text	1 standard action	6 days	Close (40 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	15	Will negates; see text	1 standard action	6 minutes	Close (40 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	15	Will negates	1 standard action	6 hours	Close (40 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect: Makes one animal your friend.</i>				<i>Target: One animal</i>				
Delay Poison	15	Fortitude negates (harmless)	1 standard action	6 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Stops poison from harming subject for 6 hours.</i>				<i>Target: Creature touched</i>				
Detect Animals or Plants	15	None	1 standard action	Concentration, up to 10 minutes [D]	Long (640 Feet)	V, S	No	Divination
<i>Effect: Detects kinds of animals or plants.</i>				<i>Target: Cone-shaped emanation</i>				
Detect Poison	15	None	1 standard action	Instantaneous	Close (40 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	15	None	1 standard action	Concentration, up to 60 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect: Reveals natural or primitive traps.</i>				<i>Target: Cone-shaped emanation</i>				
Endure Elements	15	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	15	Reflex partial; see text	1 standard action	6 minutes [D]	Long (640 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	15	Will negates (harmless)	1 standard action	60 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect: Animals can't perceive 6 subjects.</i>				<i>Target: 6 creatures touched</i>				
Jump	15	Will negates (harmless)	1 standard action	6 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gets bonus on Jump checks.</i>				<i>Target: Creature touched</i>				
Longstrider	15	None	1 standard action	6 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect: Increases your speed.</i>				<i>Target: You</i>				
Magic Fang	15	Will negates (harmless)	1 standard action	6 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	15	Will negates (harmless)	1 standard action	6 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: 6 subjects leaves no tracks.</i>				<i>Target: 6 creatures touched</i>				
Read Magic	15	None	1 standard action	60 minutes	Personal	V, S, F	No	Divination
<i>Effect: Read scrolls and spellbooks.</i>				<i>Target: You</i>				
Resist Energy	15	Fortitude negates (harmless)	1 standard action	60 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	15	None	1 standard action	6 minutes	Personal	V, S	No	Divination
<i>Effect: You can communicate with animals.</i>				<i>Target: You</i>				
Summon Nature's Ally I	15	None	1 round	6 rounds [D]	Close (40 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect: Calls creature to fight.</i>				<i>Target: One summoned creature</i>				

* =Domain/Speciality Spell