

NPC

Neutral Good
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

The diagram illustrates the calculation of a spell's damage and speed. It is divided into three main sections: SUBDUAL DAMAGE, DAMAGE REDUCTION, and SPEED.

SUBDUAL DAMAGE: This section shows a sequence of additions: 0 (Shield Bonus) + 5 (Stat Modifier) + 0 (Size) + 0 (Natural Armor) + 0 (Misc Modifier) = 5.

DAMAGE REDUCTION: This section shows a single value of 0, which leads to a MISS CHANCE of 0.

SPEED: This section shows a sequence of additions: 0 (Walk 30') + 0 (Armor Check Penalty) + 0 (Spell Resistance) = 0.

SKILLS						FAILURE	PENALTY
SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS			17/8.5	
			ABILITY MODIFIER	RANKS	MISC MODIFIER		
Craft (Bowmaking)	INT	6	=	1	+	5.0	+
Craft (Stonemasonry)	INT	11	=	1	+	10.0	+
Handle Animal	CHA	17	=	2	+	15.0	+
✓ Heal	WIS	21	=	3	+	16.0	+
✓ Hide	DEX	18	=	5	+	13.0	+
Knowledge (Geography)	INT	17	=	1	+	16.0	+
Knowledge (Nature)	INT	15	=	1	+	14.0	+
✓ Swim	STR	19	=	4	+	15.0	+
✓ Use Rope	DEX	20	=	5	+	15.0	+
						=	+
						+	+
✓ : can be used untrained, ✗ : exclusive skills							

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
Animal Companion (Ex)	
Camouflage (Ex)	
Combat Style Mastery (Ex) - Ranger Two Weapon Fighting	
Elven Blood	
Evasion (Ex)	
Immunity to sleep spells and similar magical 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, 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, Terran












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	3	2	2	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 28 hours.	14	None	1 standard action	28 hours [D]	Close (60 Feet)	V, S, F/DF	No	Abjuration
 Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	14	None; see text	1 standard action	14 days	Close (60 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	14	Will negates; see text	1 standard action	14 minutes	Close (60 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Charm Animal <i>Effect:</i> Makes one animal your friend.	14	Will negates	1 standard action	14 hours	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 Delay Poison <i>Effect:</i> Stops poison from harming subject for 14 hours.	14	Fortitude negates (harmless)	1 standard action	14 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
 Detect Animals or Plants <i>Effect:</i> Detects kinds of animals or plants.	14	None	1 standard action	Concentration, up to 10 minutes [D] <i>Target:</i> Cone-shaped emanation	Long (960 Feet)	V, S	No	Divination
 Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous <i>Target:</i> One creature, one object, or a 5-ft. cube	Close (60 Feet)	V, S	No	Divination
 Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.	14	None	1 standard action	Concentration, up to 140 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.	14	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.	14	Reflex partial; see text	1 standard action	14 minutes [D] <i>Target:</i> Plants in a 40-ft.-radius spread	Long (960 Feet)	V, S, DF	No	Transmutation
 Hide from Animals <i>Effect:</i> Animals can't perceive 14 subjects.	14	Will negates (harmless)	1 standard action	140 minutes [D] <i>Target:</i> 14 creatures touched	Touch	S, DF	Yes	Abjuration
 Jump <i>Effect:</i> Subject gets bonus on Jump checks.	14	Will negates (harmless)	1 standard action	14 minutes [D] <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
 Longstrider <i>Effect:</i> Increases your speed.	14	None	1 standard action	14 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.	14	Will negates (harmless)	1 standard action	14 minutes <i>Target:</i> Living creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 Pass without Trace <i>Effect:</i> 14 subjects leaves no tracks.	14	Will negates (harmless)	1 standard action	14 hours [D] <i>Target:</i> 14 creatures touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	140 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.	14	Fortitude negates (harmless)	1 standard action	140 minutes <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Abjuration
 Speak with Animals <i>Effect:</i> You can communicate with animals.	14	None	1 standard action	14 minutes <i>Target:</i> You	Personal	V, S	No	Divination
 Summon Nature's Ally I <i>Effect:</i> Calls creature to fight.	14	None	1 round	14 rounds [D] <i>Target:</i> One summoned creature	Close (60 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.	15	None	1 standard action	140 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 14 minutes.	15	Will negates (harmless)	1 standard action	14 minutes <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
 Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	15	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 14 rounds.	15	Will negates; see text	1 standard action	14 rounds [D]; see text <i>Target:</i> One animal	Medium (240 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 14 minutes.	15	Will negates (harmless)	1 standard action	14 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes	Transmutation
 Protection from Energy <i>Effect:</i> Absorb 168 points of damage from one kind of energy.	15	Fortitude negates (harmless)	1 standard action	140 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.	15	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.	15	None	1 standard action	14 minutes <i>Target:</i> You	Personal	V, S	No	Divination
 Spike Growth <i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.	15	Reflex partial	1 standard action	14 hours [D] <i>Target:</i> 14 20-ft. squares	Medium (240 Feet)	V, S, DF	Yes	Transmutation
 Summon Nature's Ally II <i>Effect:</i> Calls creature to fight.	15	None	1 round	14 rounds [D] <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart	Close (60 Feet)	V, S, DF	No	Conjuration (Summoning)
 Wind Wall <i>Effect:</i> Deflects arrows, smaller creatures, and gases.	15	None; see text	1 standard action	14 rounds <i>Target:</i> Wall up to 140 ft. long and 70 ft. high [S]	Medium (240 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.	16	Will negates	1 standard action	14 days <i>Target:</i> Up to 14 HD of plant creatures, no two of which can be more than 30 ft. apart	Close (60 Feet)	V	Yes	Transmutation
 Cure Moderate Wounds <i>Effect:</i> Cures 2d8+10 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)
 Darkvision <i>Effect:</i> See 60 ft. in total darkness.	16	Will negates (harmless)	1 standard action	14 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.	16	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 +4 on attack and damage rolls.	16	Will negates (harmless)	1 standard action	14 hours <i>Target:</i> One living creature	Close (60 Feet)	V, S, DF	Yes (harmless)	Transmutation
 Neutralize Poison <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.	16	Will negates (harmless, object)	1 standard action	140 minutes <i>Target:</i> Creature or object of up to 14 cu. ft. touched	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
 Plant Growth <i>Effect:</i> Grows vegetation, improves crops.	16	None	1 standard action	Instantaneous <i>Target:</i> See text	See text	V, S, DF	No	Transmutation

* = Domain/Specialty Spell

Ranger Spells

Reduce Animal	16	None	1 standard action	14 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	16	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	16	None or Will negates; see text	1 standard action	140 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	16	None	1 round	14 rounds [D]	Close (60 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	16	None	1 standard action	14 hours [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> You look exactly like a tree for 14 hours.				<i>Target:</i> You				
Water Walk	16	Will negates (harmless)	1 standard action	140 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 14 touched creatures				

* =Domain/Speciality Spell