

Killaphinua Female Elf Rgr17

NAME	
Rgr17	272000
CLASS	EXPERIENCE
17	153000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	20	+5	20	+5
<b>DEX</b> Dexterity	22	+6	22	+6
<b>CON</b> Constitution	11	+0	11	+0
<b>INT</b> Intelligence	15	+2	15	+2
<b>WIS</b> Wisdom	18	+4	18	+4
<b>CHA</b> Charisma	13	+1	13	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+10	= +10	+ +0	+ +0	+ +0	+	
<b>REFLEX</b> (dexterity)	+16	= +10	+ +6	+ +0	+ +0	+	
<b>WILLPOWER</b> (wisdom)	+9	= +5	+ +4	+ +0	+ +0	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+22/+17/+12/+7	= +17/+12/+7/+2	+ +5	+ +0	+ +0	+
<b>RANGED</b> attack bonus	+23/+18/+13/+8	= +17/+12/+7/+2	+ +6	+ +0	+ +0	+
<b>GRAPPLE</b> attack bonus	+22/+17/+12/+7	= +17/+12/+7/+2	+ +5	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+22/+17/+12/+7	1d3+5	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	133.0	Medium	266.0	Heavy	400.0
Lift over head	400.0	Lift off ground	800.0	Push / Drag	2000.0

FEATS	
Blind-Fight	See Text
Endurance	See Text
Improved Initiative	See Text
Improved Precise Shot	See Text
Manyshot	See Text
Quicken Spell	See Text
Rapid Shot	See Text
Self Sufficient	See Text
Skill Focus (Survival)	See Text
Track	See Text
Track	See Text
Weapon Focus (Longsword)	See Text

NPC

PLAYERNAME	
Elf	Medium
RACE	SIZE
0	Female
AGE	GENDER

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION
52			
AC	FLAT	TOUCH	BASE
16	10	16	10
TOTAL			

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
+10	= +6	+ +4	
TOTAL			
BASE ATTACK	TOTAL	DEX MODIFIER	MISC MODIFIER
+17/+12/+7/+2			

DEITY	
5'3"	140 lbs
HEIGHT	WEIGHT
EYES	HAIR

Chaotic Evil
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

SPEED	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE
Walk 30'	0	+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Climb	STR	25	= 5	+ 20.0	+
Concentration	CON	15	= 0	+ 15.0	+
Craft (Leatherworking)	INT	13	= 2	+ 11.0	+
Craft (Sculpting)	INT	15	= 2	+ 13.0	+
Craft (Stonemasonry)	INT	6	= 2	+ 4.0	+
Knowledge (Geography)	INT	16	= 2	+ 14.0	+
Knowledge (Nature)	INT	23	= 2	+ 19.0	2
Spot	WIS	26	= 4	+ 20.0	2
Survival	WIS	22	= 4	+ 16.0	2
Swim	STR	24	= 5	+ 19.0	+
Use Magic Device	CHA	8	= 1	+ 7.5	+

✓ : 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)

Camouflage (Ex)

Combat Style Mastery (Ex) - Ranger Archery

Evasion (Ex)

Hide in Plain Sight (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, 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, Goblin, 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	3	3	3	2	0	0	0	0	0

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Alarm	15	None	1 standard action	34 hours [D]	Close (65 Feet)	V, S, F/DF	No	Abjuration
<i>Effect: Wards an area for 34 hours.</i>								
Animal Messenger	15	None; see text	1 standard action	17 days	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Sends a Tiny animal to a specific place.</i>								
Calm Animals	15	Will negates; see text	1 standard action	17 minutes	Close (65 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Calms [2d4 + level] HD of animals.</i>								
Charm Animal	15	Will negates	1 standard action	17 hours	Close (65 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect: Makes one animal your friend.</i>								
Delay Poison	15	Fortitude negates (harmless)	1 standard action	17 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Stops poison from harming subject for 17 hours.</i>								
Detect Animals or Plants	15	None	1 standard action	Concentration, up to 10 minutes [D]	Long (1080 Feet)	V, S	No	Divination
<i>Effect: Detects kinds of animals or plants.</i>								
Detect Poison	15	None	1 standard action	Instantaneous	Close (65 Feet)	V, S	No	Divination
<i>Effect: Detects poison in one creature or small object.</i>								
Detect Snares and Pits	15	None	1 standard action	Concentration, up to 170 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect: Reveals natural or primitive traps.</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>								
Entangle	15	Reflex partial; see text	1 standard action	17 minutes [D]	Long (1080 Feet)	V, S, DF	No	Transmutation
<i>Effect: Plants entangle everyone in 40-ft.-radius circle.</i>								
Hide from Animals	15	Will negates (harmless)	1 standard action	170 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect: Animals can't perceive 17 subjects.</i>								
Jump	15	Will negates (harmless)	1 standard action	17 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gets bonus on Jump checks.</i>								
Longstrider	15	None	1 standard action	17 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect: Increases your speed.</i>								
Magic Fang	15	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.</i>								
Pass without Trace	15	Will negates (harmless)	1 standard action	17 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: 17 subjects leaves no tracks.</i>								
Read Magic	15	None	1 standard action	170 minutes	Personal	V, S, F	No	Divination
<i>Effect: Read scrolls and spellbooks.</i>								
Resist Energy	15	Fortitude negates (harmless)	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.</i>								
Speak with Animals	15	None	1 standard action	17 minutes	Personal	V, S	No	Divination
<i>Effect: You can communicate with animals.</i>								
Summon Nature's Ally I	15	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect: Calls creature to fight.</i>								

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Barkskin	16	None	1 standard action	170 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: Grants +5 enhancement to natural armor.</i>								
Cat's Grace	16	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gains +4 to Dex for 17 minutes.</i>								
Cure Light Wounds	16	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>								
Hold Animal	16	Will negates; see text	1 standard action	17 rounds [D]; see text	Medium (270 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Paralyzes one animal for 17 rounds.</i>								
Owl's Wisdom	16	Will negates (harmless)	1 standard action	17 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Wis for 17 minutes.</i>								
Protection from Energy	16	Fortitude negates (harmless)	1 standard action	170 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: Absorb 204 points of damage from one kind of energy.</i>								
Snare	16	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
<i>Effect: Creates a magic booby trap.</i>								
Speak with Plants	16	None	1 standard action	17 minutes	Personal	V, S	No	Divination
<i>Effect: You can talk to normal plants and plant creatures.</i>								
Spike Growth	16	Reflex partial	1 standard action	17 hours [D]	Medium (270 Feet)	V, S, DF	Yes	Transmutation
<i>Effect: Creatures in area take 1d4 damage, may be slowed.</i>								
Summon Nature's Ally II	16	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect: Calls creature to fight.</i>								
Wind Wall	16	None; see text	1 standard action	17 rounds	Medium (270 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect: Deflects arrows, smaller creatures, and gases.</i>								

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Command Plants	17	Will negates	1 standard action	17 days	Close (65 Feet)	V	Yes	Transmutation
<i>Effect: Sway the actions of one or more plant creatures.</i>								
Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect: Cures 2d8+10 damage</i>								
Darkvision	17	Will negates (harmless)	1 standard action	17 hours	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect: See 60 ft. in total darkness.</i>								
Diminish Plants	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
<i>Effect: Reduces size or blights growth of normal plants.</i>								
Magic Fang, Greater	17	Will negates (harmless)	1 standard action	17 hours	Close (65 Feet)	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: One natural weapon of subject creature gets +5 on attack and damage rolls.</i>								
Neutralize Poison	17	Will negates (harmless, object)	1 standard action	170 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
<i>Effect: Immunizes subject against poison, detoxifies venom in or on subject.</i>								
Plant Growth	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
<i>Effect: Grows vegetation, improves crops.</i>								

\* = Domain/Specialty Spell

Ranger Spells								
Reduce Animal	17	None	1 standard action	17 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	17	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	17	None or Will negates; see text	1 standard action	170 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	17	None	1 round	17 rounds [D]	Close (65 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	17	None	1 standard action	17 hours [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> You look exactly like a tree for 17 hours.				<i>Target:</i> You				
Water Walk	17	Will negates (harmless)	1 standard action	170 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 17 touched creatures				

LEVEL 4								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animal Growth	18	Fortitude negates	1 standard action	17 minutes	Medium (270 Feet)	V, S	Yes	Transmutation
Effect: One animal/two levels doubles in size.				Target: Up to one animal [Gargantuan or smaller] per two levels, no two of which can be more than 30 ft. apart				
Commune with Nature	18	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
Effect: Learn about terrain for 17 miles.				Target: You				
Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 3d8+15 damage				Target: Creature touched				
Freedom of Movement	18	Will negates (harmless)	1 standard action	170 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
Effect: Subject moves normally despite impediments.				Target: You or creature touched				
Nondetection	18	Will negates (harmless, object)	1 standard action	17 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration
Effect: Hides subject from divination, scrying.				Target: Creature or object touched				
Summon Nature's Ally IV	18	None	1 round	17 rounds [D]	Close (65 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Calls creature to fight.				Target: One or more creatures, no two of which can be more than 30 ft. apart				
Tree Stride	18	None	1 standard action	17 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)
Effect: Step from one tree to another far away.				Target: You				
* =Domain/Speciality Spell								