

Roywyn Female Gnome Rgr6

NAME

Rgr6

CLASS

30000

EXPERIENCE

6

NEXT LEVEL

21000

TCL

NPC

PLAYERNAME

Gnome

RACE

Small

SIZE

0

AGE

Female

GENDER

DEITY

3'1"

HEIGHT

38 lbs

WEIGHT

EYES

HAIR

Chaotic Neutral

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	19	+4	19	+4
CON Constitution	14	+2	14	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	13	+1	13	+1
CHA Charisma	14	+2	14	+2

HP

hit points

49

AC

armor class

15

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+8

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

SAVING THROWS

FORTITUDE

(constitution)

+7

REFLEX

(dexterity)

+9

WILLPOWER

(wisdom)

+3

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+10/+5

RANGED

attack bonus

+11/+6

GRAPPLE

attack bonus

+10/+5

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

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	57.0	Medium	114.0	Heavy	172.0
Lift over head	172.0	Lift off ground	344.0	Push / Drag	860.0

FEATS	
Blind-Fight	See Text
Endurance	See Text
Improved Initiative	See Text
Improved Two Weapon Fighting	See Text
Improved Unarmed Strike	See Text
Track	See Text
Track	See Text
Two Weapon Fighting	See Text

SKILLS

MAX RANKS

9/4.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Climb

STR

10

=

3

+

7.0

+

Concentration

CON

6

=

2

+

4.0

+

Craft (Woodworking)

INT

6

=

1

+

5.0

+

Handle Animal

CHA

10

=

2

+

8.0

+

Heal

WIS

8

=

1

+

7.0

+

Knowledge (Dungeoneering)

INT

3

=

1

+

2.0

+

Knowledge (Nature)

INT

10

=

1

+

9.0

+

Listen

WIS

12

=

1

+

9.0

+

2

Ride

DEX

13

=

4

+

7.0

+

2

Use Rope

DEX

9

=

4

+

5.0

+

2

=

+

+

✓ : can be used untrained. ✗ : exclusive skills

SPECIAL ABILITIES

+1 racial bonus on attack rolls against kobalds and goblinoids.

+2 racial bonus on saving throws against illusions.

+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

Speak with Animals (burrowing mammal only, duration 1 minute).

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 (Gnome hooked), 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, Gnome, Goblin

Innate Racial Spells									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐	Speak with Animals <i>Effect:</i> You can communicate with animals.	10	None	1 standard action	(CASTERLEVEL) minutes <i>Target:</i> You	Personal	V, S	No	Divination
☐	Dancing Lights <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	(CASTERLEVEL) minute [D] <i>Target:</i> Up to four lights, all within a 10-ft.-radius area	Medium (100 Feet)	V, S	No	Evocation [Light]
☐	Ghost Sound <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	(CASTERLEVEL) rounds [D] <i>Target:</i> Illusory sounds	Close (25 Feet)	V, S, M	No	Illusion (Figment)
☐	Prestidigitation <i>Effect:</i> Performs minor tricks.	10	See text	1 standard action	(CASTERLEVEL) hour <i>Target:</i> See text	10 ft.	V, S	No	Universal
* =Domain/Specialty Spell									
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 <i>Effect:</i> Wards an area for 12 hours.	12	None	1 standard action	12 hours [D] <i>Target:</i> 20-ft.-radius emanation centered on a point in space	Close (40 Feet)	V, S, F/DF	No	Abjuration
☐☐☐☐☐	Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	12	None; see text	1 standard action	6 days <i>Target:</i> One Tiny animal	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	12	Will negates; see text	1 standard action	6 minutes <i>Target:</i> Animals within 30 ft. of each other	Close (40 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Charm Animal <i>Effect:</i> Makes one animal your friend.	12	Will negates	1 standard action	6 hours <i>Target:</i> One animal	Close (40 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐☐	Delay Poison <i>Effect:</i> Stops poison from harming subject for 6 hours.	12	Fortitude negates (harmless)	1 standard action	6 hours <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
☐☐☐☐☐	Detect Animals or Plants <i>Effect:</i> Detects kinds of animals or plants.	12	None	1 standard action	Concentration, up to 10 minutes [D] <i>Target:</i> Cone-shaped emanation	Long (640 Feet)	V, S	No	Divination
☐☐☐☐☐	Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	12	None	1 standard action	Instantaneous <i>Target:</i> One creature, one object, or a 5-ft. cube	Close (40 Feet)	V, S	No	Divination
☐☐☐☐☐	Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.	12	None	1 standard action	Concentration, up to 60 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.	12	Will negates (harmless)	1 standard action	24 hours <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless)	Abjuration
☐☐☐☐☐	Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	12	Reflex partial; see text	1 standard action	6 minutes [D] <i>Target:</i> Plants in a 40-ft.-radius spread	Long (640 Feet)	V, S, DF	No	Transmutation
☐☐☐☐☐	Hide from Animals <i>Effect:</i> Animals can't perceive 6 subjects.	12	Will negates (harmless)	1 standard action	60 minutes [D] <i>Target:</i> 6 creatures touched	Touch	S, DF	Yes	Abjuration
☐☐☐☐☐	Jump <i>Effect:</i> Subject gets bonus on Jump checks.	12	Will negates (harmless)	1 standard action	6 minutes [D] <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
☐☐☐☐☐	Longstrider <i>Effect:</i> Increases your speed.	12	None	1 standard action	6 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.	12	Will negates (harmless)	1 standard action	6 minutes <i>Target:</i> Living creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
☐☐☐☐☐	Pass without Trace <i>Effect:</i> 6 subjects leaves no tracks.	12	Will negates (harmless)	1 standard action	6 hours [D] <i>Target:</i> 6 creatures touched	Touch	V, S, DF	Yes (harmless)	Transmutation
☐☐☐☐☐	Read Magic <i>Effect:</i> Read scrolls and spellbooks.	12	None	1 standard action	60 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.	12	Fortitude negates (harmless)	1 standard action	60 minutes <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Abjuration
☐☐☐☐☐	Speak with Animals <i>Effect:</i> You can communicate with animals.	12	None	1 standard action	6 minutes <i>Target:</i> You	Personal	V, S	No	Divination
☐☐☐☐☐	Summon Nature's Ally I <i>Effect:</i> Calls creature to fight.	12	None	1 round	6 rounds [D] <i>Target:</i> One summoned creature	Close (40 Feet)	V, S, DF	No	Conjuration (Summoning)
* =Domain/Specialty Spell									