

Valgard Male Human Rgr12

NAME

Rgr12

CLASS

132000

EXPERIENCE

12

78000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

6'4"

HEIGHT

228 lbs

WEIGHT

0

AGE

Male

GENDER

Neutral Good

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	19	+4	19	+4
DEX Dexterity	20	+5	20	+5
CON Constitution	13	+1	13	+1
INT Intelligence	15	+2	15	+2
WIS Wisdom	12	+1	12	+1
CHA Charisma	13	+1	13	+1

HP

hit points

74

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

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+9

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+12/+7/+2

SAVING THROWS

FORTITUDE

(constitution)

+9

REFLEX

(dexterity)

+13

WILLPOWER

(wisdom)

+5

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+16/+11/+6

RANGED

attack bonus

+17/+12/+7

GRAPPLE

attack bonus

+16/+11/+6

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	116.0	Medium	233.0	Heavy	350.0
Lift over head	350.0	Lift off ground	700.0	Push / Drag	1750.0

FEATS	
Combat Reflexes	See Text
Diligent	See Text
Endurance	See Text
Extend Spell	See Text
Greater Two Weapon Fighting	See Text
Improved Initiative	See Text
Improved Two Weapon Fighting	See Text
Skill Focus (Heal)	See Text
Track	See Text
Track	See Text
Two Weapon Fighting	See Text
Weapon Focus (Shortbow)	See Text

SKILLS

MAX RANKS

15/7.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Concentration

CON

16

=

1

+

15.0

+

Craft (Stonemasonry)

INT

12

=

2

+

10.0

+

Craft (Woodworking)

INT

19

=

2

+

14.0

+

3

Heal

WIS

16

=

1

+

15.0

+

Hide

DEX

18

=

5

+

13.0

+

Jump

STR

18

=

4

+

14.0

+

Knowledge (Geography)

INT

15

=

2

+

13.0

+

Search

INT

15

=

2

+

13.0

+

Spot

WIS

9

=

1

+

8.0

+

Survival

WIS

16

=

1

+

15.0

+

Use Magic Device

CHA

3

=

1

+

2.5

+

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

Animal Companion (Ex)

Combat Style Mastery (Ex) - Ranger Two Weapon Fighting

Evasion (Ex)

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

Celestial, Common, 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	2	1	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 24 hours.	12	None	1 standard action	24 hours [D]	Close (55 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	12 days <i>Target:</i> 20-ft.-radius emanation centered on a point in space	Close (55 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	12 minutes <i>Target:</i> Animals within 30 ft. of each other	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Charm Animal <i>Effect:</i> Makes one animal your friend.	12	Will negates	1 standard action	12 hours <i>Target:</i> One animal	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 Delay Poison <i>Effect:</i> Stops poison from harming subject for 12 hours.	12	Fortitude negates (harmless)	1 standard action	12 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 (880 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 (55 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 120 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	12 minutes [D] <i>Target:</i> Plants in a 40-ft.-radius spread	Long (880 Feet)	V, S, DF	No	Transmutation
 Hide from Animals <i>Effect:</i> Animals can't perceive 12 subjects.	12	Will negates (harmless)	1 standard action	120 minutes [D] <i>Target:</i> 12 creatures touched	Touch	S, DF	Yes	Abjuration
 Jump <i>Effect:</i> Subject gets bonus on Jump checks.	12	Will negates (harmless)	1 standard action	12 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	12 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	12 minutes <i>Target:</i> Living creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 Pass without Trace <i>Effect:</i> 12 subjects leaves no tracks.	12	Will negates (harmless)	1 standard action	12 hours [D] <i>Target:</i> 12 creatures touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 Read Magic <i>Effect:</i> Read scrolls and spellbooks.	12	None	1 standard action	120 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	120 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	12 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	12 rounds [D] <i>Target:</i> One summoned creature	Close (55 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.	13	None	1 standard action	120 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 12 minutes.	13	Will negates (harmless)	1 standard action	12 minutes <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
 Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	13	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 12 rounds.	13	Will negates; see text	1 standard action	12 rounds [D]; see text <i>Target:</i> One animal	Medium (220 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 12 minutes.	13	Will negates (harmless)	1 standard action	12 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes	Transmutation
 Protection from Energy <i>Effect:</i> Absorb 144 points of damage from one kind of energy.	13	Fortitude negates (harmless)	1 standard action	120 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.	13	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.	13	None	1 standard action	12 minutes <i>Target:</i> You	Personal	V, S	No	Divination
 Spike Growth <i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.	13	Reflex partial	1 standard action	12 hours [D] <i>Target:</i> 12 20-ft. squares	Medium (220 Feet)	V, S, DF	Yes	Transmutation
 Summon Nature's Ally II <i>Effect:</i> Calls creature to fight.	13	None	1 round	12 rounds [D] <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart	Close (55 Feet)	V, S, DF	No	Conjuration (Summoning)
 Wind Wall <i>Effect:</i> Deflects arrows, smaller creatures, and gases.	13	None; see text	1 standard action	12 rounds <i>Target:</i> Wall up to 120 ft. long and 60 ft. high [S]	Medium (220 Feet)	V, S, M/DF	Yes	Evocation [Air]

* =Domain/Specialty Spell