

Filendd Male Dwarf Rgr10

NAME

Rgr10

CLASS

10

TCL

90000

EXPERIENCE

55000

NEXT LEVEL

NPC

PLAYERNAME

Dwarf

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

4'0"

HEIGHT

163 lbs

WEIGHT

,

HAIR

Chaotic Evil

ALIGNMENT

Darkvision (60'),

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	19	+4	19	+4
CON Constitution	20	+5	20	+5
INT Intelligence	12	+1	12	+1
WIS Wisdom	13	+1	13	+1
CHA Charisma	10	+0	10	+0

HP hit points	99	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION					
AC armor class	14	10	14	10	0	0	4	0	0	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE

INITIATIVE modifier	+8	=	+4	=	+4
TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK bonus	+10/+5				

SPEED		
Walk 20'		
0	+0	0
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+12	=	+7	=	+5	=	
REFLEX (dexterity)	+13	=	+7	=	+4	=	
WILLPOWER (wisdom)	+4	=	+3	=	+1	=	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
RANGED attack bonus	+13/+8	=	+10/+5	=	+3	=
GRAPPLE attack bonus	+14/+9	=	+10/+5	=	+4	=
	+13/+8	=	+10/+5	=	+3	=

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+13/+8	1d3+3	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	86.0	Medium	173.0	Heavy	260.0
Lift over head	260.0	Lift off ground	520.0	Push / Drag	1300.0

FEATS	
Endurance	See Text
Improved Initiative	See Text
Improved Two Weapon Fighting	See Text
Lightning Reflexes	See Text
Self Sufficient	See Text
Skill Focus (Ride)	See Text
Track	See Text
Track	See Text
Two Weapon Fighting	See Text

SKILLS		MAX RANKS		13/6.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Bowmaking)	INT	7	=	1	+ 6.0 +
Handle Animal	CHA	13	=	0	+ 13.0 +
Hide	DEX	17	=	4	+ 13.0 +
Knowledge (Nature)	INT	16	=	1	+ 13.0 + 2
Move Silently	DEX	17	=	4	+ 13.0 +
Ride	DEX	18	=	4	+ 12.0 + 2
Survival	WIS	15	=	1	+ 12.0 + 2
Tumble	DEX	8	=	4	+ 4.0 +
Use Magic Device	CHA	2	=	0	+ 2.0 +
✓ : 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

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, Urgrosh (Dwarven), Waraxe (Dwarven/Exotic), Waraxe (Dwarven/Martial), Warhammer




















LANGUAGES

Common, Dwarven, 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 20 hours.	12	None	1 standard action	20 hours [D]	Close (50 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	10 days <i>Target:</i> One Tiny animal	Close (50 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	10 minutes <i>Target:</i> Animals within 30 ft. of each other	Close (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Charm Animal <i>Effect:</i> Makes one animal your friend.	12	Will negates	1 standard action	10 hours <i>Target:</i> One animal	Close (50 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 Delay Poison <i>Effect:</i> Stops poison from harming subject for 10 hours.	12	Fortitude negates (harmless)	1 standard action	10 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 (800 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 (50 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 100 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	10 minutes [D] <i>Target:</i> Plants in a 40-ft.-radius spread	Long (800 Feet)	V, S, DF	No	Transmutation
 Hide from Animals <i>Effect:</i> Animals can't perceive 10 subjects.	12	Will negates (harmless)	1 standard action	100 minutes [D] <i>Target:</i> 10 creatures touched	Touch	S, DF	Yes	Abjuration
 Jump <i>Effect:</i> Subject gets bonus on Jump checks.	12	Will negates (harmless)	1 standard action	10 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	10 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	10 minutes <i>Target:</i> Living creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 Pass without Trace <i>Effect:</i> 10 subjects leaves no tracks.	12	Will negates (harmless)	1 standard action	10 hours [D] <i>Target:</i> 10 creatures touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 Read Magic <i>Effect:</i> Read scrolls and spellbooks.	12	None	1 standard action	100 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	100 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	10 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	10 rounds [D] <i>Target:</i> One summoned creature	Close (50 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 +4 enhancement to natural armor.	13	None	1 standard action	100 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 10 minutes.	13	Will negates (harmless)	1 standard action	10 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 10 rounds.	13	Will negates; see text	1 standard action	10 rounds [D]; see text <i>Target:</i> One animal	Medium (200 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 10 minutes.	13	Will negates (harmless)	1 standard action	10 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes	Transmutation
 Protection from Energy <i>Effect:</i> Absorb 120 points of damage from one kind of energy.	13	Fortitude negates (harmless)	1 standard action	100 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	10 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	10 hours [D] <i>Target:</i> 10 20-ft. squares	Medium (200 Feet)	V, S, DF	Yes	Transmutation
 Summon Nature's Ally II <i>Effect:</i> Calls creature to fight.	13	None	1 round	10 rounds [D] <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart	Close (50 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	10 rounds <i>Target:</i> Wall up to 100 ft. long and 50 ft. high [S]	Medium (200 Feet)	V, S, M/DF	Yes	Evocation [Air]

* =Domain/Specialty Spell