

# Alton Male Halfling Rog5Rgr10

# NPC

Chaotic Evil

NAME Rog5 Rgr10	110000	PLAYERNAME Halfling	Small	DEITY 3'2"	36 lbs	ALIGNMENT Normal
CLASS 15	120000	RACE 0	Male	HEIGHT EYES	WEIGHT HAIR	VISION 0
TCL	NEXT LEVEL	AGE	GENDER			POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	13	+1	13	+1
<b>DEX</b> Dexterity	22	+6	22	+6
<b>CON</b> Constitution	12	+1	12	+1
<b>INT</b> Intelligence	13	+1	13	+1
<b>WIS</b> Wisdom	18	+4	18	+4
<b>CHA</b> Charisma	12	+1	12	+1

<b>HP</b> hit points	82	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED Walk 20'							
<b>AC</b> armor class	17	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

<b>INITIATIVE</b> modifier	+6	TOTAL	+6	DEX MODIFIER	+0	MISC MODIFIER
<b>BASE ATTACK</b> bonus	+13/+8/+3					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+10	+8	+1	+0	+1		
<b>REFLEX</b> (dexterity)	+18	+11	+6	+0	+1		
<b>WILLPOWER</b> (wisdom)	+11	+4	+4	+0	+3		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>MELEE</b> attack bonus	+15/+10/+5	+13/+8/+3	+1	+1	+0	
<b>RANGED</b> attack bonus	+20/+15/+10	+13/+8/+3	+6	+1	+0	
<b>GRAPPLE</b> attack bonus	+15/+10/+5	+13/+8/+3	+1	+1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+15/+10/+5	1d2+1	20/x2

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	Medium	Heavy		
	37.0	74.0	112.0		
Lift over head	112.0	Lift off ground	224.0	Push / Drag	560.0

FEATS	
Combat Expertise	See Text
Deft Hands	See Text
Endurance	See Text
Iron Will	See Text
Manyslot	See Text
Rapid Shot	See Text
Self Sufficient	See Text
Track	See Text
Track	See Text
Weapon Finesse	See Text

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
Bluff	CHA	5	= 1 + 4.0	+	
Craft (Pottery)	INT	11	= 1 + 10.0	+	
Diplomacy	CHA	11	= 1 + 8.0	+ 2	
Disable Device	INT	8	= 1 + 7.5	+	
Forgery	INT	9	= 1 + 8.0	+	
Handle Animal	CHA	14	= 1 + 13.0	+	
Hide	DEX	21	= 6 + 11.0	+ 4	
Intimidate	CHA	6	= 1 + 5.0	+	
Knowledge (Dungeoneering)	INT	13	= 1 + 12.0	+	
Knowledge (Geography)	INT	13	= 1 + 12.0	+	
Knowledge (Local)	INT	8	= 1 + 7.0	+	
Move Silently	DEX	19	= 6 + 11.0	+ 2	
Search	INT	13	= 1 + 12.0	+	
Sense Motive	WIS	12	= 4 + 8.0	+	
Use Rope	DEX	20	= 6 + 12.0	+ 2	

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES	
+1 racial bonus on all saving throws	
+2 morale bonus on saving throws against fear	
Animal Companion (Ex)	
Evasion (Ex)	
Improved Combat Style (Ex) - Ranger Archery	
Sneak Attack +3d6	
Swift Tracker (Ex)	
Trap Sense (Ex) +1	
Trapfinding	
Wild Empathy (Ex)	
Woodland Stride (Ex)	

PROFICIENCIES	
Axe (Throwing), Battleaxe, Club, Crossbow (Hand), 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, Ransour, 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, Dwarven, Halfling	

# 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	2	0	0	0	0	0	0	0

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
Alarm	15	None	1 standard action	20 hours [D]	Close (50 Feet)	V, S, F/DF	No	Abjuration		
<i>Effect:</i> Wards an area for 20 hours.				<i>Target:</i> 20-ft.-radius emanation centered on a point in space						
Animal Messenger	15	None; see text	1 standard action	10 days	Close (50 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]		
<i>Effect:</i> Sends a Tiny animal to a specific place.				<i>Target:</i> One Tiny animal						
Calm Animals	15	Will negates; see text	1 standard action	10 minutes	Close (50 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]		
<i>Effect:</i> Calms [2d4 + level] HD of animals.				<i>Target:</i> Animals within 30 ft. of each other						
Charm Animal	15	Will negates	1 standard action	10 hours	Close (50 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]		
<i>Effect:</i> Makes one animal your friend.				<i>Target:</i> One animal						
Delay Poison	15	Fortitude negates (harmless)	1 standard action	10 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)		
<i>Effect:</i> Stops poison from harming subject for 10 hours.				<i>Target:</i> Creature touched						
Detect Animals or Plants	15	None	1 standard action	Concentration, up to 10 minutes [D]	Long (800 Feet)	V, S	No	Divination		
<i>Effect:</i> Detects kinds of animals or plants.				<i>Target:</i> Cone-shaped emanation						
Detect Poison	15	None	1 standard action	Instantaneous	Close (50 Feet)	V, S	No	Divination		
<i>Effect:</i> Detects poison in one creature or small object.				<i>Target:</i> One creature, one object, or a 5-ft. cube						
Detect Snares and Pits	15	None	1 standard action	Concentration, up to 100 minutes [D]	60 ft.	V, S	No	Divination		
<i>Effect:</i> Reveals natural or primitive traps.				<i>Target:</i> Cone-shaped emanation						
Endure Elements	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration		
<i>Effect:</i> Exist comfortably in hot or cold environments.				<i>Target:</i> Creature touched						
Entangle	15	Reflex partial; see text	1 standard action	10 minutes [D]	Long (800 Feet)	V, S, DF	No	Transmutation		
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.				<i>Target:</i> Plants in a 40-ft.-radius spread						
Hide from Animals	15	Will negates (harmless)	1 standard action	100 minutes [D]	Touch	S, DF	Yes	Abjuration		
<i>Effect:</i> Animals can't perceive 10 subjects.				<i>Target:</i> 10 creatures touched						
Jump	15	Will negates (harmless)	1 standard action	10 minutes [D]	Touch	V, S, M	Yes	Transmutation		
<i>Effect:</i> Subject gets bonus on Jump checks.				<i>Target:</i> Creature touched						
Longstrider	15	None	1 standard action	10 hours [D]	Personal	V, S, M	No	Transmutation		
<i>Effect:</i> Increases your speed.				<i>Target:</i> You						
Magic Fang	15	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation		
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.				<i>Target:</i> Living creature touched						
Pass without Trace	15	Will negates (harmless)	1 standard action	10 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation		
<i>Effect:</i> 10 subjects leaves no tracks.				<i>Target:</i> 10 creatures touched						
Read Magic	15	None	1 standard action	100 minutes	Personal	V, S, F	No	Divination		
<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You						
Resist Energy	15	Fortitude negates (harmless)	1 standard action	100 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration		
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched						
Speak with Animals	15	None	1 standard action	10 minutes	Personal	V, S	No	Divination		
<i>Effect:</i> You can communicate with animals.				<i>Target:</i> You						
Summon Nature's Ally I	15	None	1 round	10 rounds [D]	Close (50 Feet)	V, S, DF	No	Conjuration (Summoning)		
<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One summoned creature						

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School		
Barkskin	16	None	1 standard action	100 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation		
<i>Effect:</i> Grants +4 enhancement to natural armor.				<i>Target:</i> Living creature touched						
Cat's Grace	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M	Yes	Transmutation		
<i>Effect:</i> Subject gains +4 to Dex for 10 minutes.				<i>Target:</i> Creature touched						
Cure Light Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)		
<i>Effect:</i> Cures 1d8+5 damage				<i>Target:</i> Creature touched						
Hold Animal	16	Will negates; see text	1 standard action	10 rounds [D]; see text	Medium (200 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]		
<i>Effect:</i> Paralyzes one animal for 10 rounds.				<i>Target:</i> One animal						
Owl's Wisdom	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes	Transmutation		
<i>Effect:</i> Subject gains +4 to Wis for 10 minutes.				<i>Target:</i> Creature touched						
Protection from Energy	16	Fortitude negates (harmless)	1 standard action	100 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration		
<i>Effect:</i> Absorb 120 points of damage from one kind of energy.				<i>Target:</i> Creature touched						
Snare	16	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation		
<i>Effect:</i> Creates a magic booby trap.				<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level						
Speak with Plants	16	None	1 standard action	10 minutes	Personal	V, S	No	Divination		
<i>Effect:</i> You can talk to normal plants and plant creatures.				<i>Target:</i> You						
Spike Growth	16	Reflex partial	1 standard action	10 hours [D]	Medium (200 Feet)	V, S, DF	Yes	Transmutation		
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.				<i>Target:</i> 10 20-ft. squares						
Summon Nature's Ally II	16	None	1 round	10 rounds [D]	Close (50 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						
Wind Wall	16	None; see text	1 standard action	10 rounds	Medium (200 Feet)	V, S, M/DF	Yes	Evocation [Air]		
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 100 ft. long and 50 ft. high [S]						

\* =Domain/Specialty Spell