

Asa Female Human
Abjurer3Rgr6

NAME
Abj3 Rgr6
CLASS
9
TCL
36000
EXPERIENCE
45000
NEXT LEVEL

NPC

PLAYERNAME
Human
RACE
Medium
SIZE
5'1"
HEIGHT
133 lbs
WEIGHT
0
AGE
Female
GENDER

Neutral Evil

ALIGNMENT
Normal
VISION
0
POINTS

Ability Name, Ability Score, Ability Modifier, Temp Score, Temp Modifier
STR 13 +1 13 +1
DEX 19 +4 19 +4
CON 14 +2 14 +2
INT 18 +4 18 +4
WIS 16 +3 16 +3
CHA 12 +1 12 +1

HP 47
AC 14
WOUNDS/CURRENT HP
SUBDUAL DAMAGE
DAMAGE REDUCTION

INITIATIVE +4
TOTAL +4
DEX MODIFIER +0
MISC MODIFIER +0
BASE ATTACK +7/+2

SAVING THROWS
FORTITUDE +8
REFLEX +10
WILLPOWER +8

MELEE +8/+3
RANGED +11/+6
GRAPPLE +8/+3

UNARMED
TOTAL ATTACK BONUS +8/+3
DAMAGE 1d3+1
CRITICAL 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 50.0
Medium 100.0
Heavy 150.0
Lift over head 150.0
Lift off ground 300.0
Push / Drag 750.0

FEATS
Craft Wondrous Item See Text
Endurance See Text
Manyshot See Text
Point Blank Shot See Text
Rapid Shot See Text
Run See Text
Scribe Scroll See Text
Spell Mastery (Protection from Evil, Protection from Chaos, Shield, Protection from Good) See Text
Still Spell See Text
Track See Text

PROHIBITED
Conjuration,Necromancy

SPEED
Walk 30'

SKILLS
Concentration CON 10 = 2 + 8.0 +
Craft (Armorsmithing) INT 9 = 4 + 5.0 +
Craft (Blacksmithing) INT 8 = 4 + 4.0 +
Craft (Sculpting) INT 11 = 4 + 7.0 +
Heal WIS 12 = 3 + 9.0 +
Hide DEX 13 = 4 + 9.0 +
Knowledge (Arcana) INT 10 = 4 + 6.5 +
Knowledge (Geography) INT 13 = 4 + 9.0 +
Knowledge (History) INT 9 = 4 + 5.0 +
Knowledge (Local) INT 10 = 4 + 6.0 +
Knowledge (Nature) INT 11 = 4 + 5.0 + 2
Knowledge (Nobility and Royalty) INT 10 = 4 + 6.0 +
Listen WIS 12 = 3 + 9.0 +
Search INT 12 = 4 + 8.0 +
Spellcraft INT 9 = 4 + 3.0 + 2
Survival WIS 12 = 3 + 9.0 +

SPECIAL ABILITIES
+2 bonus to Spellcraft when learning Abjuration
Animal Companion (Ex)
Evasion (Ex)
Improved Combat Style (Ex) - Ranger Archery
Summon Familiar
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 (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
Abyssal, Common, Dwarven, Infernal, Sylvan

Wizard 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	4	3	2	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.	14	None	1 standard action	Instantaneous	Close (30 Feet)	V, S	No	Conjuration (Creation) [Acid]
□□□□ Arcane Mark <i>Effect:</i> Inscribe a personal rune [visible or invisible].	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.	14	None	1 standard action	3 minute [D]	Medium (130 Feet)	V, S	No	Evocation [Light]
□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	14	Will negates	1 standard action	3 round	Close (30 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 standard action	Concentration, up to 3 minutes [D]	60 ft.	V, S	No	Divination
□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 standard action	Instantaneous	Close (30 Feet)	V, S	No	Divination
□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 standard action	Instantaneous	Close (30 Feet)	V, S	Yes	Necromancy
□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard action	Instantaneous	Close (30 Feet)	V	Yes	Evocation [Light]
□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard action	3 rounds [D]	Close (30 Feet)	V, S, M	No	Illusion (Figment)
□□□□ Light <i>Effect:</i> Object shines like a torch.	14	None	1 standard action	30 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 standard action	Concentration	Close (30 Feet)	V, S	No	Transmutation
□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
□□□□ Message <i>Effect:</i> Whispered conversation at distance.	14	None	1 standard action	30 minutes	Medium (130 Feet)	V, S, F	No	Transmutation [Language-Dependent]
□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	1 standard action	Instantaneous	Close (30 Feet)	V, S, F	Yes (object)	Transmutation
□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard action	3 hour	10 ft.	V, S	No	Universal
□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	14	None	1 standard action	Instantaneous	Close (30 Feet)	V, S	Yes	Evocation [Cold]
□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 standard action	30 minutes	Personal	V, S, F	No	Divination
□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard action	3 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
□□□□ Touch of Fatigue <i>Effect:</i> Touch attack fatigues target.	14	Fortitude negates	1 standard action	3 rounds	Touch	V, S, M	Yes	Necromancy

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Floating Disk <i>Effect:</i> Creates 3-ft.-diameter horizontal disk that holds 300 lbs	15	None	1 standard action	3 hours	Close (30 Feet)	V, S, M	No	Evocation [Force]
□□□□ Magic Missile <i>Effect:</i> 2 missiles that do 1d4+1 damage each.	15	None	1 standard action	Instantaneous	Medium (130 Feet)	V, S	Yes	Evocation [Force]
□□□□ Protection from Chaos <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
□□□□ Protection from Evil <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]
□□□□ Protection from Good <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
□□□□ Protection from Law <i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	15	Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]
□□□□ Shield <i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.	15	None	1 standard action	3 minutes [D]	Personal	V, S	No	Abjuration [Force]
□□□□ Shocking Grasp <i>Effect:</i> Touch delivers 3d6 electricity damage.	15	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□ Knock <i>Effect:</i> Opens locked or magically sealed door.	16	None	1 standard action	Instantaneous; see text	Medium (130 Feet)	V	No	Transmutation
□□□□ Whispering Wind <i>Effect:</i> Sends a short message 3 miles.	16	None	1 standard action	No more than 3 hours or until discharged [destination is reached]	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]

* =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.	14	None	1 standard action	12 hours [D]	Close (40 Feet)	V, S, F/DF	No	Abjuration
□□□□ Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	14	None; see text	1 standard action	6 days	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]

* =Domain/Specialty Spell

Ranger Spells

□□□□□Calm Animals	14	Will negates; see text	1 standard action	6 minutes	Close (40 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Calms [2d4 + level] HD of animals.								
□□□□□Charm Animal	14	Will negates	1 standard action	6 hours	Close (40 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Makes one animal your friend.								
□□□□□Delay Poison	14	Fortitude negates (harmless)	1 standard action	6 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 6 hours.								
□□□□□Detect Animals or Plants	14	None	1 standard action	Concentration, up to 10 minutes [D]	Long (640 Feet)	V, S	No	Divination
<i>Effect:</i> Detects kinds of animals or plants.								
□□□□□Detect Poison	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Divination
<i>Effect:</i> Detects poison in one creature or small object.								
□□□□□Detect Snares and Pits	14	None	1 standard action	Concentration, up to 60 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect:</i> Reveals natural or primitive traps.								
□□□□□Endure Elements	14	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Exist comfortably in hot or cold environments.								
□□□□□Entangle	14	Reflex partial; see text	1 standard action	6 minutes [D]	Long (640 Feet)	V, S, DF	No	Transmutation
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.								
□□□□□Hide from Animals	14	Will negates (harmless)	1 standard action	60 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect:</i> Animals can't perceive 6 subjects.								
□□□□□Jump	14	Will negates (harmless)	1 standard action	6 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gets bonus on Jump checks.								
□□□□□Longstrider	14	None	1 standard action	6 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect:</i> Increases your speed.								
□□□□□Magic Fang	14	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.								
□□□□□Pass without Trace	14	Will negates (harmless)	1 standard action	6 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> 6 subjects leaves no tracks.								
□□□□□Read Magic	14	None	1 standard action	60 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.								
□□□□□Resist Energy	14	Fortitude negates (harmless)	1 standard action	60 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.								
□□□□□Speak with Animals	14	None	1 standard action	6 minutes	Personal	V, S	No	Divination
<i>Effect:</i> You can communicate with animals.								
□□□□□Summon Nature's Ally I	14	None	1 round	6 rounds [D]	Close (40 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.								
<i>Target:</i> One summoned creature								

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