

Kenneth Male Halfling
Rog11Rgr9

Table with 2 columns: Attribute, Value. Rows include NAME, CLASS, EXPERIENCE, NEXT LEVEL, etc.

NPC

Table with 2 columns: Attribute, Value. Rows include PLAYERNAME, RACE, SIZE, AGE, GENDER, etc.

Table with 2 columns: Attribute, Value. Rows include DEITY, HEIGHT, WEIGHT, EYES, HAIR, etc.

Table with 2 columns: Attribute, Value. Rows include Lawful Evil, ALIGNMENT, Normal, VISION, 0, POINTS

Table with 4 columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMP SCORE, TEMP MODIFIER. Rows include STR, DEX, CON, INT, WIS, CHA.

Table with 2 columns: Attribute, Value. Rows include HP, AC, INITIATIVE, BASE ATTACK, WOUNDS/CURRENT HP, SUBDUAL DAMAGE, DAMAGE REDUCTION.

Table with 2 columns: Attribute, Value. Rows include SPEED, Walk 20', ARCANESPELL FAILURE, ARMOR CHECK PENALTY, SPELL RESISTANCE.

Table with 2 columns: Attribute, Value. Rows include SAVING THROWS, FORTITUDE, REFLEX, WILLPOWER, TOTAL, BASE SAVE, ABILITY MODIFIER, MAGIC MODIFIER, MISC MODIFIER, TEMP MODIFIER, conditional modifiers.

Table with 2 columns: Attribute, Value. Rows include MELEE, RANGED, GRAPPLE, TOTAL, BASE ATTACK BONUS, STAT MODIFIER, SIZE MODIFIER, MISC MODIFIER, TEMP MODIFIER.

Table with 2 columns: Attribute, Value. Rows include UNARMED, TOTAL ATTACK BONUS, DAMAGE, CRITICAL.

Table with 2 columns: Attribute, Value. Rows include ARMOR, TYPE, AC, MAXDEX, CHECK, SPELL FAILURE.

Table with 2 columns: Attribute, Value. Rows include EQUIPMENT, ITEM, LOCATION, QTY, WT, COST.

Table with 2 columns: Attribute, Value. Rows include TOTAL WEIGHT CARRIED/VALUE, 0.0 lbs, 0.0 gp.

Table with 2 columns: Attribute, Value. Rows include WEIGHT ALLOWANCE, Light, Medium, Heavy, Lift over head, Lift off ground, Push / Drag.

Table with 2 columns: Attribute, Value. Rows include FEATS, Alertness, Deft Hands, Endurance, Improved Unarmed Strike, Investigator, Manyshot, Point Blank Shot, Rapid Shot, Run, Track, Weapon Finesse.

Table with 2 columns: Attribute, Value. Rows include SKILLS, SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER. Includes skills like Appraise, Concentration, Craft, etc.

Table with 2 columns: Attribute, Value. Rows include SPECIAL ABILITIES, +1 racial bonus, +2 morale bonus, Animal Companion, Evasion, Improved Combat Style, Sneak Attack, Swift Tracker, Trap Sense, Trapping, Wild Empathy, Woodland Stride.

Table with 2 columns: Attribute, Value. Rows include PROFICIENCIES, Axe, Dagger, Greatsword, etc.

Table with 2 columns: Attribute, Value. Rows include LANGUAGES, Common, Elven, Gnome, Goblin, 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	1	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	18 hours [D]	Close (45 Feet)	V, S, F/DF	No	Abjuration
<i>Effect: Wards an area for 18 hours.</i>								
Animal Messenger	15	None; see text	1 standard action	9 days	Close (45 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Sends a Tiny animal to a specific place.</i>				<i>Target: One Tiny animal</i>				
Calm Animals	15	Will negates; see text	1 standard action	9 minutes	Close (45 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Calms [2d4 + level] HD of animals.</i>				<i>Target: Animals within 30 ft. of each other</i>				
Charm Animal	15	Will negates	1 standard action	9 hours	Close (45 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect: Makes one animal your friend.</i>				<i>Target: One animal</i>				
Delay Poison	15	Fortitude negates (harmless)	1 standard action	9 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Stops poison from harming subject for 9 hours.</i>				<i>Target: Creature touched</i>				
Detect Animals or Plants	15	None	1 standard action	Concentration, up to 10 minutes [D]	Long (760 Feet)	V, S	No	Divination
<i>Effect: Detects kinds of animals or plants.</i>				<i>Target: Cone-shaped emanation</i>				
Detect Poison	15	None	1 standard action	Instantaneous	Close (45 Feet)	V, S	No	Divination
<i>Effect: Detects poison in one creature or small object.</i>				<i>Target: One creature, one object, or a 5-ft. cube</i>				
Detect Snares and Pits	15	None	1 standard action	Concentration, up to 90 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect: Reveals natural or primitive traps.</i>				<i>Target: Cone-shaped emanation</i>				
Endure Elements	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect: Exist comfortably in hot or cold environments.</i>				<i>Target: Creature touched</i>				
Entangle	15	Reflex partial; see text	1 standard action	9 minutes [D]	Long (760 Feet)	V, S, DF	No	Transmutation
<i>Effect: Plants entangle everyone in 40-ft.-radius circle.</i>				<i>Target: Plants in a 40-ft.-radius spread</i>				
Hide from Animals	15	Will negates (harmless)	1 standard action	90 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect: Animals can't perceive 9 subjects.</i>				<i>Target: 9 creatures touched</i>				
Jump	15	Will negates (harmless)	1 standard action	9 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gets bonus on Jump checks.</i>				<i>Target: Creature touched</i>				
Longstrider	15	None	1 standard action	9 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect: Increases your speed.</i>				<i>Target: You</i>				
Magic Fang	15	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.</i>				<i>Target: Living creature touched</i>				
Pass without Trace	15	Will negates (harmless)	1 standard action	9 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: 9 subjects leaves no tracks.</i>				<i>Target: 9 creatures touched</i>				
Read Magic	15	None	1 standard action	90 minutes	Personal	V, S, F	No	Divination
<i>Effect: Read scrolls and spellbooks.</i>				<i>Target: You</i>				
Resist Energy	15	Fortitude negates (harmless)	1 standard action	90 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.</i>				<i>Target: Creature touched</i>				
Speak with Animals	15	None	1 standard action	9 minutes	Personal	V, S	No	Divination
<i>Effect: You can communicate with animals.</i>				<i>Target: You</i>				
Summon Nature's Ally I	15	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect: Calls creature to fight.</i>				<i>Target: One summoned creature</i>				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Barkskin	16	None	1 standard action	90 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: Grants +4 enhancement to natural armor.</i>				<i>Target: Living creature touched</i>				
Cat's Grace	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gains +4 to Dex for 9 minutes.</i>				<i>Target: Creature touched</i>				
Cure Light Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect: Cures 1d8+5 damage</i>				<i>Target: Creature touched</i>				
Hold Animal	16	Will negates; see text	1 standard action	9 rounds [D]; see text	Medium (190 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Paralyzes one animal for 9 rounds.</i>				<i>Target: One animal</i>				
Owl's Wisdom	16	Will negates (harmless)	1 standard action	9 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Wis for 9 minutes.</i>				<i>Target: Creature touched</i>				
Protection from Energy	16	Fortitude negates (harmless)	1 standard action	90 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: Absorb 108 points of damage from one kind of energy.</i>				<i>Target: Creature touched</i>				
Snare	16	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
<i>Effect: Creates a magic booby trap.</i>				<i>Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level</i>				
Speak with Plants	16	None	1 standard action	9 minutes	Personal	V, S	No	Divination
<i>Effect: You can talk to normal plants and plant creatures.</i>				<i>Target: You</i>				
Spike Growth	16	Reflex partial	1 standard action	9 hours [D]	Medium (190 Feet)	V, S, DF	Yes	Transmutation
<i>Effect: Creatures in area take 1d4 damage, may be slowed.</i>				<i>Target: 9 20-ft. squares</i>				
Summon Nature's Ally II	16	None	1 round	9 rounds [D]	Close (45 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect: Calls creature to fight.</i>				<i>Target: One or more creatures, no two of which can be more than 30 ft. apart</i>				
Wind Wall	16	None; see text	1 standard action	9 rounds	Medium (190 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect: Deflects arrows, smaller creatures, and gases.</i>				<i>Target: Wall up to 90 ft. long and 45 ft. high [S]</i>				

* =Domain/Specialty Spell