

Osborn Male Halfling Rog4Rgr6 NPC

NAME		PLAYERNAME		DEITY		LAWFUL GOOD	
Rog4 Rgr6		Halfling		3'3"		Normal	
CLASS		RACE		HEIGHT		VISION	
10		0		Male		0	
TCL		AGE		GENDER		POINTS	
42000		Small		37 lbs			
EXPERIENCE		SIZE		WEIGHT			
55000		Male					
NEXT LEVEL		GENDER		EYES		HAIR	

ABILITY NAME		ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
STR		10	+0	10	+0	69						Walk 20'	
DEX		22	+6	22	+6	17		11		17		0	
CON		14	+2	14	+2	TOTAL		FLAT		TOUCH		ARMOR BONUS	
INT		18	+4	18	+4	10		+0		+6		+1	
WIS		16	+3	16	+3	BASE		+0		+0		+0	
CHA		13	+1	13	+1	ARMOR BONUS		SHIELD BONUS		STAT MODIFIER		MISC MODIFIER	
												MISS CHANCE	
												ARCANE SPELL FAILURE	
												ARMOR CHECK PENALTY	
												SPELL RESISTANCE	

INITIATIVE		+6	=	+6	+	+0
modifier		TOTAL		DEX MODIFIER		MISC MODIFIER
BASE ATTACK		+9/+4				
bonus						

SAVING THROWS		TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE		+9	=	+6	+	+2	+	
REFLEX		+16	=	+9	+	+6	+	
WILLPOWER		+7	=	+3	+	+3	+	

		TOTAL		BASE ATTACK BONUS		STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus		+10/+5	=	+9/+4	+	+0	+1	+0	
RANGED attack bonus		+16/+11	=	+9/+4	+	+6	+1	+0	
GRAPPLE attack bonus		+10/+5	=	+9/+4	+	+0	+1	+0	

UNARMED		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
		+10/+5	1d2	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	25.0	Medium	50.0	Heavy	75.0
Lift over head	75.0	Lift off ground	150.0	Push / Drag	375.0

FEATS	
Alertness	See Text
Dodge	See Text
Endurance	See Text
Exotic Weapon Proficiency	See Text
Improved Two Weapon Fighting	See Text
Mobility	See Text
Track	See Text
Track	See Text
Two Weapon Fighting	See Text

		SKILLS		FAILURE		PENALTY		MAX RANKS		13/6.5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS					MISC MODIFIER	
✓	Balance	DEX	10	=	6	+	4.5	+			
✓	Climb	STR	8	=	0	+	6.0	+	2		
✓	Concentration	CON	4	=	2	+	2.0	+			
	Craft (Alchemy)	INT	8	=	4	+	4.0	+			
	Decipher Script	INT	10	=	4	+	6.0	+			
✓	Forgery	INT	10	=	4	+	6.0	+			
	Handle Animal	CHA	10	=	1	+	9.0	+			
✓	Hide	DEX	19	=	6	+	9.0	+	4		
✓	Jump	STR	10	=	0	+	8.0	+	2		
	Knowledge (Geography)	INT	13	=	4	+	9.0	+			
	Knowledge (Local)	INT	10	=	4	+	6.0	+			
	Knowledge (Nature)	INT	13	=	4	+	9.0	+			
	Knowledge (Nobility and Royalty)	INT	5	=	4	+	1.0	+			
✓	Listen	WIS	16	=	3	+	9.0	+	4		
✓	Move Silently	DEX	15	=	6	+	7.0	+	2		
	Open Lock	DEX	13	=	6	+	7.0	+			
✓	Sense Motive	WIS	7	=	3	+	4.0	+			
	Sleight of Hand	DEX	13	=	6	+	7.0	+			
✓	Spot	WIS	13	=	3	+	8.0	+	2		
✓	Swim	STR	2	=	0	+	2.0	+			
	Tumble	DEX	12	=	6	+	4.0	+	2		
	Use Magic Device	CHA	7	=	1	+	6.0	+			
✓	Use Rope	DEX	15	=	6	+	9.0	+			
				=		+		+			
✓ : 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 Two Weapon Fighting	
Sneak Attack +2d6	
Trap Sense (Ex) +1	
Trapfinding	
Wild Empathy (Ex)	

PROFICIENCIES	
Axe (Throwing), Battleaxe, Club, Crossbow (Hand), 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, Ranscur, 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, Whip	

LANGUAGES	
Common, Dwarven, 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	0	0	0	0	0	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Alarm	14	None	1 standard action	12 hours [D]	Close (40 Feet)	V, S, F/DF	No	Abjuration
<i>Effect: Wards an area for 12 hours.</i>								
Animal Messenger	14	None; see text	1 standard action	6 days	Close (40 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	14	Will negates; see text	1 standard action	6 minutes	Close (40 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	14	Will negates	1 standard action	6 hours	Close (40 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect: Makes one animal your friend.</i>				<i>Target: One animal</i>				
Delay Poison	14	Fortitude negates (harmless)	1 standard action	6 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Stops poison from harming subject for 6 hours.</i>				<i>Target: Creature touched</i>				
Detect Animals or Plants	14	None	1 standard action	Concentration, up to 10 minutes [D]	Long (640 Feet)	V, S	No	Divination
<i>Effect: Detects kinds of animals or plants.</i>				<i>Target: Cone-shaped emanation</i>				
Detect Poison	14	None	1 standard action	Instantaneous	Close (40 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	14	None	1 standard action	Concentration, up to 60 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect: Reveals natural or primitive traps.</i>				<i>Target: Cone-shaped emanation</i>				
Endure Elements	14	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	14	Reflex partial; see text	1 standard action	6 minutes [D]	Long (640 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	14	Will negates (harmless)	1 standard action	60 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect: Animals can't perceive 6 subjects.</i>				<i>Target: 6 creatures touched</i>				
Jump	14	Will negates (harmless)	1 standard action	6 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gets bonus on Jump checks.</i>				<i>Target: Creature touched</i>				
Longstrider	14	None	1 standard action	6 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect: Increases your speed.</i>				<i>Target: You</i>				
Magic Fang	14	Will negates (harmless)	1 standard action	6 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	14	Will negates (harmless)	1 standard action	6 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: 6 subjects leaves no tracks.</i>				<i>Target: 6 creatures touched</i>				
Read Magic	14	None	1 standard action	60 minutes	Personal	V, S, F	No	Divination
<i>Effect: Read scrolls and spellbooks.</i>				<i>Target: You</i>				
Resist Energy	14	Fortitude negates (harmless)	1 standard action	60 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	14	None	1 standard action	6 minutes	Personal	V, S	No	Divination
<i>Effect: You can communicate with animals.</i>				<i>Target: You</i>				
Summon Nature's Ally I	14	None	1 round	6 rounds [D]	Close (40 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect: Calls creature to fight.</i>				<i>Target: One summoned creature</i>				

* =Domain/Speciality Spell