

Alton Male Halfling Rog5Rgr10

NAME	
Rog5 Rgr10	110000
CLASS	EXPERIENCE
15	120000
TCL	NEXT LEVEL

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

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

	TOTAL		BASE ATTACK BONUS		STAT MODIFIER		SIZE MODIFIER		MISC MODIFIER		TEMP MODIFIER
MELEE attack bonus	+15/+10/+5	=	+13/+8/+3	+	+1	+	+1	+	+0	+	
RANGED attack bonus	+20/+15/+10	=	+13/+8/+3	+	+6	+	+1	+	+0	+	
GRAPPLE 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
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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	37.0	Medium	74.0	Heavy	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
Manyshot	See Text
Rapid Shot	See Text
Self Sufficient	See Text
Track	See Text
Track	See Text
Weapon Finesse	See Text

NPC

PLAYERNAME	
Halfling	Small
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP
82		
AC	armor class	
17		
TOTAL	FLAT	TOUCH

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

DEITY	
3'2"	36 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
0	0	6	1
		NATURAL ARMOR MODIFIER	MISC MODIFIER
		MISS CHANCE	

Chaotic Evil
ALIGNMENT
Normal
VISION
0
POINTS

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

SKILLS		MAX RANKS		18/9	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	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. ✕ : 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 (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
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: Wards an area for 20 hours.</i>								
Animal Messenger	15	None; see text	1 standard action	10 days	Close (50 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	10 minutes	Close (50 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	10 hours	Close (50 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	10 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Stops poison from harming subject for 10 hours.</i>				<i>Target: Creature touched</i>				
Detect Animals or Plants	15	None	1 standard action	Concentration, up to 10 minutes [D]	Long (800 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 (50 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 100 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	10 minutes [D]	Long (800 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	100 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect: Animals can't perceive 10 subjects.</i>				<i>Target: 10 creatures touched</i>				
Jump	15	Will negates (harmless)	1 standard action	10 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	10 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	10 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	10 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: 10 subjects leaves no tracks.</i>				<i>Target: 10 creatures touched</i>				
Read Magic	15	None	1 standard action	100 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	100 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	10 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	10 rounds [D]	Close (50 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	100 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	10 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gains +4 to Dex for 10 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	10 rounds [D]; see text	Medium (200 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Paralyzes one animal for 10 rounds.</i>				<i>Target: One animal</i>				
Owl's Wisdom	16	Will negates (harmless)	1 standard action	10 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Wis for 10 minutes.</i>				<i>Target: Creature touched</i>				
Protection from Energy	16	Fortitude negates (harmless)	1 standard action	100 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: Absorb 120 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	10 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	10 hours [D]	Medium (200 Feet)	V, S, DF	Yes	Transmutation
<i>Effect: Creatures in area take 1d4 damage, may be slowed.</i>				<i>Target: 10 20-ft. squares</i>				
Summon Nature's Ally II	16	None	1 round	10 rounds [D]	Close (50 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	10 rounds	Medium (200 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect: Deflects arrows, smaller creatures, and gases.</i>				<i>Target: Wall up to 100 ft. long and 50 ft. high [S]</i>				

\* =Domain/Specialty Spell