

Rhora Female Human
Rog4Rgr9

NAME
Rog4 Rgr9
CLASS
13
TCL
84000
EXPERIENCE
91000
NEXT LEVEL

NPC

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

Chaotic Good

ALIGNMENT
Normal
VISION
0
POINTS

Ability score table with columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMP SCORE, TEMP MODIFIER. Rows include STR, DEX, CON, INT, WIS, and CHA.

HP, AC, INITIATIVE, BASE ATTACK table. Includes hit points, armor class, initiative modifier, and base attack bonus calculations.

SPEED table. Includes Walk 30' and other movement speeds.

SAVING THROWS table. Includes FORTITUDE, REFLEX, and WILLPOWER with their respective modifiers.

MELEE, RANGED, and GRAPPLE table. Includes attack bonuses and modifiers for different types of attacks.

UNARMED table. Includes TOTAL ATTACK BONUS, DAMAGE, and CRITICAL values.

ARMOR table. Includes TYPE, AC, MAXDEX, CHECK, and SPELL FAILURE values.

EQUIPMENT table. Includes ITEM, LOCATION, QTY, WT, and COST values.

TOTAL WEIGHT CARRIED/VALUE table. Includes weight and gold piece values.

WEIGHT ALLOWANCE table. Includes Light, Medium, and Heavy weight allowances.

FEATS table. Includes Diligent, Endurance, Investigator, Manyshot, Negotiator, Power Attack, Rapid Shot, Stealthy, Track, and Weapon Focus.

SUBDUAL DAMAGE, DAMAGE REDUCTION, and SPEED table. Includes various damage and speed modifiers.

SKILLS table. Includes Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, and Misc Modifier. Lists various skills like Appraise, Craft, Decipher, etc.

SPECIAL ABILITIES

Animal Companion (Ex), Evasion (Ex), Improved Combat Style (Ex) - Ranger Archery, Sneak Attack +2d6, Swift Tracker (Ex), Trap Sense (Ex) +1, Trapping, 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, Shortsword, Spiked Shield (Heavy), Spiked Shield (Light), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer.

LANGUAGES

Abyssal, Aquan, Common

# 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