

Hastein Male Human Rgr10Wiz6

NAME

Rgr10 Wiz6

CLASS

16

TCL

120000

EXPERIENCE

136000

NEXT LEVEL

Human

RACE

0

AGE

Medium

SIZE

Male

GENDER

73

HP

hit points

14

AC

armor class

INITIATIVE

modifier

+4

TOTAL

=

+4

DEX

MODIFIER

+0

MISC

MODIFIER

BASE ATTACK

bonus

+13/+8/+3

CHA

Charisma

12

+1

12

+1

WIS

Wisdom

12

+1

12

+1

INT

Intelligence

19

+4

19

+4

CON

Constitution

13

+1

13

+1

DEX

Dexterity

18

+4

18

+4

STR

Strength

14

+2

14

+2

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

+10

=

+9

BASE

SAVE

+1

ABILITY

MODIFIER

+0

MAGIC

MODIFIER

+0

MISC

MODIFIER

+0

TEMP

MODIFIER

+13

=

+9

BASE

SAVE

+4

ABILITY

MODIFIER

+0

MAGIC

MODIFIER

+0

MISC

MODIFIER

+0

TEMP

MODIFIER

+9

=

+8

BASE

SAVE

+1

ABILITY

MODIFIER

+0

MAGIC

MODIFIER

+0

MISC

MODIFIER

+0

TEMP

MODIFIER

MELEE

attack bonus

+15/+10/+5

=

+13/+8/+3

BASE

ATTACK

BONUS

+2

STAT

MODIFIER

+0

SIZE

MODIFIER

+0

MISC

MODIFIER

RANGED

attack bonus

+17/+12/+7

=

+13/+8/+3

BASE

ATTACK

BONUS

+4

STAT

MODIFIER

+0

SIZE

MODIFIER

+0

MISC

MODIFIER

GRAPPLE

attack bonus

+15/+10/+5

=

+13/+8/+3

BASE

ATTACK

BONUS

+2

STAT

MODIFIER

+0

SIZE

MODIFIER

+0

MISC

MODIFIER

UNARMED

TOTAL ATTACK BONUS

+15/+10/+5

DAMAGE

1d3+2

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

58.0

Medium

116.0

Heavy

175.0

Lift over head

175.0

Lift off ground

350.0

Push / Drag

875.0

FEATS

Craft Magic Arms and Armor

See Text

Dodge

See Text

Endurance

See Text

Extend Spell

See Text

Improved Two Weapon Fighting

See Text

Improved Unarmed Strike

See Text

Point Blank Shot

See Text

Rapid Shot

See Text

Scribe Scroll

See Text

Spell Penetration

See Text

Toughness (1x)

See Text

Track

See Text

Two Weapon Fighting

See Text

Chaotic Good

ALIGNMENT

Normal

VISION

0

POINTS

DEITY

5'11"

HEIGHT

198 lbs

WEIGHT

HAIR

EYES

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30'

WOUND

FLAT

TOUCH

BASE

ARMOR

BONUS

SHIELD

BONUS

STAT

MODIFIER

SIZE

MODIFIER

NATURAL

ARMOR

MISC

MODIFIER

MISS

CHANCE

ARCANE

SPELL

FAILURE

ARMOR

CHECK

PENALTY

SPELL

RESISTANCE

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Concentration

CON

11

=

1

+

10.0

+

Craft (Blacksmithing)

INT

11

=

4

+

7.0

+

Craft (Bowmaking)

INT

12

=

4

+

8.0

+

Craft (Leatherworking)

INT

16

=

4

+

12.0

+

Craft (Painting)

INT

10

=

4

+

6.0

+

Craft (Weaponsmithing)

INT

5

=

4

+

1.0

+

Craft (Woodworking)

INT

17

=

4

+

13.0

+

Hide

DEX

17

=

4

+

13.0

+

Knowledge (Arcana)

INT

11

=

4

+

7.0

+

Knowledge (Dungeoneering)

INT

17

=

4

+

13.0

+

Knowledge (Geography)

INT

12

=

4

+

8.0

+

Knowledge (Local)

INT

12

=

4

+

8.0

+

Knowledge (Nature)

INT

19

=

4

+

13.0

+

2

Knowledge (Religion)

INT

12

=

4

+

8.0

+

Knowledge (The Planes)

INT

10

=

4

+

6.0

+

Search

INT

17

=

4

+

13.0

+

Spot

WIS

14

=

1

+

13.0

+

Survival

WIS

13

=

1

+

12.0

+

Use Rope

DEX

17

=

4

+

13.5

+

SPECIAL ABILITIES

Animal Companion (Ex)

Evasion (Ex)

Improved Combat Style (Ex) - Ranger Two Weapon Fighting

Summon Familiar

Swift Tracker (Ex)

Wild Empathy (Ex)

Woodland Stride (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, Ransneur, 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, Draconic, Dwarven, Halfling, Terran

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For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	12	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	13	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	13	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	13	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	13	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	13	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	13	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	13	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	13	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	13	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	13	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	13	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

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	4	4	3	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Acid Splash	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	No	Conjuration (Creation) [Acid]
<i>Effect: Orb deals 1d3 acid damage.</i>				<i>Target: One missile of acid</i>				
Arcane Mark	14	None	1 standard action	Permanent	0 ft.	V, S	No	Universal
<i>Effect: Inscribes a personal rune [visible or invisible].</i>				<i>Target: One personal rune or mark, all of which must fit within 1 sq. ft.</i>				
Dancing Lights	14	None	1 standard action	6 minute [D]	Medium (160 Feet)	V, S	No	Evocation [Light]
<i>Effect: Creates torches or other lights.</i>				<i>Target: Up to four lights, all within a 10-ft.-radius area</i>				

* =Domain/Specialty Spell

Wizard Spells

□□□□□ Daze	14	Will negates	1 standard action	6 round	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Humanoid creature of 4 HD or less loses next action.				<i>Target:</i> One humanoid creature of 4 HD or less				
□□□□□ Detect Magic	14	None	1 standard action	Concentration, up to 6 minutes	60 ft.	V, S	No	Divination
<i>Effect:</i> Detects spells and magic items within 60 ft.				<i>Target:</i> Cone-shaped emanation				
□□□□□ 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.				<i>Target:</i> One creature, one object, or a 5-ft. cube				
□□□□□ Disrupt Undead	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Deals 1d6 damage to one undead.				<i>Target:</i> Ray				
□□□□□ Flare	14	Fortitude negates	1 standard action	Instantaneous	Close (40 Feet)	V	Yes	Evocation [Light]
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].				<i>Target:</i> Burst of light				
□□□□□ Ghost Sound	14	Will disbelief (if interacted with)	1 standard action	6 rounds [D]	Close (40 Feet)	V, S, M	No	Illusion (Figment)
<i>Effect:</i> Figment sounds.				<i>Target:</i> Illusory sounds				
□□□□□ Light	14	None	1 standard action	60 minutes [D]	Touch	V, M/DF	No	Evocation [Light]
<i>Effect:</i> Object shines like a torch.				<i>Target:</i> Object touched				
□□□□□ Mage Hand	14	None	1 standard action	Concentration	Close (40 Feet)	V, S	No	Transmutation
<i>Effect:</i> 5-pound telekinesis.				<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.				
□□□□□ Mending	14	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation
<i>Effect:</i> Makes minor repairs on an object.				<i>Target:</i> One object of up to 1 lb.				
□□□□□ Message	14	None	1 standard action	60 minutes	Medium (160 Feet)	V, S, F	No	Transmutation [Language-Dependent]
<i>Effect:</i> Whispered conversation at distance.				<i>Target:</i> 6 creatures				
□□□□□ Open/Close	14	Will negates (object)	1 standard action	Instantaneous	Close (40 Feet)	V, S, F	Yes (object)	Transmutation
<i>Effect:</i> Opens or closes small or light things.				<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed				
□□□□□ Prestidigitation	14	See text	1 standard action	6 hour	10 ft.	V, S	No	Universal
<i>Effect:</i> Performs minor tricks.				<i>Target:</i> See text				
□□□□□ Ray of Frost	14	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Evocation [Cold]
<i>Effect:</i> Ray deals 1d3 cold damage.				<i>Target:</i> Ray				
□□□□□ Read Magic	14	None	1 standard action	60 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You				
□□□□□ Resistance	14	Will negates (harmless)	1 standard action	6 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject gains +1 on saving throws.				<i>Target:</i> Creature touched				
□□□□□ Touch of Fatigue	14	Fortitude negates	1 standard action	6 rounds	Touch	V, S, M	Yes	Necromancy
<i>Effect:</i> Touch attack fatigues target.				<i>Target:</i> Creature touched				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Alarm	15	None	1 standard action	12 hours [D]	Close (40 Feet)	V, S, F/DF	No	Abjuration
<i>Effect:</i> Wards an area for 12 hours.				<i>Target:</i> 20-ft.-radius emanation centered on a point in space				
□□□□□ Animate Rope	15	None	1 standard action	6 rounds	Medium (160 Feet)	V, S	No	Transmutation
<i>Effect:</i> Makes a rope move at your command.				<i>Target:</i> One ropelike object, length up to 80 ft.; see text				
□□□□□ Burning Hands	15	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]
<i>Effect:</i> 5d4 fire damage				<i>Target:</i> Cone-shaped burst				
□□□□□ Endure Elements	15	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Exist comfortably in hot or cold environments.				<i>Target:</i> Creature touched				
□□□□□ Magic Missile	15	None	1 standard action	Instantaneous	Medium (160 Feet)	V, S	Yes	Evocation [Force]
<i>Effect:</i> 3 missiles that do 1d4+1 damage each.				<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart				
□□□□□ Protection from Chaos	15	Will negates (harmless)	1 standard action	6 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
□□□□□ Protection from Good	15	Will negates (harmless)	1 standard action	6 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.				<i>Target:</i> Creature touched				
□□□□□ Ray of Enfeeblement	15	None	1 standard action	6 minutes	Close (40 Feet)	V, S	Yes	Necromancy
<i>Effect:</i> Ray deals 1d6 +1 per two levels Str damage.				<i>Target:</i> Ray				
□□□□□ Reduce Person	15	Fortitude negates	1 round	6 minutes [D]	Close (40 Feet)	V, S, M	Yes	Transmutation
<i>Effect:</i> Humanoid creature halves in size.				<i>Target:</i> One humanoid creature				
□□□□□ Sleep	15	Will negates	1 round	6 minutes	Medium (160 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Puts 4 HD of creatures into magical slumber.				<i>Target:</i> One or more living creatures within a 10-ft.-radius burst				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Command Undead	16	Will negates; see text	1 standard action	6 days	Close (40 Feet)	V, S, M	Yes	Necromancy
<i>Effect:</i> Undead creature obeys your commands.				<i>Target:</i> One undead creature				
□□□□□ Scorching Ray	16	None	1 standard action	Instantaneous	Close (40 Feet)	V, S	Yes	Evocation [Fire]
<i>Effect:</i> Ranged touch attack deals 4d6 fire damage, +1 ray/four levels [max 3].				<i>Target:</i> One or more rays				
□□□□□ See Invisibility	16	None	1 standard action	60 minutes [D]	Personal	V, S, M	No	Divination
<i>Effect:</i> Reveals invisible creatures or objects.				<i>Target:</i> You				
□□□□□ Whispering Wind	16	None	1 standard action	No more than 6 hours or until discharged [destination is reached]	(CASTERLEVEL) miles	V, S	No	Transmutation [Air]
<i>Effect:</i> Sends a short message 6 miles.				<i>Target:</i> 10-ft.-radius spread				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
□□□□□ Deep Slumber	17	Will negates	1 round	6 minutes	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Puts 10 HD of creatures to sleep.				<i>Target:</i> One or more living creatures within a 10-ft.-radius burst				
□□□□□ Fly	17	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation
<i>Effect:</i> Subject flies at speed of 60 ft.				<i>Target:</i> Creature touched				
□□□□□ Sleet Storm	17	None	1 standard action	6 rounds	Long (640 Feet)	V, S, M/DF	No	Conjuration (Creation) [Cold]
<i>Effect:</i> Hampers vision and movement.				<i>Target:</i> Cylinder 40				

* =Domain/Specialty Spell