

Heardred Male Human Rgr9

|       |            |
|-------|------------|
| NAME  |            |
| Rgr9  | 72000      |
| CLASS | EXPERIENCE |
| 9     | 45000      |
| TCL   | NEXT LEVEL |

| ABILITY NAME               | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|----------------------------|---------------|------------------|------------|---------------|
| <b>STR</b><br>Strength     | 13            | +1               | 13         | +1            |
| <b>DEX</b><br>Dexterity    | 19            | +4               | 19         | +4            |
| <b>CON</b><br>Constitution | 12            | +1               | 12         | +1            |
| <b>INT</b><br>Intelligence | 12            | +1               | 12         | +1            |
| <b>WIS</b><br>Wisdom       | 19            | +4               | 19         | +4            |
| <b>CHA</b><br>Charisma     | 13            | +1               | 13         | +1            |

| SAVING THROWS                      | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMP MODIFIER | conditional modifiers |
|------------------------------------|-------|-----------|------------------|----------------|---------------|---------------|-----------------------|
| <b>FORTITUDE</b><br>(constitution) | +7    | = +6      | + +1             | + +0           | + +0          | +             |                       |
| <b>REFLEX</b><br>(dexterity)       | +10   | = +6      | + +4             | + +0           | + +0          | +             |                       |
| <b>WILLPOWER</b><br>(wisdom)       | +7    | = +3      | + +4             | + +0           | + +0          | +             |                       |

|                                | TOTAL  | BASE ATTACK BONUS | STAT MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP MODIFIER |
|--------------------------------|--------|-------------------|---------------|---------------|---------------|---------------|
| <b>MELEE</b><br>attack bonus   | +10/+5 | = +9/+4           | + +1          | + +0          | + +0          | +             |
| <b>RANGED</b><br>attack bonus  | +13/+8 | = +9/+4           | + +4          | + +0          | + +0          | +             |
| <b>GRAPPLE</b><br>attack bonus | +10/+5 | = +9/+4           | + +1          | + +0          | + +0          | +             |

| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|---------|--------------------|--------|----------|
|         | +10/+5             | 1d3+1  | 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            | 50.0  | Medium          | 100.0 | Heavy       | 150.0 |
| Lift over head   | 150.0 | Lift off ground | 300.0 | Push / Drag | 750.0 |

| FEATS                        |          |
|------------------------------|----------|
| Diligent                     | See Text |
| Empower Spell                | See Text |
| Endurance                    | See Text |
| Improved Two Weapon Fighting | See Text |
| Power Attack                 | See Text |
| Scribe Scroll                | See Text |
| Track                        | See Text |
| Track                        | See Text |
| Two Weapon Defense           | See Text |
| Two Weapon Fighting          | See Text |

NPC

|            |        |
|------------|--------|
| PLAYERNAME |        |
| Human      | Medium |
| RACE       | SIZE   |
| 0          | Male   |
| AGE        | GENDER |

| HP                       | hit points | WOUNDS/CURRENT HP |      |   | SUBDUAL DAMAGE |   |      | DAMAGE REDUCTION |             |   |
|--------------------------|------------|-------------------|------|---|----------------|---|------|------------------|-------------|---|
| <b>AC</b><br>armor class | 14         | :                 | 10   | : | 14             | : | 10   | =                | 0           | : |
|                          | TOTAL      |                   | FLAT |   | TOUCH          |   | BASE |                  | ARMOR BONUS |   |

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

|        |         |
|--------|---------|
| DEITY  |         |
| 5'4"   | 150 lbs |
| HEIGHT | WEIGHT  |
|        |         |
| EYES   | HAIR    |

|             |
|-------------|
| Lawful Evil |
| ALIGNMENT   |
| Normal      |
| VISION      |
| 0           |
| POINTS      |

| SPEED | Walk 30'             |                     |                  |
|-------|----------------------|---------------------|------------------|
|       | 0                    | +0                  | 0                |
|       | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESISTANCE |

| SKILLS  |             | MAX RANKS      |                  | 12/6     |
|---|-------------|----------------|------------------|----------|
| SKILL NAME                                      | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS    |
| ✓ Climb   | STR         | 12             | = 1              | + 11.0 + |
| ✓ Concentration                                 | CON         | 12             | = 1              | + 11.0 + |
| Craft (Painting)                                | INT         | 9              | = 1              | + 8.0 +  |
| Craft (Stonemasonry)                            | INT         | 9              | = 1              | + 8.0 +  |
| ✓ Jump  | STR         | 13             | = 1              | + 12.0 + |
| Knowledge (Dungeoneering)                       | INT         | 12             | = 1              | + 11.0 + |
| Knowledge (Geography)                           | INT         | 12             | = 1              | + 11.0 + |
| ✓ Move Silently                                 | DEX         | 16             | = 4              | + 12.0 + |
| ✓ Survival                                      | WIS         | 16             | = 4              | + 12.0 + |
| ✓ : can be used untrained. x : exclusive skills |             |                |                  |          |

| SPECIAL ABILITIES                                       |
|---|
| Animal Companion (Ex)                                   |
| Evasion (Ex)  |
| Improved Combat Style (Ex) - Ranger Two Weapon Fighting |
| 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, 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       |
|-----------------|
| Abyssal, 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