

Guthorm Male Human Rgr15

NAME

Rgr15

210000

CLASS

EXPERIENCE

15

120000

TCL

NEXT LEVEL

| ABILITY NAME        | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|---------------------|---------------|------------------|------------|---------------|
| STR<br>Strength     | 18            | +4               | 18         | +4            |
| DEX<br>Dexterity    | 21            | +5               | 21         | +5            |
| CON<br>Constitution | 12            | +1               | 12         | +1            |
| INT<br>Intelligence | 12            | +1               | 12         | +1            |
| WIS<br>Wisdom       | 14            | +2               | 14         | +2            |
| CHA<br>Charisma     | 12            | +1               | 12         | +1            |

SAVING THROWS

FORTITUDE  
(constitution)

REFLEX  
(dexterity)

WILLPOWER  
(wisdom)

+10

=

+9

+

+1

+

+0

+

+0

+

conditional modifiers

+14

=

+9

+

+5

+

+0

+

+0

+

+7

=

+5

+

+2

+

+0

+

+0

+

TOTAL

MELEE  
attack bonus

+19/+14/+9

=

+15/+10/+5

+

+4

+

+0

+

+0

+

TOTAL

RANGED  
attack bonus

+20/+15/+10

=

+15/+10/+5

+

+5

+

+0

+

+0

+

TOTAL

GRAPPLE  
attack bonus

+19/+14/+9

=

+15/+10/+5

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

+19/+14/+9

DAMAGE

1d3+4

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            | 100.0 | Medium          | 200.0 | Heavy       | 300.0  |
| Lift over head   | 300.0 | Lift off ground | 600.0 | Push / Drag | 1500.0 |

| FEATS                            |          |
|----------------------------------|----------|
| Combat Reflexes                  | See Text |
| Endurance                        | See Text |
| Enlarge Spell                    | See Text |
| Improved Counterspell            | See Text |
| Improved Precise Shot            | See Text |
| Manyshot                         | See Text |
| Rapid Reload (Crossbow (Heavy))  | See Text |
| Rapid Shot                       | See Text |
| Self Sufficient                  | See Text |
| Skill Focus (Knowledge (Nature)) | See Text |
| Track                            | See Text |
| Track                            | See Text |

NPC

PLAYERNAME

Human

Medium

5'6"

144 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

HP  
hit points

69

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC  
armor class

15

TOTAL

10

FLAT

15

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

5

STAT MODIFIER

0

SIZE MODIFIER

0

NATURAL ARMOR MODIFIER

0

MISC MODIFIER

MISS CHANCE

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

0

SPELL RESISTANCE

INITIATIVE

modifier

+5

=

+5

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+15/+10/+5

Lawful Good

ALIGNMENT

Normal

VISION

0

POINTS

SPEED

Walk 30'

| SKILLS  |             | MAX RANKS      |                  | 18/9       |
|---|-------------|----------------|------------------|------------|
| SKILL NAME                                      | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS      |
| Craft (Bowmaking)                               | INT         | 17             | = 1              | + 16.0 +   |
| Craft (Sculpting)                               | INT         | 16             | = 1              | + 15.0 +   |
| Craft (Shipmaking)                              | INT         | 18             | = 1              | + 17.0 +   |
| ✓ Heal  | WIS         | 22             | = 2              | + 18.0 + 2 |
| ✓ Jump  | STR         | 22             | = 4              | + 18.0 +   |
| Knowledge (Architecture and Engineering)        | INT         | 5              | = 1              | + 4.5 +    |
| Knowledge (Geography)                           | INT         | 19             | = 1              | + 18.0 +   |
| Knowledge (Nature)                              | INT         | 17             | = 1              | + 16.0 +   |
| ✓ Use Rope                                      | DEX         | 23             | = 5              | + 18.0 +   |
| = + +   |             |                |                  |            |
| ✓ : can be used untrained. X : exclusive skills |             |                |                  |            |

SPECIAL ABILITIES

Animal Companion (Ex)

Camouflage (Ex)

Combat Style Mastery (Ex) - Ranger Archery

Evasion (Ex)

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

Common, Sylvan












# 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 | 3 | 2 | 1 | 1 | 0 | 0 | 0 | 0 | 0 |








## LEVEL 1

| Name   | DC | Saving Throw                 | Time              | Duration   | Range            | Comp.      | Spell Resistance | School                                    |
|--|----|------------------------------|-------------------|--|------------------|------------|------------------|---|
|  <b>Alarm</b><br><i>Effect:</i> Wards an area for 30 hours.  | 13 | None                         | 1 standard action | 30 hours [D]   | Close (60 Feet)  | V, S, F/DF | No               | Abjuration                                |
|  <b>Animal Messenger</b><br><i>Effect:</i> Sends a Tiny animal to a specific place.                                      | 13 | None; see text               | 1 standard action | 15 days<br><i>Target:</i> 20-ft.-radius emanation centered on a point in space | Close (60 Feet)  | V, S, M    | Yes              | Enchantment (Compulsion) [Mind-Affecting] |
|  <b>Calm Animals</b><br><i>Effect:</i> Calms [2d4 + level] HD of animals.  | 13 | Will negates; see text       | 1 standard action | 15 minutes<br><i>Target:</i> One Tiny animal                                   | Close (60 Feet)  | V, S       | Yes              | Enchantment (Compulsion) [Mind-Affecting] |
|  <b>Charm Animal</b><br><i>Effect:</i> Makes one animal your friend.   | 13 | Will negates                 | 1 standard action | 15 hours<br><i>Target:</i> Animals within 30 ft. of each other                 | Close (60 Feet)  | V, S       | Yes              | Enchantment (Charm) [Mind-Affecting]      |
|  <b>Delay Poison</b><br><i>Effect:</i> Stops poison from harming subject for 15 hours.                                   | 13 | Fortitude negates (harmless) | 1 standard action | 15 hours<br><i>Target:</i> Creature touched                                    | Touch            | V, S, DF   | Yes (harmless)   | Conjuration (Healing)                     |
|  <b>Detect Animals or Plants</b><br><i>Effect:</i> Detects kinds of animals or plants.                                   | 13 | None                         | 1 standard action | Concentration, up to 10 minutes [D]<br><i>Target:</i> Cone-shaped emanation    | Long (1000 Feet) | V, S       | No               | Divination                                |
|  <b>Detect Poison</b><br><i>Effect:</i> Detects poison in one creature or small object.                                  | 13 | None                         | 1 standard action | Instantaneous<br><i>Target:</i> One creature, one object, or a 5-ft. cube      | Close (60 Feet)  | V, S       | No               | Divination                                |
|  <b>Detect Snares and Pits</b><br><i>Effect:</i> Reveals natural or primitive traps.                                     | 13 | None                         | 1 standard action | Concentration, up to 150 minutes [D]<br><i>Target:</i> Cone-shaped emanation   | 60 ft.           | V, S       | No               | Divination                                |
|  <b>Endure Elements</b><br><i>Effect:</i> Exist comfortably in hot or cold environments.                                 | 13 | Will negates (harmless)      | 1 standard action | 24 hours<br><i>Target:</i> Creature touched                                    | Touch            | V, S       | Yes (harmless)   | Abjuration                                |
|  <b>Entangle</b><br><i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.                                     | 13 | Reflex partial; see text     | 1 standard action | 15 minutes [D]<br><i>Target:</i> Plants in a 40-ft.-radius spread              | Long (1000 Feet) | V, S, DF   | No               | Transmutation                             |
|  <b>Hide from Animals</b><br><i>Effect:</i> Animals can't perceive 15 subjects.  | 13 | Will negates (harmless)      | 1 standard action | 150 minutes [D]<br><i>Target:</i> 15 creatures touched                         | Touch            | S, DF      | Yes              | Abjuration                                |
|  <b>Jump</b><br><i>Effect:</i> Subject gets bonus on Jump checks.  | 13 | Will negates (harmless)      | 1 standard action | 15 minutes [D]<br><i>Target:</i> Creature touched                              | Touch            | V, S, M    | Yes              | Transmutation                             |
|  <b>Longstrider</b><br><i>Effect:</i> Increases your speed.  | 13 | None                         | 1 standard action | 15 hours [D]<br><i>Target:</i> You   | Personal         | V, S, M    | No               | Transmutation                             |
|  <b>Magic Fang</b><br><i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.          | 13 | Will negates (harmless)      | 1 standard action | 15 minutes<br><i>Target:</i> Living creature touched                           | Touch            | V, S, DF   | Yes (harmless)   | Transmutation                             |
|  <b>Pass without Trace</b><br><i>Effect:</i> 15 subjects leaves no tracks.   | 13 | Will negates (harmless)      | 1 standard action | 15 hours [D]<br><i>Target:</i> 15 creatures touched                            | Touch            | V, S, DF   | Yes (harmless)   | Transmutation                             |
|  <b>Read Magic</b><br><i>Effect:</i> Read scrolls and spellbooks.  | 13 | None                         | 1 standard action | 150 minutes<br><i>Target:</i> You  | Personal         | V, S, F    | No               | Divination                                |
|  <b>Resist Energy</b><br><i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type. | 13 | Fortitude negates (harmless) | 1 standard action | 150 minutes<br><i>Target:</i> Creature touched                                 | Touch            | V, S, DF   | Yes (harmless)   | Abjuration                                |
|  <b>Speak with Animals</b><br><i>Effect:</i> You can communicate with animals.   | 13 | None                         | 1 standard action | 15 minutes<br><i>Target:</i> You   | Personal         | V, S       | No               | Divination                                |
|  <b>Summon Nature's Ally I</b><br><i>Effect:</i> Calls creature to fight.  | 13 | None                         | 1 round           | 15 rounds [D]<br><i>Target:</i> One summoned creature                          | Close (60 Feet)  | V, S, DF   | No               | Conjuration (Summoning)                   |

## LEVEL 2

| Name  | DC | Saving Throw                   | Time              | Duration  | Range             | Comp.      | Spell Resistance         | School                                    |
|---|----|--------------------------------|-------------------|---|-------------------|------------|--------------------------|---|
|  <b>Barkskin</b><br><i>Effect:</i> Grants +5 enhancement to natural armor.                            | 14 | None                           | 1 standard action | 150 minutes<br><i>Target:</i> Living creature touched   | Touch             | V, S, DF   | Yes (harmless)           | Transmutation                             |
|  <b>Cat's Grace</b><br><i>Effect:</i> Subject gains +4 to Dex for 15 minutes.                         | 14 | Will negates (harmless)        | 1 standard action | 15 minutes<br><i>Target:</i> Creature touched   | Touch             | V, S, M    | Yes                      | Transmutation                             |
|  <b>Cure Light Wounds</b><br><i>Effect:</i> Cures 1d8+5 damage  | 14 | Will half (harmless); see text | 1 standard action | Instantaneous<br><i>Target:</i> Creature touched  | Touch             | V, S       | Yes (harmless); see text | Conjuration (Healing)                     |
|  <b>Hold Animal</b><br><i>Effect:</i> Paralyzes one animal for 15 rounds.                             | 14 | Will negates; see text         | 1 standard action | 15 rounds [D]; see text<br><i>Target:</i> One animal  | Medium (250 Feet) | V, S       | Yes                      | Enchantment (Compulsion) [Mind-Affecting] |
|  <b>Owl's Wisdom</b><br><i>Effect:</i> Subject gains +4 to Wis for 15 minutes.                        | 14 | Will negates (harmless)        | 1 standard action | 15 minutes<br><i>Target:</i> Creature touched   | Touch             | V, S, M/DF | Yes                      | Transmutation                             |
|  <b>Protection from Energy</b><br><i>Effect:</i> Absorb 180 points of damage from one kind of energy. | 14 | Fortitude negates (harmless)   | 1 standard action | 150 minutes or until discharged<br><i>Target:</i> Creature touched  | Touch             | V, S, DF   | Yes (harmless)           | Abjuration                                |
|  <b>Snare</b><br><i>Effect:</i> Creates a magic booby trap.   | 14 | None                           | 3 rounds          | Until triggered or broken<br><i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level | Touch             | V, S, DF   | No                       | Transmutation                             |
|  <b>Speak with Plants</b><br><i>Effect:</i> You can talk to normal plants and plant creatures.        | 14 | None                           | 1 standard action | 15 minutes<br><i>Target:</i> You  | Personal          | V, S       | No                       | Divination                                |
|  <b>Spike Growth</b><br><i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.              | 14 | Reflex partial                 | 1 standard action | 15 hours [D]<br><i>Target:</i> 15 20-ft. squares  | Medium (250 Feet) | V, S, DF   | Yes                      | Transmutation                             |
|  <b>Summon Nature's Ally II</b><br><i>Effect:</i> Calls creature to fight.                            | 14 | None                           | 1 round           | 15 rounds [D]<br><i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart                              | Close (60 Feet)   | V, S, DF   | No                       | Conjuration (Summoning)                   |
|  <b>Wind Wall</b><br><i>Effect:</i> Deflects arrows, smaller creatures, and gases.                    | 14 | None; see text                 | 1 standard action | 15 rounds<br><i>Target:</i> Wall up to 150 ft. long and 75 ft. high [S]   | Medium (250 Feet) | V, S, M/DF | Yes                      | Evocation [Air]                           |

## LEVEL 3

| Name   | DC | Saving Throw                    | Time              | Duration  | Range           | Comp.      | Spell Resistance         | School                |
|--|----|---------------------------------|-------------------|---|-----------------|------------|--------------------------|-----------------------|
|  <b>Command Plants</b><br><i>Effect:</i> Sway the actions of one or more plant creatures.                                | 15 | Will negates                    | 1 standard action | 15 days<br><i>Target:</i> Up to 15 HD of plant creatures, no two of which can be more than 30 ft. apart | Close (60 Feet) | V          | Yes                      | Transmutation         |
|  <b>Cure Moderate Wounds</b><br><i>Effect:</i> Cures 2d8+10 damage   | 15 | Will half (harmless); see text  | 1 standard action | Instantaneous<br><i>Target:</i> Creature touched  | Touch           | V, S       | Yes (harmless); see text | Conjuration (Healing) |
|  <b>Darkvision</b><br><i>Effect:</i> See 60 ft. in total darkness.   | 15 | Will negates (harmless)         | 1 standard action | 15 hours<br><i>Target:</i> Creature touched   | Touch           | V, S, M    | Yes (harmless)           | Transmutation         |
|  <b>Diminish Plants</b><br><i>Effect:</i> Reduces size or blights growth of normal plants.                               | 15 | None                            | 1 standard action | Instantaneous<br><i>Target:</i> See text  | See text        | V, S, DF   | No                       | Transmutation         |
|  <b>Magic Fang, Greater</b><br><i>Effect:</i> One natural weapon of subject creature gets +5 on attack and damage rolls. | 15 | Will negates (harmless)         | 1 standard action | 15 hours<br><i>Target:</i> One living creature  | Close (60 Feet) | V, S, DF   | Yes (harmless)           | Transmutation         |
|  <b>Neutralize Poison</b><br><i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.         | 15 | Will negates (harmless, object) | 1 standard action | 150 minutes<br><i>Target:</i> Creature or object of up to 15 cu. ft. touched                            | Touch           | V, S, M/DF | Yes (harmless, object)   | Conjuration (Healing) |
|  <b>Plant Growth</b><br><i>Effect:</i> Grows vegetation, improves crops.   | 15 | None                            | 1 standard action | Instantaneous<br><i>Target:</i> See text  | See text        | V, S, DF   | No                       | Transmutation         |

\* = Domain/Specialty Spell

## Ranger Spells

|   |    |                                |                   |   |                 |          |                |                         |
|---|----|--------------------------------|-------------------|---|-----------------|----------|----------------|-------------------------|
| Reduce Animal   | 15 | None                           | 1 standard action | 15 hours [D]  | Touch           | V, S     | No             | Transmutation           |
| <i>Effect:</i> Shrinks one willing animal.                          |    |                                |                   | <i>Target:</i> One willing animal of Small, Medium, Large, or Huge size             |                 |          |                |                         |
| Remove Disease  | 15 | Fortitude negates (harmless)   | 1 standard action | Instantaneous   | Touch           | V, S     | Yes (harmless) | Conjuration (Healing)   |
| <i>Effect:</i> Cures all diseases affecting subject.                |    |                                |                   | <i>Target:</i> Creature touched   |                 |          |                |                         |
| Repel Vermin  | 15 | None or Will negates; see text | 1 standard action | 150 minutes [D]   | 10 ft.          | V, S, DF | Yes            | Abjuration              |
| <i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away. |    |                                |                   | <i>Target:</i> 10 ft. radius emanation centered on you                              |                 |          |                |                         |
| Summon Nature's Ally III  | 15 | None                           | 1 round           | 15 rounds [D]   | Close (60 Feet) | V, S, DF | No             | Conjuration (Summoning) |
| <i>Effect:</i> Calls creature to fight.                             |    |                                |                   | <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart |                 |          |                |                         |
| Tree Shape  | 15 | None                           | 1 standard action | 15 hours [D]  | Personal        | V, S, DF | No             | Transmutation           |
| <i>Effect:</i> You look exactly like a tree for 15 hours.           |    |                                |                   | <i>Target:</i> You  |                 |          |                |                         |
| Water Walk  | 15 | Will negates (harmless)        | 1 standard action | 150 minutes [D]   | Touch           | V, S, DF | Yes (harmless) | Transmutation [Water]   |
| <i>Effect:</i> Subject treads on water as if solid.                 |    |                                |                   | <i>Target:</i> 15 touched creatures   |                 |          |                |                         |

## LEVEL 4

| Name   | DC | Saving Throw                    | Time              | Duration  | Range             | Comp.       | Spell Resistance         | School                      |
|--|----|---------------------------------|-------------------|---|-------------------|-------------|--------------------------|-----------------------------|
| Animal Growth  | 16 | Fortitude negates               | 1 standard action | 15 minutes  | Medium (250 Feet) | V, S        | Yes                      | Transmutation               |
| <i>Effect:</i> One animal/two levels doubles in size.      |    |                                 |                   | <i>Target:</i> Up to one animal [Gargantuan or smaller] per two levels, no two of which can be more than 30 ft. apart |                   |             |                          |                             |
| Commune with Nature  | 16 | None                            | 10 minutes        | Instantaneous   | Personal          | V, S        | No                       | Divination                  |
| <i>Effect:</i> Learn about terrain for 15 miles.           |    |                                 |                   | <i>Target:</i> You  |                   |             |                          |                             |
| Cure Serious Wounds  | 16 | Will half (harmless); see text  | 1 standard action | Instantaneous   | Touch             | V, S        | Yes (harmless); see text | Conjuration (Healing)       |
| <i>Effect:</i> Cures 3d8+15 damage                         |    |                                 |                   | <i>Target:</i> Creature touched   |                   |             |                          |                             |
| Freedom of Movement  | 16 | Will negates (harmless)         | 1 standard action | 150 minutes   | Personal or touch | V, S, M, DF | Yes (harmless)           | Abjuration                  |
| <i>Effect:</i> Subject moves normally despite impediments. |    |                                 |                   | <i>Target:</i> You or creature touched  |                   |             |                          |                             |
| Nondetection   | 16 | Will negates (harmless, object) | 1 standard action | 15 hours  | Touch             | V, S, M     | Yes (harmless, object)   | Abjuration                  |
| <i>Effect:</i> Hides subject from divination, scrying.     |    |                                 |                   | <i>Target:</i> Creature or object touched   |                   |             |                          |                             |
| Summon Nature's Ally IV                                    | 16 | None                            | 1 round           | 15 rounds [D]   | Close (60 Feet)   | V, S, DF    | No                       | Conjuration (Summoning)     |
| <i>Effect:</i> Calls creature to fight.                    |    |                                 |                   | <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart                                   |                   |             |                          |                             |
| Tree Stride  | 16 | None                            | 1 standard action | 15 hours or until expended; see text  | Personal          | V, S, DF    | No                       | Conjuration (Teleportation) |
| <i>Effect:</i> Step from one tree to another far away.     |    |                                 |                   | <i>Target:</i> You  |                   |             |                          |                             |

\* =Domain/Speciality Spell