

Radija Female Half-Elf Rgr12

NAME

Rgr12

CLASS

132000

EXPERIENCE

12

TCL

78000

NEXT LEVEL

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'3"

HEIGHT

140 lbs

WEIGHT

0

AGE

Female

GENDER

Chaotic Neutral

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	19	+4	19	+4
CON Constitution	13	+1	13	+1
INT Intelligence	15	+2	15	+2
WIS Wisdom	19	+4	19	+4
CHA Charisma	12	+1	12	+1

HP

hit points

52

AC

armor class

14

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

INITIATIVE

modifier

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+12/+7/+2

SAVING THROWS

FORTITUDE

(constitution)

+9

REFLEX

(dexterity)

+12

WILLPOWER

(wisdom)

+8

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+16/+11/+6

RANGED

attack bonus

+16/+11/+6

GRAPPLE

attack bonus

+16/+11/+6

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

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
Dodge	See Text
Endurance	See Text
Improved Precise Shot	See Text
Manyslot	See Text
Rapid Shot	See Text
Scribe Scroll	See Text
Stealthy	See Text
Track	See Text
Track	See Text

SKILLS

MAX RANKS

15/7.5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Concentration	CON	15	=	1	+ 14.0	+
Craft (Armorsmithing)	INT	8	=	2	+ 6.0	+
Craft (Bowmaking)	INT	11	=	2	+ 9.0	+
Craft (Woodworking)	INT	8	=	2	+ 6.0	+
Handle Animal	CHA	15	=	1	+ 14.0	+
✓ Hide	DEX	18	=	4	+ 12.0	2
Knowledge (Dungeoneering)	INT	16	=	2	+ 14.0	+
Knowledge (Geography)	INT	12	=	2	+ 10.0	+
Knowledge (Nature)	INT	12	=	2	+ 10.0	+
Profession (Hunter)	WIS	15	=	4	+ 11.0	+
✓ Search	INT	17	=	2	+ 14.0	1
= + +						
✓ : can be used untrained. X : exclusive skills						

SPECIAL ABILITIES

+2 racial bonus on saving throws against enchantment spells or effects.

Animal Companion (Ex)

Combat Style Mastery (Ex) - Ranger Archery

Elven Blood

Evasion (Ex)

Immunity to sleep spells and similar magical effects.

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

Aquan, Common, Elven, Gnome

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	2	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	24 hours [D]	Close (55 Feet)	V, S, F/DF	No	Abjuration
<i>Effect:</i> Wards an area for 24 hours.								
Animal Messenger	15	None; see text	1 standard action	12 days	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Sends a Tiny animal to a specific place.				<i>Target:</i> One Tiny animal				
Calm Animals	15	Will negates; see text	1 standard action	12 minutes	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Calms [2d4 + level] HD of animals.				<i>Target:</i> Animals within 30 ft. of each other				
Charm Animal	15	Will negates	1 standard action	12 hours	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Makes one animal your friend.				<i>Target:</i> One animal				
Delay Poison	15	Fortitude negates (harmless)	1 standard action	12 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 12 hours.				<i>Target:</i> Creature touched				
Detect Animals or Plants	15	None	1 standard action	Concentration, up to 10 minutes [D]	Long (880 Feet)	V, S	No	Divination
<i>Effect:</i> Detects kinds of animals or plants.				<i>Target:</i> Cone-shaped emanation				
Detect Poison	15	None	1 standard action	Instantaneous	Close (55 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				
Detect Snares and Pits	15	None	1 standard action	Concentration, up to 120 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect:</i> Reveals natural or primitive traps.				<i>Target:</i> Cone-shaped emanation				
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				
Entangle	15	Reflex partial; see text	1 standard action	12 minutes [D]	Long (880 Feet)	V, S, DF	No	Transmutation
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.				<i>Target:</i> Plants in a 40-ft.-radius spread				
Hide from Animals	15	Will negates (harmless)	1 standard action	120 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect:</i> Animals can't perceive 12 subjects.				<i>Target:</i> 12 creatures touched				
Jump	15	Will negates (harmless)	1 standard action	12 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gets bonus on Jump checks.				<i>Target:</i> Creature touched				
Longstrider	15	None	1 standard action	12 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect:</i> Increases your speed.				<i>Target:</i> You				
Magic Fang	15	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.				<i>Target:</i> Living creature touched				
Pass without Trace	15	Will negates (harmless)	1 standard action	12 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> 12 subjects leaves no tracks.				<i>Target:</i> 12 creatures touched				
Read Magic	15	None	1 standard action	120 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You				
Resist Energy	15	Fortitude negates (harmless)	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched				
Speak with Animals	15	None	1 standard action	12 minutes	Personal	V, S	No	Divination
<i>Effect:</i> You can communicate with animals.				<i>Target:</i> You				
Summon Nature's Ally I	15	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One summoned creature				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Barkskin	16	None	1 standard action	120 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> Grants +5 enhancement to natural armor.				<i>Target:</i> Living creature touched				
Cat's Grace	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Dex for 12 minutes.				<i>Target:</i> Creature touched				
Cure Light Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 1d8+5 damage				<i>Target:</i> Creature touched				
Hold Animal	16	Will negates; see text	1 standard action	12 rounds [D]; see text	Medium (220 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one animal for 12 rounds.				<i>Target:</i> One animal				
Owl's Wisdom	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 12 minutes.				<i>Target:</i> Creature touched				
Protection from Energy	16	Fortitude negates (harmless)	1 standard action	120 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 144 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
Snare	16	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
<i>Effect:</i> Creates a magic booby trap.				<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level				
Speak with Plants	16	None	1 standard action	12 minutes	Personal	V, S	No	Divination
<i>Effect:</i> You can talk to normal plants and plant creatures.				<i>Target:</i> You				
Spike Growth	16	Reflex partial	1 standard action	12 hours [D]	Medium (220 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.				<i>Target:</i> 12 20-ft. squares				
Summon Nature's Ally II	16	None	1 round	12 rounds [D]	Close (55 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				
Wind Wall	16	None; see text	1 standard action	12 rounds	Medium (220 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 120 ft. long and 60 ft. high [S]				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Command Plants	17	Will negates	1 standard action	12 days	Close (55 Feet)	V	Yes	Transmutation
<i>Effect:</i> Sway the actions of one or more plant creatures.				<i>Target:</i> Up to 12 HD of plant creatures, no two of which can be more than 30 ft. apart				
Cure Moderate Wounds	17	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+10 damage				<i>Target:</i> Creature touched				
Darkvision	17	Will negates (harmless)	1 standard action	12 hours	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> See 60 ft. in total darkness.				<i>Target:</i> Creature touched				
Diminish Plants	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
<i>Effect:</i> Reduces size or blights growth of normal plants.				<i>Target:</i> See text				
Magic Fang, Greater	17	Will negates (harmless)	1 standard action	12 hours	Close (55 Feet)	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> One natural weapon of subject creature gets +4 on attack and damage rolls.				<i>Target:</i> One living creature				
Neutralize Poison	17	Will negates (harmless, object)	1 standard action	120 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.				<i>Target:</i> Creature or object of up to 12 cu. ft. touched				
Plant Growth	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
<i>Effect:</i> Grows vegetation, improves crops.				<i>Target:</i> See text				

* = Domain/Specialty Spell

Ranger Spells

Reduce Animal	17	None	1 standard action	12 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	17	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	17	None or Will negates; see text	1 standard action	120 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	17	None	1 round	12 rounds [D]	Close (55 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	17	None	1 standard action	12 hours [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> You look exactly like a tree for 12 hours.				<i>Target:</i> You				
Water Walk	17	Will negates (harmless)	1 standard action	120 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 12 touched creatures				

* =Domain/Speciality Spell