

Sasha Female Human Rgr6

NAME

Rgr6

30000

CLASS

EXPERIENCE

6

21000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	14	+2	14	+2
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+6	= +5	+ +1	+ +0	+ +0	+	
REFLEX (dexterity)	+7	= +5	+ +2	+ +0	+ +0	+	
WILLPOWER (wisdom)	+6	= +2	+ +4	+ +0	+ +0	+	

TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER	
MELEE attack bonus	+10/+5	= +6/+1	+ +4	+ +0	+ +0	+
RANGED attack bonus	+8/+3	= +6/+1	+ +2	+ +0	+ +0	+
GRAPPLE attack bonus	+10/+5	= +6/+1	+ +4	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	1d3+4	20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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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	
Brew Potion	See Text
Combat Reflexes	See Text
Endurance	See Text
Magical Aptitude	See Text
Manyslot	See Text
Rapid Shot	See Text
Self Sufficient	See Text
Track	See Text
Track	See Text

NPC

PLAYERNAME

Human

Medium

5'10"

119 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Female

AGE

GENDER

EYES

HAIR

HP hit points	36	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION					
AC armor class	12	: 10	: 12	= 10	+ 0	+ 0	+ 2	+ 0	+ 0	+ 0	+ 0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE

INITIATIVE modifier	+2	= +2	+ +0
TOTAL		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+6/+1		

Lawful Evil

ALIGNMENT

Normal

VISION

0

POINTS

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

SKILLS		MAX RANKS		9/4.5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Sculpting)	INT	9	= 1	+ 8.0	+
Craft (Weaponsmithing)	INT	6	= 1	+ 5.0	+
✓ Diplomacy	CHA	4	= 1	+ 3.5	+
Handle Animal	CHA	10	= 1	+ 9.0	+
✓ Heal	WIS	13	= 4	+ 7.0	+ 2
✓ Hide	DEX	11	= 2	+ 9.0	+
✓ Jump	STR	12	= 4	+ 8.0	+
Knowledge (Dungeoneering)	INT	10	= 1	+ 9.0	+
Knowledge (Geography)	INT	10	= 1	+ 9.0	+
Knowledge (History)	INT	1	= 1	+ 0.5	+
		=	+	+	
✓ : can be used untrained. x : exclusive skills					

SPECIAL ABILITIES
Animal Companion (Ex)
Evasion (Ex)
Improved Combat Style (Ex) - Ranger Archery
Wild Empathy (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, Ransour, 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, Dwarven

# 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	0	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	12 hours [D]	Close (40 Feet)	V, S, F/DF	No	Abjuration
<i>Effect: Wards an area for 12 hours.</i>								
Animal Messenger	15	None; see text	1 standard action	6 days	Close (40 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	6 minutes	Close (40 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	6 hours	Close (40 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	6 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Stops poison from harming subject for 6 hours.</i>				<i>Target: Creature touched</i>				
Detect Animals or Plants	15	None	1 standard action	Concentration, up to 10 minutes [D]	Long (640 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 (40 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 60 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	6 minutes [D]	Long (640 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	60 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect: Animals can't perceive 6 subjects.</i>				<i>Target: 6 creatures touched</i>				
Jump	15	Will negates (harmless)	1 standard action	6 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	6 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	6 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	6 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: 6 subjects leaves no tracks.</i>				<i>Target: 6 creatures touched</i>				
Read Magic	15	None	1 standard action	60 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	60 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	6 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	6 rounds [D]	Close (40 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect: Calls creature to fight.</i>				<i>Target: One summoned creature</i>				

\* =Domain/Speciality Spell