

Rachid Male Human Rgr7

NAME

Rgr7

CLASS

42000

EXPERIENCE

7

28000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

5'6"

HEIGHT

176 lbs

WEIGHT

0

AGE

Male

GENDER

Lawful Evil

ALIGNMENT

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	12	+1	12	+1
INT Intelligence	16	+3	16	+3
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

HP

hit points

44

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

INITIATIVE

modifier

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+7/+2

SPEED

Walk 30'

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

+6

REFLEX

(dexterity)

+9

WILLPOWER

(wisdom)

+3

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

+11/+6

RANGED

attack bonus

+11/+6

GRAPPLE

attack bonus

+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	
Alertness	See Text
Empower Spell	See Text
Endurance	See Text
Manyslot	See Text
Mounted Combat	See Text
Rapid Shot	See Text
Track	See Text
Track	See Text
Weapon Focus (Dagger)	See Text

SKILLS

MAX RANKS

10/5

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

Climb

STR

13

=

4

+

9.0

+

Craft (Sculpting)

INT

10

=

3

+

7.0

+

Handle Animal

CHA

11

=

1

+

10.0

+

Heal

WIS

11

=

1

+

10.0

+

Hide

DEX

12

=

4

+

8.0

+

Knowledge (Geography)

INT

11

=

3

+

8.0

+

Knowledge (Nature)

INT

14

=

3

+

9.0

+

2

Profession (Hunter)

WIS

8

=

1

+

7.0

+

Profession (Miner)

WIS

8

=

1

+

7.0

+

Ride

DEX

16

=

4

+

10.0

+

2

Spot

WIS

11

=

1

+

8.0

+

2

Survival

WIS

9

=

1

+

8.0

+

✓ : can be used untrained. ✗ : exclusive skills

SPECIAL ABILITIES

Animal Companion (Ex)

Evasion (Ex)

Improved Combat Style (Ex) - Ranger Archery

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, Ranscur, 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

Auran, Common, Gnoll, Infernal

# 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	12	None	1 standard action	14 hours [D]	Close (40 Feet)	V, S, F/DF	No	Abjuration
<i>Effect: Wards an area for 14 hours.</i>								
Animal Messenger	12	None; see text	1 standard action	7 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	12	Will negates; see text	1 standard action	7 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	12	Will negates	1 standard action	7 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	12	Fortitude negates (harmless)	1 standard action	7 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Stops poison from harming subject for 7 hours.</i>				<i>Target: Creature touched</i>				
Detect Animals or Plants	12	None	1 standard action	Concentration, up to 10 minutes [D]	Long (680 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 (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	12	None	1 standard action	Concentration, up to 70 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	7 minutes [D]	Long (680 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	70 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect: Animals can't perceive 7 subjects.</i>				<i>Target: 7 creatures touched</i>				
Jump	12	Will negates (harmless)	1 standard action	7 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	7 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	7 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	7 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: 7 subjects leaves no tracks.</i>				<i>Target: 7 creatures touched</i>				
Read Magic	12	None	1 standard action	70 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	70 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	7 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	7 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