

Larisa Female Human Rgr18

NAME	
Rgr18	306000
CLASS	EXPERIENCE
18	171000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	22	+6	22	+6
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	13	+1	13	+1
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+12	= +11	+ +1	+ +0	+ +0	+	
REFLEX (dexterity)	+17	= +11	+ +6	+ +0	+ +0	+	
WILLPOWER (wisdom)	+9	= +6	+ +1	+ +0	+ +2	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+22/+17/+12/+7	= +18/+13/+8/+3	+ +4	+ +0	+ +0	+
RANGED attack bonus	+24/+19/+14/+9	= +18/+13/+8/+3	+ +6	+ +0	+ +0	+
GRAPPLE attack bonus	+22/+17/+12/+7	= +18/+13/+8/+3	+ +4	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+22/+17/+12/+7	1d3+4	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	
Craft Magic Arms and Armor	See Text
Diligent	See Text
Endurance	See Text
Heighten Spell	See Text
Improved Precise Shot	See Text
Iron Will	See Text
Manyshot	See Text
Persuasive	See Text
Rapid Shot	See Text
Self Sufficient	See Text
Track	See Text
Track	See Text
Weapon Finesse	See Text
Weapon Focus (Mace (Light))	See Text

NPC

PLAYERNAME	
Human	Medium
RACE	SIZE
0	Female
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP			
98					
AC	armor class	TOTAL	FLAT	TOUCH	BASE
16		10	16	10	

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+6		+6	+0	
BASE ATTACK	bonus	+18/+13/+8/+3		

DEITY	
5'9"	117 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE				DAMAGE REDUCTION			
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	
0	0	6	0	0	0		

SKILLS		MAX RANKS 21/10.5		
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
Craft (Carpentry)	INT	13	= 1	+ 12.0 +
Craft (Painting)	INT	7	= 1	+ 6.0 +
Craft (Woodworking)	INT	11	= 1	+ 10.0 +
Knowledge (Geography)	INT	19	= 1	+ 18.0 +
Knowledge (The Planes)	INT	11	= 1	+ 10.0 +
✓ Move Silently	DEX	27	= 6	+ 21.0 +
Profession (Hunter)	WIS	16	= 1	+ 15.0 +
✓ Ride	DEX	23	= 6	+ 17.0 +
✓ Search	INT	17	= 1	+ 16.0 +
✓ Survival	WIS	22	= 1	+ 19.0 + 2
✓ Use Rope	DEX	27	= 6	+ 21.0 +
_____ = _____ + _____ + _____				
✓ : can be used untrained. X : exclusive skills				

SPECIAL ABILITIES	
Animal Companion (Ex)	
Camouflage (Ex)	
Combat Style Mastery (Ex) - Ranger Archery	
Evasion (Ex)	
Hide in Plain Sight (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	
Aquan, 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	4	2	2	0	0	0	0	0	0








## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Alarm</b> <i>Effect:</i> Wards an area for 36 hours.	12	None	1 standard action	36 hours [D]	Close (70 Feet)	V, S, F/DF	No	Abjuration
 <b>Animal Messenger</b> <i>Effect:</i> Sends a Tiny animal to a specific place.	12	None; see text	1 standard action	18 days <i>Target:</i> 20-ft.-radius emanation centered on a point in space	Close (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Calm Animals</b> <i>Effect:</i> Calms [2d4 + level] HD of animals.	12	Will negates; see text	1 standard action	18 minutes <i>Target:</i> One Tiny animal	Close (70 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Charm Animal</b> <i>Effect:</i> Makes one animal your friend.	12	Will negates	1 standard action	18 hours <i>Target:</i> Animals within 30 ft. of each other	Close (70 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 <b>Delay Poison</b> <i>Effect:</i> Stops poison from harming subject for 18 hours.	12	Fortitude negates (harmless)	1 standard action	18 hours <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
 <b>Detect Animals or Plants</b> <i>Effect:</i> Detects kinds of animals or plants.	12	None	1 standard action	Concentration, up to 10 minutes [D] <i>Target:</i> Cone-shaped emanation	Long (1120 Feet)	V, S	No	Divination
 <b>Detect Poison</b> <i>Effect:</i> Detects poison in one creature or small object.	12	None	1 standard action	Instantaneous <i>Target:</i> One creature, one object, or a 5-ft. cube	Close (70 Feet)	V, S	No	Divination
 <b>Detect Snares and Pits</b> <i>Effect:</i> Reveals natural or primitive traps.	12	None	1 standard action	Concentration, up to 180 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
 <b>Endure Elements</b> <i>Effect:</i> Exist comfortably in hot or cold environments.	12	Will negates (harmless)	1 standard action	24 hours <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless)	Abjuration
 <b>Entangle</b> <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	12	Reflex partial; see text	1 standard action	18 minutes [D] <i>Target:</i> Plants in a 40-ft.-radius spread	Long (1120 Feet)	V, S, DF	No	Transmutation
 <b>Hide from Animals</b> <i>Effect:</i> Animals can't perceive 18 subjects.	12	Will negates (harmless)	1 standard action	180 minutes [D] <i>Target:</i> 18 creatures touched	Touch	S, DF	Yes	Abjuration
 <b>Jump</b> <i>Effect:</i> Subject gets bonus on Jump checks.	12	Will negates (harmless)	1 standard action	18 minutes [D] <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
 <b>Longstrider</b> <i>Effect:</i> Increases your speed.	12	None	1 standard action	18 hours [D] <i>Target:</i> You	Personal	V, S, M	No	Transmutation
 <b>Magic Fang</b> <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	12	Will negates (harmless)	1 standard action	18 minutes <i>Target:</i> Living creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 <b>Pass without Trace</b> <i>Effect:</i> 18 subjects leaves no tracks.	12	Will negates (harmless)	1 standard action	18 hours [D] <i>Target:</i> 18 creatures touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 <b>Read Magic</b> <i>Effect:</i> Read scrolls and spellbooks.	12	None	1 standard action	180 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination
 <b>Resist Energy</b> <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	12	Fortitude negates (harmless)	1 standard action	180 minutes <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Abjuration
 <b>Speak with Animals</b> <i>Effect:</i> You can communicate with animals.	12	None	1 standard action	18 minutes <i>Target:</i> You	Personal	V, S	No	Divination
 <b>Summon Nature's Ally I</b> <i>Effect:</i> Calls creature to fight.	12	None	1 round	18 rounds [D] <i>Target:</i> One summoned creature	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 <b>Barkskin</b> <i>Effect:</i> Grants +5 enhancement to natural armor.	13	None	1 standard action	180 minutes <i>Target:</i> Living creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 <b>Cat's Grace</b> <i>Effect:</i> Subject gains +4 to Dex for 18 minutes.	13	Will negates (harmless)	1 standard action	18 minutes <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
 <b>Cure Light Wounds</b> <i>Effect:</i> Cures 1d8+5 damage	13	Will half (harmless); see text	1 standard action	Instantaneous <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 <b>Hold Animal</b> <i>Effect:</i> Paralyzes one animal for 18 rounds.	13	Will negates; see text	1 standard action	18 rounds [D]; see text <i>Target:</i> One animal	Medium (280 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Owl's Wisdom</b> <i>Effect:</i> Subject gains +4 to Wis for 18 minutes.	13	Will negates (harmless)	1 standard action	18 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes	Transmutation
 <b>Protection from Energy</b> <i>Effect:</i> Absorb 216 points of damage from one kind of energy.	13	Fortitude negates (harmless)	1 standard action	180 minutes or until discharged <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Abjuration
 <b>Snare</b> <i>Effect:</i> Creates a magic booby trap.	13	None	3 rounds	Until triggered or broken <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> <i>Effect:</i> You can talk to normal plants and plant creatures.	13	None	1 standard action	18 minutes <i>Target:</i> You	Personal	V, S	No	Divination
 <b>Spike Growth</b> <i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.	13	Reflex partial	1 standard action	18 hours [D] <i>Target:</i> 18 20-ft. squares	Medium (280 Feet)	V, S, DF	Yes	Transmutation
 <b>Summon Nature's Ally II</b> <i>Effect:</i> Calls creature to fight.	13	None	1 round	18 rounds [D] <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
 <b>Wind Wall</b> <i>Effect:</i> Deflects arrows, smaller creatures, and gases.	13	None; see text	1 standard action	18 rounds <i>Target:</i> Wall up to 180 ft. long and 90 ft. high [S]	Medium (280 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> <i>Effect:</i> Sway the actions of one or more plant creatures.	14	Will negates	1 standard action	18 days <i>Target:</i> Up to 18 HD of plant creatures, no two of which can be more than 30 ft. apart	Close (70 Feet)	V	Yes	Transmutation
 <b>Cure Moderate Wounds</b> <i>Effect:</i> Cures 2d8+10 damage	14	Will half (harmless); see text	1 standard action	Instantaneous <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 <b>Darkvision</b> <i>Effect:</i> See 60 ft. in total darkness.	14	Will negates (harmless)	1 standard action	18 hours <i>Target:</i> Creature touched	Touch	V, S, M	Yes (harmless)	Transmutation
 <b>Diminish Plants</b> <i>Effect:</i> Reduces size or blights growth of normal plants.	14	None	1 standard action	Instantaneous <i>Target:</i> See text	See text	V, S, DF	No	Transmutation
 <b>Magic Fang, Greater</b> <i>Effect:</i> One natural weapon of subject creature gets +5 on attack and damage rolls.	14	Will negates (harmless)	1 standard action	18 hours <i>Target:</i> One living creature	Close (70 Feet)	V, S, DF	Yes (harmless)	Transmutation
 <b>Neutralize Poison</b> <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.	14	Will negates (harmless, object)	1 standard action	180 minutes <i>Target:</i> Creature or object of up to 18 cu. ft. touched	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
 <b>Plant Growth</b> <i>Effect:</i> Grows vegetation, improves crops.	14	None	1 standard action	Instantaneous <i>Target:</i> See text	See text	V, S, DF	No	Transmutation

\* = Domain/Specialty Spell

## Ranger Spells

Reduce Animal	14	None	1 standard action	18 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	14	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	14	None or Will negates; see text	1 standard action	180 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	14	None	1 round	18 rounds [D]	Close (70 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	14	None	1 standard action	18 hours [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> You look exactly like a tree for 18 hours.				<i>Target:</i> You				
Water Walk	14	Will negates (harmless)	1 standard action	180 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 18 touched creatures				

\* =Domain/Speciality Spell