

Quariust Male Half-Elf Rgr18

NAME

Rgr18

306000

CLASS

EXPERIENCE

18

171000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	21	+5	21	+5
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	14	+2	14	+2

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

+12

=

+11

+

+1

+

+0

+

+0

+

conditional modifiers

+16

=

+11

+

+5

+

+0

+

+0

+

conditional modifiers

+10

=

+6

+

+4

+

+0

+

+0

+

conditional modifiers

MELEE
attack bonus

RANGED
attack bonus

GRAPPLE
attack bonus

+21/+16/+11/+6

=

+18/+13/+8/+3

+

+3

+

+0

+

+0

+

+23/+18/+13/+8

=

+18/+13/+8/+3

+

+5

+

+0

+

+0

+

+21/+16/+11/+6

=

+18/+13/+8/+3

+

+3

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+21/+16/+11/+6

1d3+3

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	86.0	Medium	173.0	Heavy	260.0
Lift over head	260.0	Lift off ground	520.0	Push / Drag	1300.0

FEATS	
Dodge	See Text
Endurance	See Text
Greater Two Weapon Fighting	See Text
Improved Two Weapon Fighting	See Text
Leadership	See Text
Negotiator	See Text
Quick Draw	See Text
Stealthy	See Text
Still Spell	See Text
Track	See Text
Track	See Text
Two Weapon Defense	See Text
Two Weapon Fighting	See Text

NPC

PLAYERNAME

Half-Elf

Medium

5'0"

130 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

HP
hit points

95

WOUNDS/CURRENT HP

AC
armor class

15

TOTAL

:

10

:

15

:

10

+

0

+

0

+

5

+

0

+

0

+

0

+

0

MISS CHANCE

INITIATIVE
modifier

+5

=

+5

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+18/+13/+8/+3

DEITY

5'0"

130 lbs

HEIGHT

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

SKILLS		MAX RANKS 21/10.5				
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Concentration	CON	15	=	1	+ 14.0	+
Craft (Alchemy)	INT	11	=	1	+ 10.0	+
Craft (Pottery)	INT	12	=	1	+ 11.0	+
Craft (Sculpting)	INT	11	=	1	+ 10.0	+
Knowledge (Dungeoneering)	INT	20	=	1	+ 19.0	+
Knowledge (Geography)	INT	17	=	1	+ 16.0	+
Knowledge (Nobility and Royalty)	INT	2	=	1	+ 1.0	+
✓ Ride	DEX	24	=	5	+ 19.0	+
✓ Search	INT	15	=	1	+ 13.0	+ 1
✓ Spot	WIS	18	=	4	+ 13.0	+ 1
✓ Survival	WIS	25	=	4	+ 21.0	+
			=		+	+
✓ : can be used untrained. ✗ : exclusive skills						

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
Animal Companion (Ex)	
Camouflage (Ex)	
Combat Style Mastery (Ex) - Ranger Two Weapon Fighting	
Elven Blood	
Evasion (Ex)	
Hide in Plain Sight (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	
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	4	3	3	2	0	0	0	0	0








LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Alarm <i>Effect:</i> Wards an area for 36 hours.	15	None	1 standard action	36 hours [D]	Close (70 Feet)	V, S, F/DF	No	Abjuration
 Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	15	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]
 Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	15	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]
 Charm Animal <i>Effect:</i> Makes one animal your friend.	15	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]
 Delay Poison <i>Effect:</i> Stops poison from harming subject for 18 hours.	15	Fortitude negates (harmless)	1 standard action	18 hours <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
 Detect Animals or Plants <i>Effect:</i> Detects kinds of animals or plants.	15	None	1 standard action	Concentration, up to 10 minutes [D] <i>Target:</i> Cone-shaped emanation	Long (1120 Feet)	V, S	No	Divination
 Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	Instantaneous <i>Target:</i> One creature, one object, or a 5-ft. cube	Close (70 Feet)	V, S	No	Divination
 Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.	15	None	1 standard action	Concentration, up to 180 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
 Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	Will negates (harmless)	1 standard action	24 hours <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless)	Abjuration
 Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	15	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
 Hide from Animals <i>Effect:</i> Animals can't perceive 18 subjects.	15	Will negates (harmless)	1 standard action	180 minutes [D] <i>Target:</i> 18 creatures touched	Touch	S, DF	Yes	Abjuration
 Jump <i>Effect:</i> Subject gets bonus on Jump checks.	15	Will negates (harmless)	1 standard action	18 minutes [D] <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
 Longstrider <i>Effect:</i> Increases your speed.	15	None	1 standard action	18 hours [D] <i>Target:</i> You	Personal	V, S, M	No	Transmutation
 Magic Fang <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	15	Will negates (harmless)	1 standard action	18 minutes <i>Target:</i> Living creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 Pass without Trace <i>Effect:</i> 18 subjects leaves no tracks.	15	Will negates (harmless)	1 standard action	18 hours [D] <i>Target:</i> 18 creatures touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 Read Magic <i>Effect:</i> Read scrolls and spellbooks.	15	None	1 standard action	180 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination
 Resist Energy <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	15	Fortitude negates (harmless)	1 standard action	180 minutes <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Abjuration
 Speak with Animals <i>Effect:</i> You can communicate with animals.	15	None	1 standard action	18 minutes <i>Target:</i> You	Personal	V, S	No	Divination
 Summon Nature's Ally I <i>Effect:</i> Calls creature to fight.	15	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
 Barkskin <i>Effect:</i> Grants +5 enhancement to natural armor.	16	None	1 standard action	180 minutes <i>Target:</i> Living creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 18 minutes.	16	Will negates (harmless)	1 standard action	18 minutes <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
 Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	16	Will half (harmless); see text	1 standard action	Instantaneous <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 Hold Animal <i>Effect:</i> Paralyzes one animal for 18 rounds.	16	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]
 Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 18 minutes.	16	Will negates (harmless)	1 standard action	18 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes	Transmutation
 Protection from Energy <i>Effect:</i> Absorb 216 points of damage from one kind of energy.	16	Fortitude negates (harmless)	1 standard action	180 minutes or until discharged <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Abjuration
 Snare <i>Effect:</i> Creates a magic booby trap.	16	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
 Speak with Plants <i>Effect:</i> You can talk to normal plants and plant creatures.	16	None	1 standard action	18 minutes <i>Target:</i> You	Personal	V, S	No	Divination
 Spike Growth <i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.	16	Reflex partial	1 standard action	18 hours [D] <i>Target:</i> 18 20-ft. squares	Medium (280 Feet)	V, S, DF	Yes	Transmutation
 Summon Nature's Ally II <i>Effect:</i> Calls creature to fight.	16	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)
 Wind Wall <i>Effect:</i> Deflects arrows, smaller creatures, and gases.	16	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
 Command Plants <i>Effect:</i> Sway the actions of one or more plant creatures.	17	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
 Cure Moderate Wounds <i>Effect:</i> Cures 2d8+10 damage	17	Will half (harmless); see text	1 standard action	Instantaneous <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 Darkvision <i>Effect:</i> See 60 ft. in total darkness.	17	Will negates (harmless)	1 standard action	18 hours <i>Target:</i> Creature touched	Touch	V, S, M	Yes (harmless)	Transmutation
 Diminish Plants <i>Effect:</i> Reduces size or blights growth of normal plants.	17	None	1 standard action	Instantaneous <i>Target:</i> See text	See text	V, S, DF	No	Transmutation
 Magic Fang, Greater <i>Effect:</i> One natural weapon of subject creature gets +5 on attack and damage rolls.	17	Will negates (harmless)	1 standard action	18 hours <i>Target:</i> One living creature	Close (70 Feet)	V, S, DF	Yes (harmless)	Transmutation
 Neutralize Poison <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.	17	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)
 Plant Growth <i>Effect:</i> Grows vegetation, improves crops.	17	None	1 standard action	Instantaneous <i>Target:</i> See text	See text	V, S, DF	No	Transmutation

* = Domain/Specialty Spell

Ranger Spells								
Reduce Animal	17	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	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	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	17	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	17	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	17	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				

LEVEL 4								
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animal Growth	18	Fortitude negates	1 standard action	18 minutes	Medium (280 Feet)	V, S	Yes	Transmutation
Effect: One animal/two levels doubles in size.				Target: Up to one animal [Gargantuan or smaller] per two levels, no two of which can be more than 30 ft. apart				
Commune with Nature	18	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
Effect: Learn about terrain for 18 miles.				Target: You				
Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
Effect: Cures 3d8+15 damage				Target: Creature touched				
Freedom of Movement	18	Will negates (harmless)	1 standard action	180 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
Effect: Subject moves normally despite impediments.				Target: You or creature touched				
Nondetection	18	Will negates (harmless, object)	1 standard action	18 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration
Effect: Hides subject from divination, scrying.				Target: Creature or object touched				
Summon Nature's Ally IV	18	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
Effect: Calls creature to fight.				Target: One or more creatures, no two of which can be more than 30 ft. apart				
Tree Stride	18	None	1 standard action	18 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)
Effect: Step from one tree to another far away.				Target: You				
* =Domain/Speciality Spell								