

Thamio Male Elf Rgr15

NAME	
Rgr15	210000
CLASS	EXPERIENCE
15	120000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	12	+1	12	+1
DEX Dexterity	22	+6	22	+6
CON Constitution	12	+1	12	+1
INT Intelligence	18	+4	18	+4
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)	+10	= +9	+ +1	+ +0	+ +0	+	
REFLEX (dexterity)	+15	= +9	+ +6	+ +0	+ +0	+	
WILLPOWER (wisdom)	+6	= +5	+ +1	+ +0	+ +0	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+16/+11/+6	= +15/+10/+5	+ +1	+ +0	+ +0	+
RANGED attack bonus	+21/+16/+11	= +15/+10/+5	+ +6	+ +0	+ +0	+
GRAPPLE attack bonus	+16/+11/+6	= +15/+10/+5	+ +1	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+16/+11/+6	1d3+1	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	43.0	Medium	86.0	Heavy	130.0
Lift over head	130.0	Lift off ground	260.0	Push / Drag	650.0

FEATS	
Alertness	See Text
Combat Reflexes	See Text
Endurance	See Text
Endurance	See Text
Far Shot	See Text
Improved Initiative	See Text
Improved Precise Shot	See Text
Manyslot	See Text
Point Blank Shot	See Text
Rapid Shot	See Text
Track	See Text
Track	See Text

NPC

PLAYERNAME		DEITY	
Elf	Medium	4'10"	100 lbs
RACE	SIZE	HEIGHT	WEIGHT
0	Male		
AGE	GENDER	EYES	HAIR

HP	hit points	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
86					Walk 30'
AC	armor class	TOTAL	FLAT	TOUCH	BASE
16		10	16	10	0
		ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
		0	0	6	0
		NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE
		0	0		0
		ARMOR CHECK PENALTY	SPELL RESISTANCE		
		0	+0	0	

INITIATIVE	modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
+10		+6	+4	
BASE ATTACK	bonus	+15/+10/+5		

SKILLS					MAX RANKS	18/9	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Climb	STR	16	= 1	+ 15.0	+	
✓	Concentration	CON	18	= 1	+ 17.0	+	
	Craft (Trapmaking)	INT	16	= 4	+ 12.0	+	
✓	Hide	DEX	21	= 6	+ 15.0	+	
✓	Intimidate	CHA	3	= 1	+ 2.0	+	
	Knowledge (Dungeoneering)	INT	20	= 4	+ 16.0	+	
	Knowledge (Geography)	INT	21	= 4	+ 17.0	+	
	Knowledge (Nature)	INT	22	= 4	+ 16.0	+	2
✓	Ride	DEX	22	= 6	+ 16.0	+	
✓	Search	INT	23	= 4	+ 17.0	+	2
✓	Spot	WIS	23	= 1	+ 18.0	+	4
✓	Survival	WIS	19	= 1	+ 18.0	+	
					=	+	+

SPECIAL ABILITIES

+2 racial saving throw bonus against enchantment spells or effects.  
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Animal Companion (Ex)
Camouflage (Ex)
Combat Style Mastery (Ex) - Ranger Archery
Evasion (Ex)
Immunity to magic sleep 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, Draconic, Elven, Gnoll, Gnome, Sylvan












# 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	3	1	1	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 30 hours.	12	None	1 standard action	30 hours [D]	Close (60 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	15 days <i>Target:</i> 20-ft.-radius emanation centered on a point in space	Close (60 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	15 minutes <i>Target:</i> One Tiny animal	Close (60 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	15 hours <i>Target:</i> Animals within 30 ft. of each other	Close (60 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 <b>Delay Poison</b> <i>Effect:</i> Stops poison from harming subject for 15 hours.	12	Fortitude negates (harmless)	1 standard action	15 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 (1000 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 (60 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 150 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	15 minutes [D] <i>Target:</i> Plants in a 40-ft.-radius spread	Long (1000 Feet)	V, S, DF	No	Transmutation
 <b>Hide from Animals</b> <i>Effect:</i> Animals can't perceive 15 subjects.	12	Will negates (harmless)	1 standard action	150 minutes [D] <i>Target:</i> 15 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	15 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	15 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	15 minutes <i>Target:</i> Living creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 <b>Pass without Trace</b> <i>Effect:</i> 15 subjects leaves no tracks.	12	Will negates (harmless)	1 standard action	15 hours [D] <i>Target:</i> 15 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	150 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	150 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	15 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	15 rounds [D] <i>Target:</i> One summoned creature	Close (60 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	150 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 15 minutes.	13	Will negates (harmless)	1 standard action	15 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 15 rounds.	13	Will negates; see text	1 standard action	15 rounds [D]; see text <i>Target:</i> One animal	Medium (250 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Owl's Wisdom</b> <i>Effect:</i> Subject gains +4 to Wis for 15 minutes.	13	Will negates (harmless)	1 standard action	15 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes	Transmutation
 <b>Protection from Energy</b> <i>Effect:</i> Absorb 180 points of damage from one kind of energy.	13	Fortitude negates (harmless)	1 standard action	150 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	15 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	15 hours [D] <i>Target:</i> 15 20-ft. squares	Medium (250 Feet)	V, S, DF	Yes	Transmutation
 <b>Summon Nature's Ally II</b> <i>Effect:</i> Calls creature to fight.	13	None	1 round	15 rounds [D] <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart	Close (60 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	15 rounds <i>Target:</i> Wall up to 150 ft. long and 75 ft. high [S]	Medium (250 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	15 days <i>Target:</i> Up to 15 HD of plant creatures, no two of which can be more than 30 ft. apart	Close (60 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	15 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	15 hours <i>Target:</i> One living creature	Close (60 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	150 minutes <i>Target:</i> Creature or object of up to 15 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	15 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	150 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	15 rounds [D]	Close (60 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	15 hours [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> You look exactly like a tree for 15 hours.				<i>Target:</i> You				
Water Walk	14	Will negates (harmless)	1 standard action	150 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 15 touched creatures				

\* =Domain/Speciality Spell