

Charmaine Female Halfling
Rgr11

NAME
Rgr11
CLASS
11
TCL
NEXT LEVEL

Table with 4 columns: ABILITY NAME, ABILITY SCORE, ABILITY MODIFIER, TEMP SCORE, TEMP MODIFIER. Rows include STR (Strength), DEX (Dexterity), CON (Constitution), INT (Intelligence), WIS (Wisdom), and CHA (Charisma).

Table for SAVING THROWS. Columns: TOTAL, BASE SAVE, ABILITY MODIFIER, MAGIC MODIFIER, MISC MODIFIER, TEMP MODIFIER. Rows: FORTITUDE (constitution), REFLEX (dexterity), WILLPOWER (wisdom).

Table for MELEE, RANGED, and GRAPPLE attacks. Columns: TOTAL, BASE ATTACK BONUS, STAT MODIFIER, SIZE MODIFIER, MISC MODIFIER, TEMP MODIFIER.

Table for UNARMED attack. Columns: TOTAL ATTACK BONUS, DAMAGE, CRITICAL.

Table for ARMOR. Columns: TYPE, AC, MAXDEX, CHECK, SPELL FAILURE.

Table for EQUIPMENT. Columns: ITEM, LOCATION, QTY, WT, COST. Row: Outfit (Explorer's).

Table for WEIGHT ALLOWANCE. Columns: Light, Medium, Heavy. Rows: 28.0, 57.0, 86.0 and Lift over head, Lift off ground, Push / Drag.

Table for FEATS. Columns: Feat Name, Description. Rows: Alertness, Endurance, Improved Precise Shot, Manyshot, Rapid Shot, Skill Focus (Knowledge (Geography)), Stealthy, Track, Widen Spell.

NPC

PLAYERNAME
Halfling
RACE
Small
SIZE
Female
GENDER

Table for HP and AC. Columns: HP (hit points), AC (armor class). Rows: 68, 17.

Table for INITIATIVE and BASE ATTACK. Columns: modifier, TOTAL, DEX MODIFIER, MISC MODIFIER.

DEITY
3'2"
HEIGHT
33 lbs
WEIGHT

Table for SUBDUAL DAMAGE and DAMAGE REDUCTION. Columns: SUBDUAL DAMAGE, DAMAGE REDUCTION.

Table for SKILLS. Columns: SKILL NAME, KEY ABILITY, SKILL MODIFIER, ABILITY MODIFIER, RANKS, MISC MODIFIER. Rows include Craft (Blacksmithing), Craft (Leatherworking), Handle Animal, Knowledge (Dungeoneering), Knowledge (Geography), Knowledge (Nature), Profession (Miner), Ride, Spot.

SPECIAL ABILITIES

- +1 racial bonus on all saving throws
- +2 morale bonus on saving throws against fear
- Animal Companion (Ex)
- Combat Style Mastery (Ex) - Ranger Archery
- Evasion (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

Common, Dwarven, Halfling












# 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	1	0	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 22 hours.	12	None	1 standard action	22 hours [D]	Close (50 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	11 days	Close (50 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	11 minutes	Close (50 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	11 hours	Close (50 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 <b>Delay Poison</b> <i>Effect:</i> Stops poison from harming subject for 11 hours.	12	Fortitude negates (harmless)	1 standard action	11 hours	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 (840 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 (50 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 110 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	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	11 minutes [D] <i>Target:</i> Plants in a 40-ft.-radius spread	Long (840 Feet)	V, S, DF	No	Transmutation
 <b>Hide from Animals</b> <i>Effect:</i> Animals can't perceive 11 subjects.	12	Will negates (harmless)	1 standard action	110 minutes [D] <i>Target:</i> 11 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	11 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	11 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	11 minutes <i>Target:</i> Living creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 <b>Pass without Trace</b> <i>Effect:</i> 11 subjects leaves no tracks.	12	Will negates (harmless)	1 standard action	11 hours [D] <i>Target:</i> 11 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	110 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	110 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	11 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	11 rounds [D] <i>Target:</i> One summoned creature	Close (50 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 +4 enhancement to natural armor.	13	None	1 standard action	110 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
 <b>Cat's Grace</b> <i>Effect:</i> Subject gains +4 to Dex for 11 minutes.	13	Will negates (harmless)	1 standard action	11 minutes <i>Target:</i> Living 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 11 rounds.	13	Will negates; see text	1 standard action	11 rounds [D]; see text <i>Target:</i> One animal	Medium (210 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 <b>Owl's Wisdom</b> <i>Effect:</i> Subject gains +4 to Wis for 11 minutes.	13	Will negates (harmless)	1 standard action	11 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes	Transmutation
 <b>Protection from Energy</b> <i>Effect:</i> Absorb 132 points of damage from one kind of energy.	13	Fortitude negates (harmless)	1 standard action	110 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	11 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	11 hours [D] <i>Target:</i> 11 20-ft. squares	Medium (210 Feet)	V, S, DF	Yes	Transmutation
 <b>Summon Nature's Ally II</b> <i>Effect:</i> Calls creature to fight.	13	None	1 round	11 rounds [D] <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart	Close (50 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	11 rounds <i>Target:</i> Wall up to 110 ft. long and 55 ft. high [S]	Medium (210 Feet)	V, S, M/DF	Yes	Evocation [Air]

\* =Domain/Specialty Spell