

Yasir Male Human Rgr13

NAME	
Rgr13	156000
CLASS	EXPERIENCE
13	91000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	21	+5	21	+5
CON Constitution	14	+2	14	+2
INT Intelligence	14	+2	14	+2
WIS Wisdom	16	+3	16	+3
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+10	= +8	+ +2	+ +0	+ +0	+	
REFLEX (dexterity)	+13	= +8	+ +5	+ +0	+ +0	+	
WILLPOWER (wisdom)	+7	= +4	+ +3	+ +0	+ +0	+	

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+17/+12/+7	= +13/+8/+3	+ +4	+ +0	+ +0	+
RANGED attack bonus	+18/+13/+8	= +13/+8/+3	+ +5	+ +0	+ +0	+
GRAPPLE attack bonus	+17/+12/+7	= +13/+8/+3	+ +4	+ +0	+ +0	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+17/+12/+7	1d3+4	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
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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	
Combat Expertise	See Text
Combat Reflexes	See Text
Dodge	See Text
Endurance	See Text
Improved Precise Shot	See Text
Manyshot	See Text
Rapid Shot	See Text
Self Sufficient	See Text
Stealthy	See Text
Toughness (1x)	See Text
Track	See Text
Track	See Text

NPC

PLAYERNAME	
Human	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	WOUNDS/CURRENT HP
93		
AC	armor class	
15		
TOTAL	FLAT	TOUCH

INITIATIVE	modifier			
+5	=	+5	+ +0	
TOTAL		DEX MODIFIER	MISC MODIFIER	
BASE ATTACK	bonus	+13/+8/+3		

DEITY	
5'6"	136 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
0	0	5	0
NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	
0	0		

SKILLS		MAX RANKS		16/8
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
Craft (Alchemy)	INT	17	= 2	+ 15.0 +
Craft (Armorsmithing)	INT	5	= 2	+ 3.0 +
Craft (Pottery)	INT	9	= 2	+ 7.0 +
Craft (Weaponsmithing)	INT	7	= 2	+ 5.0 +
Handle Animal	CHA	16	= 1	+ 15.0 +
Jump	STR	17	= 4	+ 13.0 +
Knowledge (Dungeoneering)	INT	18	= 2	+ 16.0 +
Knowledge (Geography)	INT	18	= 2	+ 16.0 +
Knowledge (Nature)	INT	19	= 2	+ 15.0 + 2
Profession (Hunter)	WIS	18	= 3	+ 15.0 +
Survival	WIS	18	= 3	+ 13.0 + 2
Use Rope	DEX	17	= 5	+ 12.0 +
✓ : can be used untrained. ✗ : exclusive skills				

SPECIAL ABILITIES

Animal Companion (Ex)
Camouflage (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, Gnoll, 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	2	2	0	0	0	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Alarm	14	None	1 standard action	26 hours [D]	Close (55 Feet)	V, S, F/DF	No	Abjuration
<i>Effect:</i> Wards an area for 26 hours.								
Animal Messenger	14	None; see text	1 standard action	13 days	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Sends a Tiny animal to a specific place.				<i>Target:</i> One Tiny animal				
Calm Animals	14	Will negates; see text	1 standard action	13 minutes	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Calms [2d4 + level] HD of animals.				<i>Target:</i> Animals within 30 ft. of each other				
Charm Animal	14	Will negates	1 standard action	13 hours	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Makes one animal your friend.				<i>Target:</i> One animal				
Delay Poison	14	Fortitude negates (harmless)	1 standard action	13 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 13 hours.				<i>Target:</i> Creature touched				
Detect Animals or Plants	14	None	1 standard action	Concentration, up to 10 minutes [D]	Long (920 Feet)	V, S	No	Divination
<i>Effect:</i> Detects kinds of animals or plants.				<i>Target:</i> Cone-shaped emanation				
Detect Poison	14	None	1 standard action	Instantaneous	Close (55 Feet)	V, S	No	Divination
<i>Effect:</i> Detects poison in one creature or small object.				<i>Target:</i> One creature, one object, or a 5-ft. cube				
Detect Snares and Pits	14	None	1 standard action	Concentration, up to 130 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect:</i> Reveals natural or primitive traps.				<i>Target:</i> Cone-shaped emanation				
Endure Elements	14	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect:</i> Exist comfortably in hot or cold environments.				<i>Target:</i> Creature touched				
Entangle	14	Reflex partial; see text	1 standard action	13 minutes [D]	Long (920 Feet)	V, S, DF	No	Transmutation
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.				<i>Target:</i> Plants in a 40-ft.-radius spread				
Hide from Animals	14	Will negates (harmless)	1 standard action	130 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect:</i> Animals can't perceive 13 subjects.				<i>Target:</i> 13 creatures touched				
Jump	14	Will negates (harmless)	1 standard action	13 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gets bonus on Jump checks.				<i>Target:</i> Creature touched				
Longstrider	14	None	1 standard action	13 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect:</i> Increases your speed.				<i>Target:</i> You				
Magic Fang	14	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.				<i>Target:</i> Living creature touched				
Pass without Trace	14	Will negates (harmless)	1 standard action	13 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> 13 subjects leaves no tracks.				<i>Target:</i> 13 creatures touched				
Read Magic	14	None	1 standard action	130 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You				
Resist Energy	14	Fortitude negates (harmless)	1 standard action	130 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.				<i>Target:</i> Creature touched				
Speak with Animals	14	None	1 standard action	13 minutes	Personal	V, S	No	Divination
<i>Effect:</i> You can communicate with animals.				<i>Target:</i> You				
Summon Nature's Ally I	14	None	1 round	13 rounds [D]	Close (55 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One summoned creature				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Barkskin	15	None	1 standard action	130 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> Grants +5 enhancement to natural armor.				<i>Target:</i> Living creature touched				
Cat's Grace	15	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Dex for 13 minutes.				<i>Target:</i> Creature touched				
Cure Light Wounds	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 1d8+5 damage				<i>Target:</i> Creature touched				
Hold Animal	15	Will negates; see text	1 standard action	13 rounds [D]; see text	Medium (230 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one animal for 13 rounds.				<i>Target:</i> One animal				
Owl's Wisdom	15	Will negates (harmless)	1 standard action	13 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 13 minutes.				<i>Target:</i> Creature touched				
Protection from Energy	15	Fortitude negates (harmless)	1 standard action	130 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 156 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
Snare	15	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
<i>Effect:</i> Creates a magic booby trap.				<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level				
Speak with Plants	15	None	1 standard action	13 minutes	Personal	V, S	No	Divination
<i>Effect:</i> You can talk to normal plants and plant creatures.				<i>Target:</i> You				
Spike Growth	15	Reflex partial	1 standard action	13 hours [D]	Medium (230 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.				<i>Target:</i> 13 20-ft. squares				
Summon Nature's Ally II	15	None	1 round	13 rounds [D]	Close (55 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				
Wind Wall	15	None; see text	1 standard action	13 rounds	Medium (230 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 130 ft. long and 65 ft. high [S]				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Command Plants	16	Will negates	1 standard action	13 days	Close (55 Feet)	V	Yes	Transmutation
<i>Effect:</i> Sway the actions of one or more plant creatures.				<i>Target:</i> Up to 13 HD of plant creatures, no two of which can be more than 30 ft. apart				
Cure Moderate Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 2d8+10 damage				<i>Target:</i> Creature touched				
Darkvision	16	Will negates (harmless)	1 standard action	13 hours	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> See 60 ft. in total darkness.				<i>Target:</i> Creature touched				
Diminish Plants	16	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
<i>Effect:</i> Reduces size or blights growth of normal plants.				<i>Target:</i> See text				
Magic Fang, Greater	16	Will negates (harmless)	1 standard action	13 hours	Close (55 Feet)	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> One natural weapon of subject creature gets +4 on attack and damage rolls.				<i>Target:</i> One living creature				
Neutralize Poison	16	Will negates (harmless, object)	1 standard action	130 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.				<i>Target:</i> Creature or object of up to 13 cu. ft. touched				
Plant Growth	16	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
<i>Effect:</i> Grows vegetation, improves crops.				<i>Target:</i> See text				

* = Domain/Specialty Spell

Ranger Spells

Reduce Animal	16	None	1 standard action	13 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	16	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	16	None or Will negates; see text	1 standard action	130 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	16	None	1 round	13 rounds [D]	Close (55 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	16	None	1 standard action	13 hours [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> You look exactly like a tree for 13 hours.				<i>Target:</i> You				
Water Walk	16	Will negates (harmless)	1 standard action	130 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 13 touched creatures				

* =Domain/Speciality Spell