

Roondar Male Gnome Rgr17

NAME

Rgr17

CLASS

272000

EXPERIENCE

17

TCL

153000

NEXT LEVEL

NPC

PLAYERNAME

Gnome

RACE

Small

SIZE

3'3"

HEIGHT

43 lbs

WEIGHT

0

AGE

Male

GENDER

Lawful Good

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	17	+3	17	+3
DEX Dexterity	21	+5	21	+5
CON Constitution	14	+2	14	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	15	+2	15	+2
CHA Charisma	12	+1	12	+1

HP

hit points

120

AC

armor class

16

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR MODIFIER

MISC MODIFIER

MISS CHANCE

INITIATIVE

modifier

+5

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+17/+12/+7/+2

SPEED

Walk 20'

0

+0

0

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESISTANCE

SAVING THROWS

FORTITUDE

(constitution)

REFLEX

(dexterity)

WILLPOWER

(wisdom)

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMP MODIFIER

conditional modifiers

MELEE

attack bonus

RANGED

attack bonus

GRAPPLE

attack bonus

TOTAL

BASE ATTACK BONUS

STAT MODIFIER

SIZE MODIFIER

MISC MODIFIER

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

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	65.0	Medium	130.0	Heavy	195.0
Lift over head	195.0	Lift off ground	390.0	Push / Drag	975.0

FEATS	
Endurance	See Text
Improved Precise Shot	See Text
Iron Will	See Text
Manyshot	See Text
Point Blank Shot	See Text
Quick Draw	See Text
Rapid Shot	See Text
Self Sufficient	See Text
Skill Focus (Craft (Shipmaking))	See Text
Track	See Text
Track	See Text
Weapon Focus (Shortbow (Composite))	See Text

SKILLS		MAX RANKS		20/10	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Concentration	CON	18	=	2	+ 16.0 +
Craft (Shipmaking)	INT	18	=	1	+ 17.0 +
✓ Jump	STR	20	=	3	+ 17.0 +
✓ Listen	WIS	22	=	2	+ 18.0 + 2
Profession (Miner)	WIS	21	=	2	+ 19.0 +
✓ Ride	DEX	25	=	5	+ 20.0 +
✓ Search	INT	18	=	1	+ 17.0 +
✓ Survival	WIS	20	=	2	+ 16.0 + 2
✓ : can be used untrained. X : exclusive skills					

SPECIAL ABILITIES

- +1 racial bonus on attack rolls against kobalds and goblinoids.
- +2 racial bonus on saving throws against illusions.
- +4 Dodge bonus to Armor Class against monsters of the giant type.

Animal Companion (Ex)
Camouflage (Ex)
Combat Style Mastery (Ex) - Ranger Archery
Evasion (Ex)
Hide in Plain Sight (Ex)
Speak with Animals (burrowing mammal only, duration 1 minute).
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 (Gnome hooked), 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, Gnome, Orc

Innate Racial Spells									
	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
☐	Speak with Animals <i>Effect:</i> You can communicate with animals.	10	None	1 standard action	(CASTERLEVEL) minutes	Personal	V, S	No	Divination
☐	Dancing Lights <i>Effect:</i> Creates torches or other lights.	10	None	1 standard action	<i>Target:</i> You (CASTERLEVEL) minute [D]	Medium (100 Feet)	V, S	No	Evocation [Light]
☐	Ghost Sound <i>Effect:</i> Figment sounds.	11	Will disbelief (if interacted with)	1 standard action	<i>Target:</i> Up to four lights, all within a 10- ft.-radius area (CASTERLEVEL) rounds [D]	Close (25 Feet)	V, S, M	No	Illusion (Figment)
☐	Prestidigitation <i>Effect:</i> Performs minor tricks.	10	See text	1 standard action	<i>Target:</i> Illusory sounds (CASTERLEVEL) hour	10 ft.	V, S	No	Universal
* =Domain/Specialty Spell									

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	3	2	1	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 34 hours.	13	None	1 standard action	34 hours [D]	Close (65 Feet)	V, S, F/DF	No	Abjuration
☐☐☐☐☐	Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	13	None; see text	1 standard action	<i>Target:</i> 20-ft.-radius emanation centered on a point in space 17 days	Close (65 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	13	Will negates; see text	1 standard action	<i>Target:</i> One Tiny animal 17 minutes	Close (65 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Charm Animal <i>Effect:</i> Makes one animal your friend.	13	Will negates	1 standard action	<i>Target:</i> Animals within 30 ft. of each other 17 hours	Close (65 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐☐	Delay Poison <i>Effect:</i> Stops poison from harming subject for 17 hours.	13	Fortitude negates (harmless)	1 standard action	<i>Target:</i> One animal 17 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
☐☐☐☐☐	Detect Animals or Plants <i>Effect:</i> Detects kinds of animals or plants.	13	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 10 minutes [D]	Long (1080 Feet)	V, S	No	Divination
☐☐☐☐☐	Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	13	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (65 Feet)	V, S	No	Divination
☐☐☐☐☐	Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.	13	None	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube Concentration, up to 170 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐☐	Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	13	Will negates (harmless)	1 standard action	<i>Target:</i> Cone-shaped emanation 24 hours	Touch	V, S	Yes (harmless)	Abjuration
☐☐☐☐☐	Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	13	Reflex partial; see text	1 standard action	<i>Target:</i> Creature touched 17 minutes [D]	Long (1080 Feet)	V, S, DF	No	Transmutation
☐☐☐☐☐	Hide from Animals <i>Effect:</i> Animals can't perceive 17 subjects.	13	Will negates (harmless)	1 standard action	<i>Target:</i> Plants in a 40-ft.-radius spread 170 minutes [D]	Touch	S, DF	Yes	Abjuration
☐☐☐☐☐	Jump <i>Effect:</i> Animals can't perceive 17 subjects.	13	Will negates (harmless)	1 standard action	<i>Target:</i> 17 creatures touched 17 minutes [D]	Touch	V, S, M	Yes	Transmutation
☐☐☐☐☐	Longstrider <i>Effect:</i> Subject gets bonus on Jump checks.	13	None	1 standard action	<i>Target:</i> Creature touched 17 hours [D]	Personal	V, S, M	No	Transmutation
☐☐☐☐☐	Magic Fang <i>Effect:</i> Increases your speed.	13	Will negates (harmless)	1 standard action	<i>Target:</i> You 17 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
☐☐☐☐☐	Pass without Trace <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	13	Will negates (harmless)	1 standard action	<i>Target:</i> Living creature touched 17 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
☐☐☐☐☐	Read Magic <i>Effect:</i> 17 subjects leaves no tracks.	13	None	1 standard action	<i>Target:</i> 17 creatures touched 170 minutes	Personal	V, S, F	No	Divination
☐☐☐☐☐	Resist Energy <i>Effect:</i> Read scrolls and spellbooks.	13	Fortitude negates (harmless)	1 standard action	<i>Target:</i> You 170 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
☐☐☐☐☐	Speak with Animals <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	13	None	1 standard action	<i>Target:</i> Creature touched 17 minutes	Personal	V, S	No	Divination
☐☐☐☐☐	Summon Nature's Ally I <i>Effect:</i> You can communicate with animals.	13	None	1 round	<i>Target:</i> You 17 rounds [D]	Close (65 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.	14	None	1 standard action	<i>Target:</i> Living creature touched 170 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
☐☐☐☐☐	Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 17 minutes.	14	Will negates (harmless)	1 standard action	<i>Target:</i> Creature touched 17 minutes	Touch	V, S, M	Yes	Transmutation
☐☐☐☐☐	Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	14	Will half (harmless); see text	1 standard action	<i>Target:</i> Creature touched Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
☐☐☐☐☐	Hold Animal <i>Effect:</i> Paralyzes one animal for 17 rounds.	14	Will negates; see text	1 standard action	<i>Target:</i> Creature touched 17 rounds [D]; see text	Medium (270 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 17 minutes.	14	Will negates (harmless)	1 standard action	<i>Target:</i> One animal 17 minutes	Touch	V, S, M/DF	Yes	Transmutation
☐☐☐☐☐	Protection from Energy <i>Effect:</i> Subject gains +4 to Wis for 17 minutes.	14	Fortitude negates (harmless)	1 standard action	<i>Target:</i> Creature touched 170 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
☐☐☐☐☐	Snare <i>Effect:</i> Absorb 204 points of damage from one kind of energy.	14	None	3 rounds	<i>Target:</i> Creature touched Until triggered or broken	Touch	V, S, DF	No	Transmutation
☐☐☐☐☐	Speak with Plants <i>Effect:</i> Creates a magic booby trap.	14	None	1 standard action	<i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level 17 minutes	Personal	V, S	No	Divination
☐☐☐☐☐	Spike Growth <i>Effect:</i> You can talk to normal plants and plant creatures.	14	Reflex partial	1 standard action	<i>Target:</i> You 17 hours [D]	Medium (270 Feet)	V, S, DF	Yes	Transmutation
☐☐☐☐☐	Summon Nature's Ally II <i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.	14	None	1 round	<i>Target:</i> 17 20-ft. squares 17 rounds [D]	Close (65 Feet)	V, S, DF	No	Conjuration (Summoning)
☐☐☐☐☐	Wind Wall <i>Effect:</i> Calls creature to fight.	14	None; see text	1 standard action	<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart 17 rounds	Medium (270 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> Deflects arrows, smaller creatures, and gases.	15	Will negates	1 standard action	<i>Target:</i> Wall up to 170 ft. long and 85 ft. high [S] 17 days	Close (65 Feet)	V	Yes	Transmutation
☐☐☐☐☐	Cure Moderate Wounds	15	Will half (harmless); see text	1 standard action	<i>Target:</i> Up to 17 HD of plant creatures, no two of which can be more than 30 ft. apart Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
* =Domain/Specialty Spell									

Ranger Spells

text								
<i>Effect:</i> Cures 2d8+10 damage				<i>Target:</i> Creature touched				
Darkvision	15	Will negates (harmless)	1 standard action	17 hours	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> See 60 ft. in total darkness.				<i>Target:</i> Creature touched				
Diminish Plants	15	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	15	Will negates (harmless)	1 standard action	17 hours	Close (65 Feet)	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> One natural weapon of subject creature gets +5 on attack and damage rolls.				<i>Target:</i> One living creature				
Neutralize Poison	15	Will negates (harmless, object)	1 standard action	170 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 17 cu. ft. touched				
Plant Growth	15	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation
<i>Effect:</i> Grows vegetation, improves crops.				<i>Target:</i> See text				
Reduce Animal	15	None	1 standard action	17 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	15	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	15	None or Will negates; see text	1 standard action	170 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	15	None	1 round	17 rounds [D]	Close (65 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	15	None	1 standard action	17 hours [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> You look exactly like a tree for 17 hours.				<i>Target:</i> You				
Water Walk	15	Will negates (harmless)	1 standard action	170 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 17 touched creatures				

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animal Growth	16	Fortitude negates	1 standard action	17 minutes	Medium (270 Feet)	V, S	Yes	Transmutation
<i>Effect:</i> One animal/two levels doubles in size.				<i>Target:</i> Up to one animal [Gargantuan or smaller] per two levels, no two of which can be more than 30 ft. apart				
Commune with Nature	16	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
<i>Effect:</i> Learn about terrain for 17 miles.				<i>Target:</i> You				
Cure Serious Wounds	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+15 damage				<i>Target:</i> Creature touched				
Freedom of Movement	16	Will negates (harmless)	1 standard action	170 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject moves normally despite impediments.				<i>Target:</i> You or creature touched				
Nondetection	16	Will negates (harmless, object)	1 standard action	17 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration
<i>Effect:</i> Hides subject from divination, scrying.				<i>Target:</i> Creature or object touched				
Summon Nature's Ally IV	16	None	1 round	17 rounds [D]	Close (65 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 Stride	16	None	1 standard action	17 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)
<i>Effect:</i> Step from one tree to another far away.				<i>Target:</i> You				

* =Domain/Specialty Spell