

Alfdis Female Human Rgr13

NAME

Rgr13

CLASS

156000

EXPERIENCE

13

91000

NEXT LEVEL

TCL

NPC

PLAYERNAME

Human

RACE

Medium

SIZE

4'11"

HEIGHT

121 lbs

WEIGHT

0

Female

GENDER

AGE

EYES

HAIR

Chaotic Neutral

ALIGNMENT

Normal

VISION

0

POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	15	+2	15	+2
DEX Dexterity	20	+5	20	+5
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	15	+2	15	+2

HP hit points	78	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED		
AC armor class	15	TOTAL	FLAT	TOUCH	=	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+9	=	+8	+	+1	+	
REFLEX (dexterity)	+13	=	+8	+	+5	+	
WILLPOWER (wisdom)	+8	=	+4	+	+4	+	

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER					
	+15/+10/+5	=	+13/+8/+3	+	+2	+	+0	+	+0	+	
RANGED attack bonus	+18/+13/+8	=	+13/+8/+3	+	+5	+	+0	+	+0	+	
GRAPPLE attack bonus	+15/+10/+5	=	+13/+8/+3	+	+2	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+15/+10/+5	1d3+2	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	66.0	Medium	133.0	Heavy	200.0
Lift over head	200.0	Lift off ground	400.0	Push / Drag	1000.0

FEATS	
Alertness	See Text
Craft Magic Arms and Armor	See Text
Endurance	See Text
Improved Precise Shot	See Text
Manyshot	See Text
Point Blank Shot	See Text
Rapid Shot	See Text
Skill Focus (Hide)	See Text
Track	See Text
Track	See Text
Weapon Finesse	See Text

SKILLS		MAX RANKS		16/8	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Blacksmithing)	INT	6	=	1	+ 5.0 +
Craft (Trapmaking)	INT	12	=	1	+ 11.0 +
Heal	WIS	19	=	4	+ 15.0 +
Hide	DEX	20	=	5	+ 15.0 +
Knowledge (Arcana)	INT	3	=	1	+ 2.0 +
Knowledge (Dungeoneering)	INT	17	=	1	+ 16.0 +
Knowledge (Geography)	INT	12	=	1	+ 11.0 +
Knowledge (Nature)	INT	15	=	1	+ 14.0 +
Move Silently	DEX	15	=	5	+ 10.0 +
Spot	WIS	17	=	4	+ 11.0 + 2
Use Rope	DEX	21	=	5	+ 16.0 +
_____ = _____ + _____ + _____					
✓ : can be used untrained. X : 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, Terran	

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	15	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	15	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	15	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	15	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	15	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	15	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	15	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	15	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	15	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	15	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	15	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	15	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	15	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	15	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	15	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	15	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	15	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	15	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	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 summoned creature				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Barkskin	16	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	16	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	16	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	16	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	16	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	16	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	16	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	16	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	16	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	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				
Wind Wall	16	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	17	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	17	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	17	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	17	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	17	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	17	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	17	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	17	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	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	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	17	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	17	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	17	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