

Dimble Male Gnome Rgr6

NAME

Rgr6

CLASS

30000

EXPERIENCE

6

NEXT LEVEL

21000

TCL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	16	+3	16	+3
DEX Dexterity	19	+4	19	+4
CON Constitution	14	+2	14	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE

REFLEX

WILLPOWER

total

base save

ability modifier

magic modifier

misc modifier

temp modifier

conditional modifiers

MELEE

RANGED

GRAPPLE

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

total weight carried/value

0.0 lbs

0.0 gp

WEIGHT ALLOWANCE

light

57.0

medium

114.0

heavy

172.0

lift over head

172.0

lift off ground

344.0

push / drag

860.0

FEATS

combat casting

see text

endurance

see text

improved two weapon fighting

see text

improved two weapon fighting

see text

stealthy

see text

track

see text

track

see text

two weapon fighting

see text

NPC

PLAYERNAME

Gnome

RACE

Small

SIZE

0

AGE

Male

GENDER

HP

hit points

38

WOUNDS/CURRENT HP

AC

armor class

15

total

flat

11

touch

15

base

10

INITIATIVE

modifier

+4

total

+4

dex modifier

+0

misc modifier

BASE ATTACK

bonus

+6/+1

DEITY

3'5"

HEIGHT

45 lbs

WEIGHT

EYES

HAIR

SUBDUAL DAMAGE

DAMAGE REDUCTION

ARMOR BONUS

SHIELD BONUS

STAT MODIFIER

SIZE MODIFIER

NATURAL ARMOR

MISC MODIFIER

MISS CHANCE

SKILLS

skill name

key ability

skill modifier

ability modifier

max ranks

misc modifier

Craft (Armorsmithing)

INT

6

=

1

+

5.0

+

Hide

DEX

16

=

4

+

6.0

+

6

Jump

STR

12

=

3

+

9.0

+

Knowledge (Nature)

INT

7

=

1

+

4.0

+

2

Profession (Hunter)

WIS

11

=

4

+

7.0

+

Profession (Miner)

WIS

12

=

4

+

8.0

+

Search

INT

10

=

1

+

9.0

+

Spot

WIS

7

=

4

+

3.0

+

Survival

WIS

13

=

4

+

9.0

+

Use Rope

DEX

7

=

4

+

3.0

+

=

+

+

✓ : 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.

+4 to Concentration to use spll or spelllike ability

Animal Companion (Ex)

Evasion (Ex)

Improved Combat Style (Ex) - Ranger Two Weapon Fighting

Speak with Animals (burrowing mammal only, duration 1 minute).

Wild Empathy (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/Speciality 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	2	0	0	0	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 12 hours.	15	None	1 standard action	12 hours [D]	Close (40 Feet)	V, S, F/DF	No	Abjuration
☐☐☐☐☐	Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	15	None; see text	1 standard action	<i>Target:</i> 20-ft.-radius emanation centered on a point in space 6 days	Close (40 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	15	Will negates; see text	1 standard action	<i>Target:</i> One Tiny animal 6 minutes	Close (40 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
☐☐☐☐☐	Charm Animal <i>Effect:</i> Makes one animal your friend.	15	Will negates	1 standard action	<i>Target:</i> Animals within 30 ft. of each other 6 hours	Close (40 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
☐☐☐☐☐	Delay Poison <i>Effect:</i> Stops poison from harming subject for 6 hours.	15	Fortitude negates (harmless)	1 standard action	<i>Target:</i> One animal 6 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
☐☐☐☐☐	Detect Animals or Plants <i>Effect:</i> Detects kinds of animals or plants.	15	None	1 standard action	<i>Target:</i> Creature touched Concentration, up to 10 minutes [D]	Long (640 Feet)	V, S	No	Divination
☐☐☐☐☐	Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	15	None	1 standard action	<i>Target:</i> Cone-shaped emanation Instantaneous	Close (40 Feet)	V, S	No	Divination
☐☐☐☐☐	Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.	15	None	1 standard action	<i>Target:</i> One creature, one object, or a 5-ft. cube Concentration, up to 60 minutes [D]	60 ft.	V, S	No	Divination
☐☐☐☐☐	Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	15	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.	15	Reflex partial; see text	1 standard action	<i>Target:</i> Creature touched 6 minutes [D]	Long (640 Feet)	V, S, DF	No	Transmutation
☐☐☐☐☐	Hide from Animals <i>Effect:</i> Animals can't perceive 6 subjects.	15	Will negates (harmless)	1 standard action	<i>Target:</i> Plants in a 40-ft.-radius spread 60 minutes [D]	Touch	S, DF	Yes	Abjuration
☐☐☐☐☐	Jump <i>Effect:</i> Animals can't perceive 6 subjects.	15	Will negates (harmless)	1 standard action	<i>Target:</i> 6 creatures touched 6 minutes [D]	Touch	V, S, M	Yes	Transmutation
☐☐☐☐☐	Longstrider <i>Effect:</i> Subject gets bonus on Jump checks.	15	None	1 standard action	<i>Target:</i> Creature touched 6 hours [D]	Personal	V, S, M	No	Transmutation
☐☐☐☐☐	Magic Fang <i>Effect:</i> Increases your speed.	15	Will negates (harmless)	1 standard action	<i>Target:</i> You 6 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.	15	Will negates (harmless)	1 standard action	<i>Target:</i> Living creature touched 6 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
☐☐☐☐☐	Read Magic <i>Effect:</i> 6 subjects leaves no tracks.	15	None	1 standard action	<i>Target:</i> 6 creatures touched 60 minutes	Personal	V, S, F	No	Divination
☐☐☐☐☐	Resist Energy <i>Effect:</i> Read scrolls and spellbooks.	15	Fortitude negates (harmless)	1 standard action	<i>Target:</i> You 60 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.	15	None	1 standard action	<i>Target:</i> Creature touched 6 minutes	Personal	V, S	No	Divination
☐☐☐☐☐	Summon Nature's Ally I <i>Effect:</i> You can communicate with animals.	15	None	1 round	<i>Target:</i> You 6 rounds [D]	Close (40 Feet)	V, S, DF	No	Conjuration (Summoning)
	<i>Effect:</i> Calls creature to fight.				<i>Target:</i> One summoned creature				
* =Domain/Speciality Spell									