

Otrygg Male Half-Elf Rgr13

NAME

Rgr13

156000

CLASS

EXPERIENCE

13

91000

TCL

NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	20	+5	20	+5
DEX Dexterity	19	+4	19	+4
CON Constitution	15	+2	15	+2
INT Intelligence	12	+1	12	+1
WIS Wisdom	17	+3	17	+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)	+12	= +8	+ +4	+ +0	+ +0	+	
WILLPOWER (wisdom)	+9	= +4	+ +3	+ +0	+ +2	+	

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+18/+13/+8	1d3+5	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	133.0	Medium	266.0	Heavy	400.0
Lift over head	400.0	Lift off ground	800.0	Push / Drag	2000.0

FEATS	
Endurance	See Text
Extend Spell	See Text
Improved Precise Shot	See Text
Improved Unarmed Strike	See Text
Iron Will	See Text
Manyshot	See Text
Mounted Combat	See Text
Rapid Shot	See Text
Self Sufficient	See Text
Track	See Text
Track	See Text

NPC

PLAYERNAME

Half-Elf

Medium

5'9"

128 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Male

AGE

GENDER

EYES

HAIR

HP	hit points	85	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			DAMAGE REDUCTION		
AC	armor class	14	10	14	10	0	0	4	0	0	0
TOTAL			FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR MODIFIER	MISC MODIFIER

INITIATIVE	modifier	+4	= +4	+ +0
TOTAL			DEX MODIFIER	MISC MODIFIER
BASE ATTACK	bonus	+13/+8/+3		

DEITY

True Neutral

ALIGNMENT

Low-Light, Normal

VISION

0

POINTS

SPEED										
Walk 30'										
0	+0	0								
ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE								

SKILLS		MAX RANKS		16/8	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Craft (Painting)	INT	6	= 1	+ 5.0	+
Craft (Weaponsmithing)	INT	5	= 1	+ 4.0	+
Handle Animal	CHA	17	= 1	+ 16.0	+
Jump	STR	21	= 5	+ 16.0	+
Knowledge (Dungeoneering)	INT	15	= 1	+ 14.0	+
Knowledge (Geography)	INT	11	= 1	+ 10.0	+
Ride	DEX	22	= 4	+ 16.0	2
Swim	STR	20	= 5	+ 15.0	+
Use Rope	DEX	20	= 4	+ 16.0	+
			=	+	+
✓ : can be used untrained. ✗ : exclusive skills					

SPECIAL ABILITIES

+2 racial bonus on saving throws against enchantment spells or effects.

Animal Companion (Ex)

Camouflage (Ex)

Combat Style Mastery (Ex) - Ranger Archery

Elven Blood

Evasion (Ex)

Immunity to sleep spells and similar magical effects.

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, Elven, Orc

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.								
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.								
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.								
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.								
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.								
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.								
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.								
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.								
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.								
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.								
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.								
Longstrider	14	None	1 standard action	13 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect:</i> Increases your speed.								
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.								
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.								
Read Magic	14	None	1 standard action	130 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.								
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.								
Speak with Animals	14	None	1 standard action	13 minutes	Personal	V, S	No	Divination
<i>Effect:</i> You can communicate with animals.								
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.								
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.								
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								
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.								
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.								
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.								
Snare	15	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
<i>Effect:</i> Creates a magic booby trap.								
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.								
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.								
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.								
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.								
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								
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.								
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.								
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.								
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.								
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