

Qillania Female Half-Elf Rgr12

NAME

Rgr12

CLASS

12

TCL

132000

EXPERIENCE

78000

NEXT LEVEL

NPC

PLAYERNAME

Half-Elf

RACE

Medium

SIZE

5'2"

HEIGHT

116 lbs

WEIGHT

0

AGE

Female

GENDER

Neutral Evil

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	19	+4	19	+4
CON Constitution	15	+2	15	+2
INT Intelligence	17	+3	17	+3
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

HP

hit points

67

AC

armor class

14

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

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

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+12/+7/+2

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	86.0	Medium	173.0	Heavy	260.0
Lift over head	260.0	Lift off ground	520.0	Push / Drag	1300.0

FEATS	
Alertness	See Text
Empower Spell	See Text
Endurance	See Text
Improved Precise Shot	See Text
Lightning Reflexes	See Text
Manyshot	See Text
Rapid Shot	See Text
Self Sufficient	See Text
Track	See Text
Track	See Text
Weapon Focus (Shortbow)	See Text

SKILLS					MAX RANKS	15/7.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Climb	STR	16	= 3	+ 13.0	+
✓	Concentration	CON	17	= 2	+ 15.0	+
	Craft (Armorsmithing)	INT	15	= 3	+ 12.0	+
	Craft (Painting)	INT	7	= 3	+ 4.0	+
	Handle Animal	CHA	14	= 1	+ 13.0	+
✓	Jump	STR	14	= 3	+ 11.0	+
	Knowledge (Dungeoneering)	INT	14	= 3	+ 11.0	+
	Knowledge (Nature)	INT	19	= 3	+ 14.0	2
✓	Listen	WIS	19	= 4	+ 12.0	3
✓	Survival	WIS	12	= 4	+ 6.0	2
✓	Swim	STR	13	= 3	+ 10.0	+
✓	Use Rope	DEX	19	= 4	+ 15.0	+
				=	+	+

SPECIAL ABILITIES	
+2 racial bonus on saving throws against enchantment spells or effects.	
Animal Companion (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, Giant, Gnome, Ignan	

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	24 hours [D]	Close (55 Feet)	V, S, F/DF	No	Abjuration
<i>Effect:</i> Wards an area for 24 hours.								
Animal Messenger	15	None; see text	1 standard action	12 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	15	Will negates; see text	1 standard action	12 minutes	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Calms [2d4 + level] HD of animals.								
Charm Animal	15	Will negates	1 standard action	12 hours	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect:</i> Makes one animal your friend.								
Delay Poison	15	Fortitude negates (harmless)	1 standard action	12 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 12 hours.								
Detect Animals or Plants	15	None	1 standard action	Concentration, up to 10 minutes [D]	Long (880 Feet)	V, S	No	Divination
<i>Effect:</i> Detects kinds of animals or plants.								
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.								
Detect Snares and Pits	15	None	1 standard action	Concentration, up to 120 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect:</i> Reveals natural or primitive traps.								
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.								
Entangle	15	Reflex partial; see text	1 standard action	12 minutes [D]	Long (880 Feet)	V, S, DF	No	Transmutation
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.								
Hide from Animals	15	Will negates (harmless)	1 standard action	120 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect:</i> Animals can't perceive 12 subjects.								
Jump	15	Will negates (harmless)	1 standard action	12 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gets bonus on Jump checks.								
Longstrider	15	None	1 standard action	12 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect:</i> Increases your speed.								
Magic Fang	15	Will negates (harmless)	1 standard action	12 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	15	Will negates (harmless)	1 standard action	12 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> 12 subjects leaves no tracks.								
Read Magic	15	None	1 standard action	120 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.								
Resist Energy	15	Fortitude negates (harmless)	1 standard action	120 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	15	None	1 standard action	12 minutes	Personal	V, S	No	Divination
<i>Effect:</i> You can communicate with animals.								
Summon Nature's Ally I	15	None	1 round	12 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	120 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> Grants +5 enhancement to natural armor.								
Cat's Grace	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Dex for 12 minutes.								
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								
Hold Animal	16	Will negates; see text	1 standard action	12 rounds [D]; see text	Medium (220 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one animal for 12 rounds.								
Owl's Wisdom	16	Will negates (harmless)	1 standard action	12 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 12 minutes.								
Protection from Energy	16	Fortitude negates (harmless)	1 standard action	120 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 144 points of damage from one kind of energy.								
Snare	16	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
<i>Effect:</i> Creates a magic booby trap.								
Speak with Plants	16	None	1 standard action	12 minutes	Personal	V, S	No	Divination
<i>Effect:</i> You can talk to normal plants and plant creatures.								
Spike Growth	16	Reflex partial	1 standard action	12 hours [D]	Medium (220 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.								
Summon Nature's Ally II	16	None	1 round	12 rounds [D]	Close (55 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.								
Wind Wall	16	None; see text	1 standard action	12 rounds	Medium (220 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								
<i>Target:</i> Wall up to 120 ft. long and 60 ft. high [S]								

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Command Plants	17	Will negates	1 standard action	12 days	Close (55 Feet)	V	Yes	Transmutation
<i>Effect:</i> Sway the actions of one or more plant creatures.								
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								
Darkvision	17	Will negates (harmless)	1 standard action	12 hours	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> See 60 ft. in total darkness.								
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.								
Magic Fang, Greater	17	Will negates (harmless)	1 standard action	12 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	17	Will negates (harmless, object)	1 standard action	120 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	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	12 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	120 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	12 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	12 hours [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> You look exactly like a tree for 12 hours.				<i>Target:</i> You				
Water Walk	17	Will negates (harmless)	1 standard action	120 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.				<i>Target:</i> 12 touched creatures				

* =Domain/Speciality Spell