

Urabi Male Human Rgr18

NAME	
Rgr18	306000
CLASS	EXPERIENCE
18	171000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	18	+4	18	+4
DEX Dexterity	22	+6	22	+6
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	12	+1	12	+1
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+12	= +11	+ +1	+ +0	+ +0		
REFLEX (dexterity)	+19	= +11	+ +6	+ +0	+ +2		
WILLPOWER (wisdom)	+7	= +6	+ +1	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+22/+17/+12/+7	= +18/+13/+8/+3	+ +4	+ +0	+ +0	
RANGED attack bonus	+24/+19/+14/+9	= +18/+13/+8/+3	+ +6	+ +0	+ +0	
GRAPPLE attack bonus	+22/+17/+12/+7	= +18/+13/+8/+3	+ +4	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+22/+17/+12/+7	1d3+4	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
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TOTAL WEIGHT CARRIED/VALUE	0.0 lbs 0.0 gp
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WEIGHT ALLOWANCE					
Light	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Cleave	See Text
Combat Reflexes	See Text
Endurance	See Text
Greater Two Weapon Fighting	See Text
Improved Initiative	See Text
Improved Two Weapon Fighting	See Text
Lightning Reflexes	See Text
Power Attack	See Text
Self Sufficient	See Text
Skill Focus (Profession (Miner))	See Text
Track	See Text
Track	See Text
Two Weapon Fighting	See Text
Weapon Finesse	See Text

NPC

PLAYERNAME	
Human	Medium
RACE	SIZE
0	Male
AGE	GENDER

HP	hit points	108	WOUNDS/CURRENT HP
AC	armor class	16	TOTAL : 10 : 16 : 10 = 0

INITIATIVE	modifier	+10	= +6 + +4
	TOTAL		DEX MODIFIER MISC MODIFIER
BASE ATTACK	bonus	+18/+13/+8/+3	

DEITY	
5'8"	160 lbs
HEIGHT	WEIGHT
EYES	HAIR

SUBDUAL DAMAGE		DAMAGE REDUCTION	
ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER
0	0	6	0
NATURAL ARMOR MODIFIER	MISC MODIFIER	MISS CHANCE	
0	0		

SKILLS		MAX RANKS		21/10.5
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS
✓ Concentration	CON	22	= 1	+ 21.0 +
Craft (Alchemy)	INT	19	= 1	+ 18.0 +
Craft (Woodworking)	INT	13	= 1	+ 9.0 + 3
✓ Hide	DEX	27	= 6	+ 21.0 +
Knowledge (Architecture and Engineering)	INT	3	= 1	+ 2.5 +
Knowledge (Dungeoneering)	INT	17	= 1	+ 16.0 +
Knowledge (Geography)	INT	17	= 1	+ 16.0 +
Knowledge (Nature)	INT	24	= 1	+ 21.0 + 2
Profession (Miner)	WIS	22	= 1	+ 21.0 +
✓ Survival	WIS	23	= 1	+ 20.0 + 2
= _____ + _____ + _____				
✓ : can be used untrained. X : exclusive skills				

SPECIAL ABILITIES

Animal Companion (Ex)
Camouflage (Ex)
Combat Style Mastery (Ex) - Ranger Two Weapon Fighting
Evasion (Ex)
Hide in Plain Sight (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, Dwarven

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	4	2	0	0	0	0	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Alarm	12	None	1 standard action	36 hours [D]	Close (70 Feet)	V, S, F/DF	No	Abjuration
<i>Effect: Wards an area for 36 hours.</i>								
Animal Messenger	12	None; see text	1 standard action	18 days	Close (70 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Sends a Tiny animal to a specific place.</i>				<i>Target: One Tiny animal</i>				
Calm Animals	12	Will negates; see text	1 standard action	18 minutes	Close (70 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Calms [2d4 + level] HD of animals.</i>				<i>Target: Animals within 30 ft. of each other</i>				
Charm Animal	12	Will negates	1 standard action	18 hours	Close (70 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
<i>Effect: Makes one animal your friend.</i>				<i>Target: One animal</i>				
Delay Poison	12	Fortitude negates (harmless)	1 standard action	18 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect: Stops poison from harming subject for 18 hours.</i>				<i>Target: Creature touched</i>				
Detect Animals or Plants	12	None	1 standard action	Concentration, up to 10 minutes [D]	Long (1120 Feet)	V, S	No	Divination
<i>Effect: Detects kinds of animals or plants.</i>				<i>Target: Cone-shaped emanation</i>				
Detect Poison	12	None	1 standard action	Instantaneous	Close (70 Feet)	V, S	No	Divination
<i>Effect: Detects poison in one creature or small object.</i>				<i>Target: One creature, one object, or a 5-ft. cube</i>				
Detect Snares and Pits	12	None	1 standard action	Concentration, up to 180 minutes [D]	60 ft.	V, S	No	Divination
<i>Effect: Reveals natural or primitive traps.</i>				<i>Target: Cone-shaped emanation</i>				
Endure Elements	12	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration
<i>Effect: Exist comfortably in hot or cold environments.</i>				<i>Target: Creature touched</i>				
Entangle	12	Reflex partial; see text	1 standard action	18 minutes [D]	Long (1120 Feet)	V, S, DF	No	Transmutation
<i>Effect: Plants entangle everyone in 40-ft.-radius circle.</i>				<i>Target: Plants in a 40-ft.-radius spread</i>				
Hide from Animals	12	Will negates (harmless)	1 standard action	180 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect: Animals can't perceive 18 subjects.</i>				<i>Target: 18 creatures touched</i>				
Jump	12	Will negates (harmless)	1 standard action	18 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gets bonus on Jump checks.</i>				<i>Target: Creature touched</i>				
Longstrider	12	None	1 standard action	18 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect: Increases your speed.</i>				<i>Target: You</i>				
Magic Fang	12	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: One natural weapon of subject creature gets +1 on attack and damage rolls.</i>				<i>Target: Living creature touched</i>				
Pass without Trace	12	Will negates (harmless)	1 standard action	18 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: 18 subjects leaves no tracks.</i>				<i>Target: 18 creatures touched</i>				
Read Magic	12	None	1 standard action	180 minutes	Personal	V, S, F	No	Divination
<i>Effect: Read scrolls and spellbooks.</i>				<i>Target: You</i>				
Resist Energy	12	Fortitude negates (harmless)	1 standard action	180 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: Ignores first 10 [or more] points of damage/attack from specified energy type.</i>				<i>Target: Creature touched</i>				
Speak with Animals	12	None	1 standard action	18 minutes	Personal	V, S	No	Divination
<i>Effect: You can communicate with animals.</i>				<i>Target: You</i>				
Summon Nature's Ally I	12	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect: Calls creature to fight.</i>				<i>Target: One summoned creature</i>				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Barkskin	13	None	1 standard action	180 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect: Grants +5 enhancement to natural armor.</i>				<i>Target: Living creature touched</i>				
Cat's Grace	13	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect: Subject gains +4 to Dex for 18 minutes.</i>				<i>Target: Creature touched</i>				
Cure Light Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect: Cures 1d8+5 damage</i>				<i>Target: Creature touched</i>				
Hold Animal	13	Will negates; see text	1 standard action	18 rounds [D]; see text	Medium (280 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect: Paralyzes one animal for 18 rounds.</i>				<i>Target: One animal</i>				
Owl's Wisdom	13	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect: Subject gains +4 to Wis for 18 minutes.</i>				<i>Target: Creature touched</i>				
Protection from Energy	13	Fortitude negates (harmless)	1 standard action	180 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect: Absorb 216 points of damage from one kind of energy.</i>				<i>Target: Creature touched</i>				
Snare	13	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation
<i>Effect: Creates a magic booby trap.</i>				<i>Target: Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level</i>				
Speak with Plants	13	None	1 standard action	18 minutes	Personal	V, S	No	Divination
<i>Effect: You can talk to normal plants and plant creatures.</i>				<i>Target: You</i>				
Spike Growth	13	Reflex partial	1 standard action	18 hours [D]	Medium (280 Feet)	V, S, DF	Yes	Transmutation
<i>Effect: Creatures in area take 1d4 damage, may be slowed.</i>				<i>Target: 18 20-ft. squares</i>				
Summon Nature's Ally II	13	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect: Calls creature to fight.</i>				<i>Target: One or more creatures, no two of which can be more than 30 ft. apart</i>				
Wind Wall	13	None; see text	1 standard action	18 rounds	Medium (280 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect: Deflects arrows, smaller creatures, and gases.</i>				<i>Target: Wall up to 180 ft. long and 90 ft. high [S]</i>				

* =Domain/Specialty Spell