

Gjaflaug Female 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	15	+2	15	+2
INT Intelligence	15	+2	15	+2
WIS Wisdom	18	+4	18	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILLPOWER
(wisdom)

TOTAL

+13

=

+11

+

+2

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+17

=

+11

+

+6

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+10

=

+6

+

+4

+

+0

+

+0

+

TEMP MODIFIER

conditional modifiers

TOTAL

+22/+17/+12/+7

=

+18/+13/+8/+3

+

+4

+

+0

+

+0

+

TEMP MODIFIER

TOTAL

+24/+19/+14/+9

=

+18/+13/+8/+3

+

+6

+

+0

+

+0

+

TEMP MODIFIER

TOTAL

+22/+17/+12/+7

=

+18/+13/+8/+3

+

+4

+

+0

+

+0

+

TEMP MODIFIER

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+22/+17/+12/+7

1d3+4

20/x2

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	100.0	Medium	200.0	Heavy	300.0
Lift over head	300.0	Lift off ground	600.0	Push / Drag	1500.0

FEATS	
Alertness	See Text
Blind-Fight	See Text
Endurance	See Text
Enlarge Spell	See Text
Improved Precise Shot	See Text
Magical Aptitude	See Text
Manyshot	See Text
Mounted Combat	See Text
Rapid Shot	See Text
Self Sufficient	See Text
Spell Focus (Transmutation)	See Text
Toughness (1x)	See Text
Track	See Text
Track	See Text

NPC

PLAYERNAME

Human

Medium

5'9"

181 lbs

RACE

SIZE

HEIGHT

WEIGHT

0

Female

AGE

GENDER

EYES

HAIR

HP

hit points

123

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

AC

armor class

16

TOTAL

FLAT

TOUCH

=

BASE

+

ARMOR BONUS

+

SHIELD BONUS

+

STAT MODIFIER

+

SIZE MODIFIER

+

NATURAL ARMOR MODIFIER

+

MISC MODIFIER

MISS CHANCE

SPEED

Walk 30'

INITIATIVE

modifier

+6

=

+6

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+18/+13/+8/+3

SKILLS		MAX RANKS			
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Concentration	CON	19	=	2	+ 17.0 +
Craft (Blacksmithing)	INT	21	=	2	+ 19.0 +
Craft (Bowmaking)	INT	21	=	2	+ 19.0 +
Craft (Carpentry)	INT	11	=	2	+ 9.0 +
Knowledge (Dungeoneering)	INT	23	=	2	+ 21.0 +
Knowledge (Geography)	INT	20	=	2	+ 18.0 +
Knowledge (Nature)	INT	21	=	2	+ 17.0 + 2
✓ Move Silently	DEX	26	=	6	+ 20.0 +
✓ Ride	DEX	26	=	6	+ 20.0 +
✓ Spellcraft	INT	9	=	2	+ 5.0 + 2
✓ Spot	WIS	22	=	4	+ 16.0 + 2
✓ Survival	WIS	12	=	4	+ 6.0 + 2

= _____ + _____ + _____

✓ : can be used untrained. ✗ : exclusive skills

SPECIAL ABILITIES	
Animal Companion (Ex)	
Camouflage (Ex)	
Combat Style Mastery (Ex) - Ranger Archery	
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, Draconic, Goblin	

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	3	3	2	0	0	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Alarm	15	None	1 standard action	36 hours [D]	Close (70 Feet)	V, S, F/DF	No	Abjuration
<i>Effect:</i> Wards an area for 36 hours.								
Animal Messenger	15	None; see text	1 standard action	18 days	Close (70 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	18 minutes	Close (70 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	18 hours	Close (70 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	18 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 18 hours.				<i>Target:</i> Creature touched				
Detect Animals or Plants	15	None	1 standard action	Concentration, up to 10 minutes [D]	Long (1120 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 (70 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 180 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	16	Reflex partial; see text	1 standard action	18 minutes [D]	Long (1120 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	180 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect:</i> Animals can't perceive 18 subjects.				<i>Target:</i> 18 creatures touched				
Jump	16	Will negates (harmless)	1 standard action	18 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gets bonus on Jump checks.				<i>Target:</i> Creature touched				
Longstrider	16	None	1 standard action	18 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect:</i> Increases your speed.				<i>Target:</i> You				
Magic Fang	16	Will negates (harmless)	1 standard action	18 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	16	Will negates (harmless)	1 standard action	18 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> 18 subjects leaves no tracks.				<i>Target:</i> 18 creatures touched				
Read Magic	15	None	1 standard action	180 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	180 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	18 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	18 rounds [D]	Close (70 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	17	None	1 standard action	180 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	17	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Dex for 18 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	18 rounds [D]; see text	Medium (280 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one animal for 18 rounds.				<i>Target:</i> One animal				
Owl's Wisdom	17	Will negates (harmless)	1 standard action	18 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 18 minutes.				<i>Target:</i> Creature touched				
Protection from Energy	16	Fortitude negates (harmless)	1 standard action	180 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 216 points of damage from one kind of energy.				<i>Target:</i> Creature touched				
Snare	17	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	18 minutes	Personal	V, S	No	Divination
<i>Effect:</i> You can talk to normal plants and plant creatures.				<i>Target:</i> You				
Spike Growth	17	Reflex partial	1 standard action	18 hours [D]	Medium (280 Feet)	V, S, DF	Yes	Transmutation
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.				<i>Target:</i> 18 20-ft. squares				
Summon Nature's Ally II	16	None	1 round	18 rounds [D]	Close (70 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	18 rounds	Medium (280 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.				<i>Target:</i> Wall up to 180 ft. long and 90 ft. high [S]				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Command Plants	18	Will negates	1 standard action	18 days	Close (70 Feet)	V	Yes	Transmutation
<i>Effect:</i> Sway the actions of one or more plant creatures.				<i>Target:</i> Up to 18 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	18	Will negates (harmless)	1 standard action	18 hours	Touch	V, S, M	Yes (harmless)	Transmutation
<i>Effect:</i> See 60 ft. in total darkness.				<i>Target:</i> Creature touched				
Diminish Plants	18	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	18	Will negates (harmless)	1 standard action	18 hours	Close (70 Feet)	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> One natural weapon of subject creature gets +5 on attack and damage rolls.				<i>Target:</i> One living creature				
Neutralize Poison	17	Will negates (harmless, object)	1 standard action	180 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 18 cu. ft. touched				
Plant Growth	18	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	18	None	1 standard action	18 hours [D]	Touch	V, S	No	Transmutation
<i>Effect:</i> Shrinks one willing animal.								
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.								
Repel Vermin	17	None or Will negates; see text	1 standard action	180 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.								
Summon Nature's Ally III	17	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.								
Tree Shape	18	None	1 standard action	18 hours [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> You look exactly like a tree for 18 hours.								
Water Walk	18	Will negates (harmless)	1 standard action	180 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.								
<i>Target:</i> 18 touched creatures								

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animal Growth	19	Fortitude negates	1 standard action	18 minutes	Medium (280 Feet)	V, S	Yes	Transmutation
<i>Effect:</i> One animal/two levels doubles in size.								
Commune with Nature	18	None	10 minutes	Instantaneous	Personal	V, S	No	Divination
<i>Effect:</i> Learn about terrain for 18 miles.								
Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
<i>Effect:</i> Cures 3d8+15 damage								
Freedom of Movement	18	Will negates (harmless)	1 standard action	180 minutes	Personal or touch	V, S, M, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Subject moves normally despite impediments.								
Nondetection	18	Will negates (harmless, object)	1 standard action	18 hours	Touch	V, S, M	Yes (harmless, object)	Abjuration
<i>Effect:</i> Hides subject from divination, scrying.								
Summon Nature's Ally IV	18	None	1 round	18 rounds [D]	Close (70 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.								
Tree Stride	18	None	1 standard action	18 hours or until expended; see text	Personal	V, S, DF	No	Conjuration (Teleportation)
<i>Effect:</i> Step from one tree to another far away.								
<i>Target:</i> You								

* =Domain/Speciality Spell