

Geirstein Male Half-Elf Rgr16

NAME	
Rgr16	240000
CLASS	EXPERIENCE
16	136000
TCL	NEXT LEVEL

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	21	+5	21	+5
CON Constitution	12	+1	12	+1
INT Intelligence	13	+1	13	+1
WIS Wisdom	19	+4	19	+4
CHA Charisma	12	+1	12	+1

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+11	= +10	+ +1	+ +0	+ +0		
REFLEX (dexterity)	+15	= +10	+ +5	+ +0	+ +0		
WILLPOWER (wisdom)	+9	= +5	+ +4	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+17/+12/+7/+2	= +16/+11/+6/+1	+ +1	+ +0	+ +0	
RANGED attack bonus	+21/+16/+11/+6	= +16/+11/+6/+1	+ +5	+ +0	+ +0	
GRAPPLE attack bonus	+17/+12/+7/+2	= +16/+11/+6/+1	+ +1	+ +0	+ +0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+17/+12/+7/+2	1d3+1	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	50.0	Medium	100.0	Heavy	150.0
Lift over head	150.0	Lift off ground	300.0	Push / Drag	750.0

FEATS

Alertness	See Text
Deceitful	See Text
Endurance	See Text
Improved Precise Shot	See Text
Investigator	See Text
Manyshot	See Text
Rapid Shot	See Text
Run	See Text
Stealthy	See Text
Track	See Text
Track	See Text

NPC

PLAYERNAME		DEITY	
Half-Elf	Medium	4'10"	112 lbs
RACE	SIZE	HEIGHT	WEIGHT
0	Male		
AGE	GENDER	EYES	HAIR

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
94				Walk 30'
AC armor class	15	10	15	10
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	TOTAL	DEX MODIFIER	MISC MODIFIER
+5	= +5	+ +0	
BASE ATTACK	+16/+11/+6/+1		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Climb	STR	19	= 1	+ 18.0	+
Craft (Bowmaking)	INT	8	= 1	+ 7.0	+
Craft (Trapmaking)	INT	11	= 1	+ 10.0	+
Hide	DEX	21	= 5	+ 14.0	2
Knowledge (Dungeoneering)	INT	20	= 1	+ 19.0	+
Knowledge (Geography)	INT	20	= 1	+ 19.0	+
Profession (Miner)	WIS	19	= 4	+ 15.0	+
Survival	WIS	17	= 4	+ 13.0	+
Swim	STR	19	= 1	+ 18.0	+

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, Ransneur, Rapier, Sap, Scimitar, Scythe, Shield (Heavy), Shield (Light), Shortbow, Shortsphear, 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

Auran, Common, Elven

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	3	3	2	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	32 hours [D]	Close (65 Feet)	V, S, F/DF	No	Abjuration
<i>Effect:</i> Wards an area for 32 hours.								
Animal Messenger	15	None; see text	1 standard action	16 days	Close (65 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	16 minutes	Close (65 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	16 hours	Close (65 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	16 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
<i>Effect:</i> Stops poison from harming subject for 16 hours.								
Detect Animals or Plants	15	None	1 standard action	Concentration, up to 10 minutes [D]	Long (1040 Feet)	V, S	No	Divination
<i>Effect:</i> Detects kinds of animals or plants.								
Detect Poison	15	None	1 standard action	Instantaneous	Close (65 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 160 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	16 minutes [D]	Long (1040 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	160 minutes [D]	Touch	S, DF	Yes	Abjuration
<i>Effect:</i> Animals can't perceive 16 subjects.								
Jump	15	Will negates (harmless)	1 standard action	16 minutes [D]	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gets bonus on Jump checks.								
Longstrider	15	None	1 standard action	16 hours [D]	Personal	V, S, M	No	Transmutation
<i>Effect:</i> Increases your speed.								
Magic Fang	15	Will negates (harmless)	1 standard action	16 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	16 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> 16 subjects leaves no tracks.								
Read Magic	15	None	1 standard action	160 minutes	Personal	V, S, F	No	Divination
<i>Effect:</i> Read scrolls and spellbooks.								
Resist Energy	15	Fortitude negates (harmless)	1 standard action	160 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	16 minutes	Personal	V, S	No	Divination
<i>Effect:</i> You can communicate with animals.								
Summon Nature's Ally I	15	None	1 round	16 rounds [D]	Close (65 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	160 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	16 minutes	Touch	V, S, M	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Dex for 16 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	16 rounds [D]; see text	Medium (260 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
<i>Effect:</i> Paralyzes one animal for 16 rounds.								
Owl's Wisdom	16	Will negates (harmless)	1 standard action	16 minutes	Touch	V, S, M/DF	Yes	Transmutation
<i>Effect:</i> Subject gains +4 to Wis for 16 minutes.								
Protection from Energy	16	Fortitude negates (harmless)	1 standard action	160 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration
<i>Effect:</i> Absorb 192 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	16 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	16 hours [D]	Medium (260 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	16 rounds [D]	Close (65 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.								
Wind Wall	16	None; see text	1 standard action	16 rounds	Medium (260 Feet)	V, S, M/DF	Yes	Evocation [Air]
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.								
<i>Target:</i> Wall up to 160 ft. long and 80 ft. high [S]								

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Command Plants	17	Will negates	1 standard action	16 days	Close (65 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	16 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	16 hours	Close (65 Feet)	V, S, DF	Yes (harmless)	Transmutation
<i>Effect:</i> One natural weapon of subject creature gets +5 on attack and damage rolls.								
Neutralize Poison	17	Will negates (harmless, object)	1 standard action	160 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	16 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	160 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	16 rounds [D]	Close (65 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.								
Tree Shape	17	None	1 standard action	16 hours [D]	Personal	V, S, DF	No	Transmutation
<i>Effect:</i> You look exactly like a tree for 16 hours.								
Water Walk	17	Will negates (harmless)	1 standard action	160 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]
<i>Effect:</i> Subject treads on water as if solid.								
<i>Target:</i> 16 touched creatures								

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
Animal Growth	18	Fortitude negates	1 standard action	16 minutes	Medium (260 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 16 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	160 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	16 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	16 rounds [D]	Close (65 Feet)	V, S, DF	No	Conjuration (Summoning)
<i>Effect:</i> Calls creature to fight.								
Tree Stride	18	None	1 standard action	16 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