

NPC

Chaotic Neutral
ALIGNMENT
Low-Light, Normal
VISION
0
POINTS

SUBDUAL DAMAGE						DAMAGE REDUCTION		SPEED		
								Walk 30'		
	0	0	6	0	0	0		0	+0	0
	ARMOR BONUS	SHIELD BONUS	STAT MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK	SPELL RESISTANCE

		SKILLS			MAX RANKS	15/7.5
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
	Craft (Carpentry)	INT	9	= 1	+ 8.0	+
	Craft (Pottery)	INT	12	= 1	+ 11.0	+
✓	Heal	WIS	17	= 2	+ 15.0	+
✓	Hide	DEX	18	= 6	+ 12.0	+
	Knowledge (Dungeoneering)	INT	11	= 1	+ 10.0	+
	Knowledge (Geography)	INT	12	= 1	+ 11.0	+
✓	Listen	WIS	17	= 2	+ 13.0	2
✓	Ride	DEX	17	= 6	+ 11.0	+
✓	Spot	WIS	18	= 2	+ 14.0	2

= + +

✓ : can be used untrained. X : exclusive skills

SPECIAL ABILITIES

Woodland Stride (Ex)

Endurance	See Text
Eschew Materials	See Text
Improved Initiative	See Text
Improved Precise Shot	See Text
Iron Will	See Text
Lightning Reflexes	See Text
Manyshot	See Text
Rapid Shot	See Text
Track	See Text
Track	See Text
Weapon Focus (Shortbow)	See Text
















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, Shortspears, 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, 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	2	2	1	0	0	0	0	0	0








LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Alarm <i>Effect:</i> Wards an area for 24 hours.	13	None	1 standard action	24 hours [D]	Close (55 Feet)	V, S, F/DF	No	Abjuration
 Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	13	None; see text	1 standard action	12 days <i>Target:</i> 20-ft.-radius emanation centered on a point in space	Close (55 Feet)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Calm Animals <i>Effect:</i> Calms [2d4 + level] HD of animals.	13	Will negates; see text	1 standard action	12 minutes <i>Target:</i> One Tiny animal	Close (55 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Charm Animal <i>Effect:</i> Makes one animal your friend.	13	Will negates	1 standard action	12 hours <i>Target:</i> Animals within 30 ft. of each other	Close (55 Feet)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]
 Delay Poison <i>Effect:</i> Stops poison from harming subject for 12 hours.	13	Fortitude negates (harmless)	1 standard action	12 hours <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)
 Detect Animals or Plants <i>Effect:</i> Detects kinds of animals or plants.	13	None	1 standard action	Concentration, up to 10 minutes [D] <i>Target:</i> Cone-shaped emanation	Long (880 Feet)	V, S	No	Divination
 Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	13	None	1 standard action	Instantaneous <i>Target:</i> One creature, one object, or a 5-ft. cube	Close (55 Feet)	V, S	No	Divination
 Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.	13	None	1 standard action	Concentration, up to 120 minutes [D] <i>Target:</i> Cone-shaped emanation	60 ft.	V, S	No	Divination
 Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	13	Will negates (harmless)	1 standard action	24 hours <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless)	Abjuration
 Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	13	Reflex partial; see text	1 standard action	12 minutes [D] <i>Target:</i> Plants in a 40-ft.-radius spread	Long (880 Feet)	V, S, DF	No	Transmutation
 Hide from Animals <i>Effect:</i> Animals can't perceive 12 subjects.	13	Will negates (harmless)	1 standard action	120 minutes [D] <i>Target:</i> 12 creatures touched	Touch	S, DF	Yes	Abjuration
 Jump <i>Effect:</i> Subject gets bonus on Jump checks.	13	Will negates (harmless)	1 standard action	12 minutes [D] <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
 Longstrider <i>Effect:</i> Increases your speed.	13	None	1 standard action	12 hours [D] <i>Target:</i> You	Personal	V, S, M	No	Transmutation
 Magic Fang <i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.	13	Will negates (harmless)	1 standard action	12 minutes <i>Target:</i> Living creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 Pass without Trace <i>Effect:</i> 12 subjects leaves no tracks.	13	Will negates (harmless)	1 standard action	12 hours [D] <i>Target:</i> 12 creatures touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 Read Magic <i>Effect:</i> Read scrolls and spellbooks.	13	None	1 standard action	120 minutes <i>Target:</i> You	Personal	V, S, F	No	Divination
 Resist Energy <i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.	13	Fortitude negates (harmless)	1 standard action	120 minutes <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Abjuration
 Speak with Animals <i>Effect:</i> You can communicate with animals.	13	None	1 standard action	12 minutes <i>Target:</i> You	Personal	V, S	No	Divination
 Summon Nature's Ally I <i>Effect:</i> Calls creature to fight.	13	None	1 round	12 rounds [D] <i>Target:</i> One summoned creature	Close (55 Feet)	V, S, DF	No	Conjuration (Summoning)

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Barkskin <i>Effect:</i> Grants +5 enhancement to natural armor.	14	None	1 standard action	120 minutes <i>Target:</i> Living creature touched	Touch	V, S, DF	Yes (harmless)	Transmutation
 Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 12 minutes.	14	Will negates (harmless)	1 standard action	12 minutes <i>Target:</i> Creature touched	Touch	V, S, M	Yes	Transmutation
 Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage	14	Will half (harmless); see text	1 standard action	Instantaneous <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 Hold Animal <i>Effect:</i> Paralyzes one animal for 12 rounds.	14	Will negates; see text	1 standard action	12 rounds [D]; see text <i>Target:</i> One animal	Medium (220 Feet)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]
 Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 12 minutes.	14	Will negates (harmless)	1 standard action	12 minutes <i>Target:</i> Creature touched	Touch	V, S, M/DF	Yes	Transmutation
 Protection from Energy <i>Effect:</i> Absorb 144 points of damage from one kind of energy.	14	Fortitude negates (harmless)	1 standard action	120 minutes or until discharged <i>Target:</i> Creature touched	Touch	V, S, DF	Yes (harmless)	Abjuration
 Snare <i>Effect:</i> Creates a magic booby trap.	14	None	3 rounds	Until triggered or broken <i>Target:</i> Touched nonmagical circle of vine, rope, or thong with a 2 ft. diameter + 2 ft./level	Touch	V, S, DF	No	Transmutation
 Speak with Plants <i>Effect:</i> You can talk to normal plants and plant creatures.	14	None	1 standard action	12 minutes <i>Target:</i> You	Personal	V, S	No	Divination
 Spike Growth <i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.	14	Reflex partial	1 standard action	12 hours [D] <i>Target:</i> 12 20-ft. squares	Medium (220 Feet)	V, S, DF	Yes	Transmutation
 Summon Nature's Ally II <i>Effect:</i> Calls creature to fight.	14	None	1 round	12 rounds [D] <i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart	Close (55 Feet)	V, S, DF	No	Conjuration (Summoning)
 Wind Wall <i>Effect:</i> Deflects arrows, smaller creatures, and gases.	14	None; see text	1 standard action	12 rounds <i>Target:</i> Wall up to 120 ft. long and 60 ft. high [S]	Medium (220 Feet)	V, S, M/DF	Yes	Evocation [Air]

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School
 Command Plants <i>Effect:</i> Sway the actions of one or more plant creatures.	15	Will negates	1 standard action	12 days <i>Target:</i> Up to 12 HD of plant creatures, no two of which can be more than 30 ft. apart	Close (55 Feet)	V	Yes	Transmutation
 Cure Moderate Wounds <i>Effect:</i> Cures 2d8+10 damage	15	Will half (harmless); see text	1 standard action	Instantaneous <i>Target:</i> Creature touched	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)
 Darkvision <i>Effect:</i> See 60 ft. in total darkness.	15	Will negates (harmless)	1 standard action	12 hours <i>Target:</i> Creature touched	Touch	V, S, M	Yes (harmless)	Transmutation
 Diminish Plants <i>Effect:</i> Reduces size or blights growth of normal plants.	15	None	1 standard action	Instantaneous <i>Target:</i> See text	See text	V, S, DF	No	Transmutation
 Magic Fang, Greater <i>Effect:</i> One natural weapon of subject creature gets +4 on attack and damage rolls.	15	Will negates (harmless)	1 standard action	12 hours <i>Target:</i> One living creature	Close (55 Feet)	V, S, DF	Yes (harmless)	Transmutation
 Neutralize Poison <i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.	15	Will negates (harmless, object)	1 standard action	120 minutes <i>Target:</i> Creature or object of up to 12 cu. ft. touched	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)
 Plant Growth <i>Effect:</i> Grows vegetation, improves crops.	15	None	1 standard action	Instantaneous <i>Target:</i> See text	See text	V, S, DF	No	Transmutation

* = Domain/Specialty Spell

Ranger Spells

Reduce Animal	15	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	15	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	15	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	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 or more creatures, no two of which can be more than 30 ft. apart				
Tree Shape	15	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	15	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