

Rhanvan

NAME
 Rgr6 15350
 CLASS EXPERIENCE
 6 21000
 TCL NEXT LEVEL

Guercio

PLAYERNAME DEITY
 Elf Medium 5'8" 50 kg
 RACE SIZE HEIGHT WEIGHT
 Male
 GENDER EYES HAIR

Chaotic Good

ALIGNMENT
 Low-Light,
 Normal
 VISION
 0
 POINTS



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	13	+1	13	+1
DEX Dexterity	18	+4	18	+4
CON Constitution	12	+1	12	+1
INT Intelligence	12	+1	12	+1
WIS Wisdom	14	+2	14	+2
CHA Charisma	10	+0	10	+0

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
40				Walk 9 m
AC armor class	17	13	14	10
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
				SHIELD BONUS
				STAT MODIFIER
				SIZE MODIFIER
				NATURAL ARMOR
				MISC MODIFIER
				MISS CHANCE
				MISS CHANCE
				ARCANE SPELL FAILURE
				ARMOR CHECK PENALTY
				SPELL RESISTANCE

INITIATIVE modifier	+4	=	+4	=	+0
TOTAL	DEX MODIFIER	MISC MODIFIER			
BASE ATTACK bonus	+6/+1				

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
✓ Appraise	INT	1	=	1	+
✓ Balance	DEX	4	=	4	+
✓ Bluff	CHA	0	=	0	+
✓ Climb	STR	4	=	1	+ 3.0
✓ Concentration	CON	1	=	1	+
✓ Craft (Untrained)	INT	1	=	1	+
✓ Diplomacy	CHA	0	=	0	+
✓ Disguise	CHA	0	=	0	+
✓ Escape Artist	DEX	4	=	4	+
✓ Forgery	INT	1	=	1	+
✓ Gather Information	CHA	0	=	0	+
✓ Heal	WIS	3	=	2	+ 1.0
✓ Hide	DEX	13	=	4	+ 9.0
✓ Intimidate	CHA	0	=	0	+
✓ Jump	STR	6	=	1	+ 5.0
Knowledge (Nature)	INT	4	=	1	+ 1.0
✓ Listen	WIS	13	=	2	+ 9.0
✓ Move Silently	DEX	13	=	4	+ 9.0
✓ Ride	DEX	4	=	4	+
✓ Search	INT	5	=	1	+ 2.0
✓ Sense Motive	WIS	2	=	2	+
✓ Spot	WIS	13	=	2	+ 9.0
✓ Survival	WIS	11	=	2	+ 9.0
✓ Swim	STR	4	=	1	+ 3.0
✓ Tumble	DEX	7	=	4	+ 1.0
✓ Use Rope	DEX	7	=	4	+ 1.0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+6	=	+5	+1	+0	+0	+0	
REFLEX (dexterity)	+9	=	+5	+4	+0	+0	+0	
WILLPOWER (wisdom)	+4	=	+2	+2	+0	+0	+0	

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+7/+2	=	+6/+1	+1	+0	+0	+0
RANGED attack bonus	+10/+5	=	+6/+1	+4	+0	+0	+0
GRAPPLE attack bonus	+7/+2	=	+6/+1	1	+0	+0	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+7/+2	1d3+1	20/x2

Longbow (Composite/Masterwork)	CURRENT HAND		TYPE	SIZE	CRITICAL
	Carried	P			
	9 m	33 m		M	20/x3
To Hit	+12/+7	+11/+6	+9/+4	+7/+2	+5/+0
Dam	1d8+1	1d8	1d8	1d8	1d8
Special Properties					

Spada Bastarda +1	CURRENT HAND		TYPE	SIZE	CRITICAL
	Carried	S			
			M		19-20/x2
To Hit	+4/-1	1d10+2	-2/-7		1d10+2
Dam	+0/-5	1d10+1	+0/-5		1d10+2
2H	+8/+3	1d10+2	-6		1d10+1
Special Properties	(Sword (Bastard/Masterwork)+1 (Enhancement to Weapon or Ammunition))				

Dagger	CURRENT HAND		TYPE	SIZE	CRITICAL
	Carried	PS			
			M		19-20/x2
To Hit	+7/+2	1d4+1	+1/-4		1d4+1
Dam	+3/-2	1d4	+3/-2		1d4+1
2H	+7/+2	1d4+1	-1		1d4
To Hit	+11/+6	+9/+4	+7/+2	+4/-1	+2/-3
Dam	1d4+2	1d4+2	1d4+2	1d4+1	1d4+1
Special Properties					

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Studded Leather (Masterwork)	Light	+3	+5	+0	15

✓ : can be used untrained. X : exclusive skills

Morningstar (Masterwork)		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	BP	M	20/x2
	To Hit	Dam	To Hit	Dam	
1H-P	+8/+3	1d8+1	2W-P-(OH)	+2/-3	1d8+1
1H-O	+4/-1	1d8	2W-P-(OL)	+4/-1	1d8+1
2H	+8/+3	1d8+1	2W-OH	-2	1d8
Special Properties					

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Longbow (Composite/Masterwork)	Carried	1	1.5	400.0	
0.0 kg					
Acid (Flask)	Carried	1	0.5	10.0	
Spada Bastarda +1	Carried	1	5.0	2335.0	
(Sword (Bastard/Masterwork+1 (Enhancement to Weapon or Ammunition)))					
Alchemist's Fire (Flask)	Carried	2	0.5	20.0	
			(1.0)	(40.0)	
Dagger	Carried	1	0.5	2.0	
Morningstar (Masterwork)	Carried	1	3.0	308.0	
Outfit (Explorer's)	Equipped	1	4.0	0.0	
Rope (Silk/50 Ft.)	Equipped	1	2.5	10.0	
Studded Leather (Masterwork)	Equipped	1	10.0	175.0	
Torch	Carried	1	0.5	0.01	
TOTAL WEIGHT CARRIED/VALUE			48.2	3280.01	
			kg	gp	

WEIGHT ALLOWANCE					
Light	25.0	Medium	50.0	Heavy	75.0
Lift over head	75.0	Lift off ground	150.0	Push / Drag	375.0

MONEY	
Coin (Gold): 2370	
Total = 2370.0 gp	

MAGIC	
Rapid Shot: +10/+10/+5	
ManyShot:+8, std action, 2arrows	

SPECIAL ABILITIES	
+2 racial saving throw bonus against enchantment spells or effects.	
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.	
Animal Companion (Ex)	
favored enemy (Humanoid (gnoll))+2)	
favored enemy (Undead)+4)	
Immunity to magic sleep effects.	
Improved Combat Style (Ex) - Ranger Archery	
Wild Empathy (Ex)	

FEATS	
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Diehard	When reduced to between -1 and -9 hit points, you automatically become stable.
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
Manyshot	As a standard action, you may fire many arrows at a single opponent within 30 feet.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Point Blank Shot	You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.
Precise Shot	You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.
Rapid Shot	You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round takes a -2 penalty. You must use the full attack action to use this feat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.

PROFICIENCIES

LANGUAGES
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	2	0	0	0	0	0	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Alarm	13	None	1 standard action	6 hours [D]	Close (9 m)	V, S, F/DF	No	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Wards an area for 6 hours.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space				
Animal Messenger	13	None; see text	1 standard action	3 days	Close (9 m)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Sends a Tiny animal to a specific place.					<i>Target:</i> One Tiny animal				
Calm Animals	13	Will negates; see text	1 standard action	3 minutes	Close (9 m)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Calms [2d4 + level] HD of animals.					<i>Target:</i> Animals within 30 ft. of each other				
Charm Animal	13	Will negates	1 standard action	3 hours	Close (9 m)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes one animal your friend.					<i>Target:</i> One animal				
Delay Poison	13	Fortitude negates (harmless)	1 standard action	3 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 3 hours.					<i>Target:</i> Creature touched				
Detect Animals or Plants	13	None	1 standard action	Concentration, up to 10 minutes [D]	Long (156 m)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects kinds of animals or plants.					<i>Target:</i> Cone-shaped emanation				
Detect Poison	13	None	1 standard action	Instantaneous	Close (9 m)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<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	13	None	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals natural or primitive traps.					<i>Target:</i> Cone-shaped emanation				
Endure Elements	13	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched				
Entangle	13	Reflex partial; see text	1 standard action	3 minutes [D]	Long (156 m)	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.					<i>Target:</i> Plants in a 40-ft.-radius spread				
Hide from Animals	13	Will negates (harmless)	1 standard action	30 minutes [D]	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
<i>Effect:</i> Animals can't perceive 3 subjects.					<i>Target:</i> 3 creatures touched				
Jump	13	Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject gets bonus on Jump checks.					<i>Target:</i> Creature touched				
Longstrider	13	None	1 standard action	3 hours [D]	Personal	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Increases your speed.					<i>Target:</i> You				
Magic Fang	13	Will negates (harmless)	1 standard action	3 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf
<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	13	Will negates (harmless)	1 standard action	3 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> 3 subjects leaves no tracks.					<i>Target:</i> 3 creatures touched				
Read Magic	13	None	1 standard action	30 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You				
Resist Energy	13	Fortitude negates (harmless)	1 standard action	30 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 10 [or more] points of damage/attack from specified energy type.					<i>Target:</i> Creature touched				
Speak with Animals	13	None	1 standard action	3 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> You can communicate with animals.					<i>Target:</i> You				
Summon Nature's Ally I	13	None	1 round	3 rounds [D]	Close (9 m)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One summoned creature				

* =Domain/Speciality Spell