

Ahmed Al Abbas Rahim

NAME
Rgr10 Ftr2 68738
 CLASS EXPERIENCE
 12 78000
 Character Level NEXT LEVEL

Chop

PLAYERNAME
 Human Medium
 RACE SIZE
 20 Male
 AGE GENDER

Meilikki
 DEITY
 5' 9" 168 lbs.
 HEIGHT WEIGHT
 Brown Black, Short
 EYES HAIR

Chaotic Neutral
 ALIGNMENT
 Normal
 VISION
 -1
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	13	+1	13	+1	13	+1
CHA Charisma	12	+1	12	+1	12	+1

HP hit points: 100

AC armor class: 22
 TOTAL: 19 (Flat) : 13 (Touch) = 10 (Base) + 4 (Armor Bonus) + 3 (Shield Bonus) + 3 (Stat) + 0 (Size) + 2 (Natural) + 0 (Misc)

INITIATIVE modifier: +7 = +3 (DEX) + +4 (MISC)

BASE ATTACK bonus: +12/+7/+2

WOUNDS/CURRENT HP: []

SUBDUAL DAMAGE: []

DAMAGE REDUCTION: []

SPEED: Walk 30'

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+14	+10	+3	+1	+0	+0		
REFLEX (dexterity)	+11	+7	+3	+1	+0	+0		
WILL (wisdom)	+5	+3	+1	+1	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+14/+9/+4	+12/+7/+2	+2	+0	+0	+0	
RANGED attack bonus	+15/+10/+5	+12/+7/+2	+3	+0	+0	+0	
GRAPPLE attack bonus	+14/+9/+4	+12/+7/+2	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+14/+9/+4	1d3+2	20/x2

*Flaming Scimitar +2		CURRENT HAND	TYPE	SIZE	CRITICAL
		Primary	S	M	18-20/x2
To Hit	Dam	To Hit	Dam		
1H-P	+17/+12/+7	1d6+4	2W-P-(OH)	+13/+8/+3	1d6+4
1H-O	+17/+12/+7	1d6+3	2W-P-(OL)	+15/+10/+5	1d6+4
2H	+17/+12/+7	1d6+5	2W-OH	+13/+8	1d6+3
Special Properties		(Scimitar), (Scimitar (Flaming/+2 (Enhancement to Weapon or Ammunition)/Masterwork)), +1d6 fire damage			

Katana		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	S	M	19-20/x2
To Hit	Dam	To Hit	Dam		
1H-P	+15/+10/+5	1d10+2	2W-P-(OH)	+11/+6/+1	1d10+2
1H-O	+15/+10/+5	N/A	2W-P-(OL)	+13/+8/+3	1d10+2
2H	+15/+10/+5	1d10+3	2W-OH	+11/+6	N/A
Special Properties		(Sword (Bastard))			

Composite Longbow STR		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	P	M	20/x3
To Hit	Dam	To Hit	Dam		
30'	+15/+10/+5	+15/+10/+5	1d8	1d8	1d8
110'	+15/+10/+5	+13/+8/+3	1d8	1d8	1d8
220'	+15/+10/+5	+11/+6/+1	1d8	1d8	1d8
330'	+15/+10/+5	+9/+4/-1	1d8	1d8	1d8
440'	+15/+10/+5	+9/+4/-1	1d8	1d8	1d8
Special Properties					

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Leather Armor +2 (Leather)	Light	+4	+6	+0	10
*Animated Shield (Light/Metal) +2 floats in front of character requiring no hands, but still take normal penalties	Light	+3	+0	+0	5
*Amulet of Natural Armor +2		+2	+0	+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
✓ Appraise	INT	2	= 2	+	+
✓ Balance	DEX	3	= 3	+	+
✓ Bluff	CHA	1	= 1	+	+
✓ Climb	STR	6	= 2 + 4.0	+	+
✓ Concentration	CON	3	= 3	+	+
✓ Craft (Untrained)	INT	2	= 2	+	+
✓ Diplomacy	CHA	1	= 1	+	+
✓ Disguise	CHA	1	= 1	+	+
✓ Escape Artist	DEX	3	= 3	+	+
✓ Forgery	INT	2	= 2	+	+
✓ Gather Information	CHA	1	= 1	+	+
✓ Handle Animal	CHA	8	= 1 + 7.0	+	+
✓ Heal	WIS	1	= 1	+	+
✓ Hide	DEX	16	= 3 + 13.0	+	+
✓ Intimidate	CHA	1	= 1	+	+
✓ Jump	STR	2	= 2	+	+
Knowledge (Dungeoneering)	INT	11	= 2 + 9.0	+	+
Knowledge (Geography)	INT	6	= 2 + 4.0	+	+
Knowledge (Nature)	INT	8	= 2 + 4.0	+	2
✓ Listen	WIS	16	= 1 + 13.0	+	2
✓ Move Silently	DEX	17	= 3 + 14.0	+	+
✓ Ride	DEX	12	= 3 + 7.0	+	2
✓ Search	INT	16	= 2 + 14.0	+	+
✓ Sense Motive	WIS	1	= 1	+	+
✓ Spot	WIS	17	= 1 + 14.0	+	2
✓ Survival	WIS	8	= 1 + 7.0	+	+
✓ Swim	STR	2	= 2	+	+
✓ Use Rope	DEX	3	= 3	+	+

✓ : can be used untrained. X : exclusive skills

Spell-storing Dagger +1					
		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	PS	M	19-20/x2
		To Hit		Dam	
1H-P	+15/+10/+5	1d4+3	2W-P-(OH)	+11/+6/+1	1d4+3
1H-O	+15/+10/+5	1d4+2	2W-P-(OL)	+13/+8/+3	1d4+3
2H	+15/+10/+5	1d4+3	2W-OH	+13/+8	1d4+2
		10'	20'	30'	40'
To Hit	+16/+11/+6	+14/+9/+4	+12/+7/+2	+10/+5/+0	+8/+3/-2
Dam	1d4+3	1d4+3	1d4+3	1d4+3	1d4+3
Special Properties	(Dagger +1 (Enhancement to Weapon or Ammunition)/Spell Storing/Masterwork)), can store a single targeted spell of up to 3rd level with a casting time of 1 action				

*Sylvan Scimitar +3					
		CURRENT HAND	TYPE	SIZE	CRITICAL
		Off-hand	S	M	18-20/x2
		To Hit		Dam	
1H-P	+18/+13	1d6+5	2W-P-(OH)	+14/+9	1d6+5
1H-O	+18/+13	1d6+4	2W-P-(OL)	+16/+11	1d6+5
2H	+18/+13	1d6+6	2W-OH	+14/+9	1d6+4
Special Properties	When outdoors grants wielder Cleave feat and deals 1d6 add damage, When outdoors grants wielder Cleave feat and deals 1d6 add damage, When outdoors grants wielder Cleave feat and deals 1d6 add damage, When outdoors grants wielder Cleave feat and deals 1d6 add damage, (Sylvan Scimitar +3 (Enhancement to Weapon or Ammunition)/Masterwork))				

Wakizashi					
		CURRENT HAND	TYPE	SIZE	CRITICAL
		Carried	PS	M	19-20/x2
		To Hit		Dam	
1H-P	+15/+10/+5	1d6+2	2W-P-(OH)	+11/+6/+1	1d6+2
1H-O	+15/+10/+5	1d6+1	2W-P-(OL)	+13/+8/+3	1d6+2
2H	+15/+10/+5	1d6+2	2W-OH	+13/+8	1d6+1
Special Properties	(Sword (Short/EXOTIC, SLASHING/Masterwork))				

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Amulet of Natural Armor +2	Equipped	1	0.0	8000.0	
Explorer's Outfit	Equipped	1	8.0	10.0	
Animated Shield (Light/Metal) +2	Equipped	1	6.0	16159.0	
floats in front of character requiring no hands, but still take normal penalties					
Bag of Holding (Held by Cleric)	Carried	1	0.0	0.0	
8 lbs., 1 Bedroll, 1 Blanket (Winter) (Bag of Holding (Type 4))					
Bedroll	Bag of Holding (Held by Cleric)	1	5.0	0.1	
Blanket (Winter)	Bag of Holding (Held by Cleric)	1	3.0	0.5	
Brooch of Shielding	Pouch (Belt)	1	0.0	1500.0	
□□□□ □□□□ □□□□ □□□□ □□□□					
□□□□ □□□□ □□□□ □□□□ □□□□					
□□□□ □□□□ □□□□ □□□□ □□□□					
□□□□ □□□□ □□□□ □□□□ □□□□					
□					
Case (Map or Scroll)	Pouch (Belt)	1	0.5	1.0	
0 lbs.					
Cloak of Resistance +1	Equipped	1	1.0	1000.0	
Figurine of Wondrous Power (Bronze Griffin)	Pouch (Belt)	1	0.0	10000.0	
Flaming Scimitar +2	Equipped	1	4.0	18315.0	
(Scimitar), (Scimitar (Flaming/+2 (Enhancement to Weapon or Ammunition)/Masterwork)), +1d6 fire damage					
Flask (Empty)	Pouch (Belt)	1	1.5	0.03	
0 lbs.					
Flint and Steel	Pouch (Belt)	1	0.0	1.0	
Freedom Fighter's Brooch	Pouch (Belt)	2	0.0	0.0 (0.0)	
(Brooch)					
Holy Symbol (Wooden)	Pouch (Belt)	1	0.0	1.0	
Katana	Storage in Keep	1	10.0	335.0	
(Sword (Bastard))					
Leather Armor +2	Equipped	1	15.0	4160.0	
(Leather)					
Composite Longbow STR	Carried	1	3.0	100.0	
0 lbs.					
Mirror (Small/Steel)	Pouch (Belt)	1	0.5	10.0	
Potion of Cure Serious Wounds	Pouch (Belt)	2	0.0	750.0	
□□ (0.0) (1500.0)					
Potion of Greater Magic Fang +2	Pouch (Belt)	1	0.0	1200.0	
□					
Pouch (Belt)	Equipped	10	0.5	1.0	
18.5 lbs., 1 Mirror (Small/Steel), 1 Flask (Empty), 1 Figurine of Wondrous Power (Bronze Griffin), 1 Case (Map or Scroll), 2 (5.0) (10.0)					
TOTAL WEIGHT CARRIED/VALUE			53 lbs.175150.14 gp		

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Tanglefoot Bag, 1 Brooch of Shielding, 2 Potion (Cure Serious Wounds), 1 Potion (Greater Magic Fang +2), 1 Spell-storing Dagger +1, 1 Holy Symbol (Wooden), 1 Rations (Trail/Per Day), 1 Rope (Silk/50 Ft.), 1 Signet Ring, 1 Torch, 1 Waterskin, 2 Freedom Fighter's Brooch, 1 Flint and Steel					
Rations (Trail/Per Day)	Pouch (Belt)	1	1.0	0.5	
Major Ring of Energy Resistance (Fire)	Equipped	1	0.0	28000.0	
Absorbs 20 points of Fire damage					
Ring of Feather Falling	Equipped	1	0.0	2200.0	
Rope (Silk/50 Ft.)	Pouch (Belt)	1	5.0	10.0	
Signet Ring	Pouch (Belt)	1	0.0	5.0	
Spell-storing Dagger +1	Carried	1	1.0	8302.0	
(Dagger +1 (Enhancement to Weapon or Ammunition)/Spell Storing/Masterwork)), can store a single targeted spell of up to 3rd level with a casting time of 1 action					
Spell-storing Dagger +1	Pouch (Belt)	1	1.0	8302.0	
(Dagger +1 (Enhancement to Weapon or Ammunition)/Spell Storing/Masterwork)), can store a single targeted spell of up to 3rd level with a casting time of 1 action					
Storage in Keep		1	25.0	2.0	
12 lbs., 1 Wakizashi, 1 Katana (Chest)					
Sylvan Scimitar +3	Equipped	1	4.0	65615.0	
When outdoors grants wielder Cleave feat and deals 1d6 add damage, When outdoors grants wielder Cleave feat and deals 1d6 add damage, When outdoors grants wielder Cleave feat and deals 1d6 add damage, When outdoors grants wielder Cleave feat and deals 1d6 add damage, (Sylvan Scimitar +3 (Enhancement to Weapon or Ammunition)/Masterwork))					
Tanglefoot Bag	Pouch (Belt)	2	4.0	50.0	
				(8.0) (100.0)	
Torch	Pouch (Belt)	1	1.0	0.01	
Wakizashi	Storage in Keep	1	2.0	310.0	
(Sword (Short/EXOTIC, SLASHING/Masterwork))					
Waterskin	Pouch (Belt)	1	0.0	1.0	
0 lbs.					
TOTAL WEIGHT CARRIED/VALUE			53 lbs.175150.14 gp		

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

MONEY	
Money (in Bag of Holding, held by Cleric)	
- 2340 Platinum	
- 255 Gold	
- 2 Silver	
- 0 Copper	
Total = 0.0 gp	

SPECIAL ABILITIES	
Animal Companion (Ex)	
Evasion (Ex)	
Favored Enemy (Construct) +2	
Favored Enemy (Giant) +4	
Favored Enemy (Zhentarim) +4	
Swift Tracker (Ex)	
Two Weapon Fighting Combat Style	
Wild Empathy (Ex) +13	
Woodland Stride (Ex)	

FEATS

Alertness	You get a +2 bonus on all Listen checks and Spot checks.
Blind-Fight	In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.
Combat Reflexes	You may make a number of additional attacks of opportunity equal to your Dexterity bonus.
Exotic Weapon Proficiency	Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Improved Initiative	You get a +4 bonus on initiative checks.
Quick Draw	You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).
Strong Mind	You gain a +3 bonus to saving rolls against psionic abilities and mind blast attacks. This includes supernatural abilities that use sheer mental force to stun or disable an opponent.
Two-Weapon Defense	When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC. When you are fighting defensively or using the total defense action, this shield bonus increases to +2.
Weapon Focus (Scimitar)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Armor Proficiency (Heavy)	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.
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.
Armor Proficiency (Medium)	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.
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.
Exotic Weapon Proficiency	Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.
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.
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Improved Two-Weapon Fighting	In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.

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), Mind Blade, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard/Exotic), Sword (Bastard/Martial), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common

Ranger Spells

LEVEL	0	1	2	3	4
KNOWN	0	0	0	0	0
PER DAY	0	2	1	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Alarm	12	None	1 standard action	10 hours [D]	Close (35')	V, S, F/DF	No	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Wards an area for 10 hours.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space				
Animal Messenger	12	None; see text	1 standard action	5 days	Close (35')	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	12	Will negates; see text	1 standard action	5 minutes	Close (35')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Calms 2d4 + 5 HD of animals.					<i>Target:</i> Animals within 30 ft. of each other				
Charm Animal	12	Will negates	1 standard action	5 hours	Close (35')	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	12	Fortitude negates (harmless)	1 standard action	5 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 5 hours.					<i>Target:</i> Creature touched				
Detect Animals or Plants	12	None	1 standard action	Concentration, up to 50 minutes [D]	Long (600')	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	12	None	1 standard action	Instantaneous	Close (35')	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	12	None	1 standard action	Concentration, up to 50 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	12	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	12	Reflex partial; see text	1 standard action	5 minutes [D]	Long (600')	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	12	Will negates (harmless)	1 standard action	50 minutes [D]	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
<i>Effect:</i> Animals can't perceive 5 subjects.					<i>Target:</i> 5 creatures touched				
Jump	12	Will negates (harmless)	1 standard action	5 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	12	None	1 standard action	5 hours [D]	Personal	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Increases your speed.					<i>Target:</i> You				
Magic Fang	12	Will negates (harmless)	1 standard action	5 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	12	Will negates (harmless)	1 standard action	5 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> 5 subjects leaves no tracks.					<i>Target:</i> 5 creatures touched				
Read Magic	12	None	1 standard action	50 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You				
Resist Energy	12	Fortitude negates (harmless)	1 standard action	50 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 15 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched				
Speak with Animals	12	None	1 standard action	5 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	12	None	1 round	5 rounds [D]	Close (35')	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<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	Source
Barkskin	13	None	1 standard action	50 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Grants +2 enhancement to natural armor.					<i>Target:</i> Living creature touched				
Bear's Endurance	13	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Con for 5 minutes.					<i>Target:</i> Creature touched				
Cat's Grace	13	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Subject gains +4 to Dex for 5 minutes.					<i>Target:</i> Creature touched				
Cure Light Wounds	13	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
<i>Effect:</i> Cures 1d8+5 damage.					<i>Target:</i> Creature touched				
Hold Animal	13	Will negates; see text	1 standard action	5 rounds [D]; see text	Medium (150')	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one animal for 5 rounds.					<i>Target:</i> One animal				
Owl's Wisdom	13	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Subject gains +4 to Wis for 5 minutes.					<i>Target:</i> Creature touched				
Protection from Energy	13	Fortitude negates (harmless)	1 standard action	50 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Absorb 60 points of damage from one kind of energy.					<i>Target:</i> Creature touched				

* =Domain/Specialty Spell

Ranger Spells

☐☐☐☐☐	Snare	13	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation	RSRD: SpellsS.rtf
	<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	13	None	1 standard action	5 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
	<i>Effect:</i> You can talk to normal plants and plant creatures.									<i>Target:</i> You
☐☐☐☐☐	Spike Growth	13	Reflex partial	1 standard action	5 hours [D]	Medium (150')	V, S, DF	Yes	Transmutation	RSRD: SpellsS.rtf
	<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.									<i>Target:</i> 5 20-ft. squares
☐☐☐☐☐	Summon Nature's Ally II	13	None	1 round	5 rounds [D]	Close (35')	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
	<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	13	None; see text	1 standard action	5 rounds	Medium (150')	V, S, M/DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
	<i>Effect:</i> Deflects arrows, smaller creatures, and gases.									<i>Target:</i> Wall up to 50 ft. long and 25 ft. high [S]

* =Domain/Specialty Spell

Ahmed Al Abbas Rahim

Human
RACE
20
AGE
Male
GENDER
Normal
VISION
Chaotic Neutral
ALIGNMENT
Right
DOMINANT HAND
5' 9"
HEIGHT
168 lbs.
WEIGHT
Brown
EYE COLOUR
Deep Brown, Tanned
SKIN COLOUR
Black, Short
HAIR
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE
RESIDENCE
LOCATION
None
REGION

Description:

Ahmed wears a Happi (cotton robe), Hakama (trousers), Obi (simple sash), Kimono (outer robe), and sandals.

Biography:

Notes:

Character Sheet Notes:

Deity:

The goddess Meilikki

Additional Languages:

Elven, Goblin