

Edgar

NAME

Rgr7

21000

CLASS

EXPERIENCE

7

28000

Character Level

NEXT LEVEL

PLAYERNAME

Human

Medium

5' 9"

153 lbs.

VISION

-1

POINTS

Neutral Good

ALIGNMENT

DEITY

HEIGHT

WEIGHT

VISION

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

15

+2

15

+2

15

+2

DEX

Dexterity

18

+4

18

+4

18

+4

CON

Constitution

16

+3

16

+3

16

+3

INT

Intelligence

13

+1

13

+1

13

+1

WIS

Wisdom

14

+2

14

+2

14

+2

CHA

Charisma

11

+0

11

+0

11

+0

VP

Vitality

65

AC

armor class

18

INITIATIVE

modifier

+8

BASE ATTACK

bonus

+7/+2

WOUNDS/CURRENT HP

14

FLAT

14

TOUCH

10

BASE

4

ARMOR BONUS

0

SHIELD BONUS

4

STAT

0

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

WP

Wound Points

16

DAMAGE REDUCTION

20

ARCANE SPELL FAILURE

-2

ARMOR CHECK PENALTY

0

SPELL RESIST

SPEED

Walk 30 ft.

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+8

=

+5

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+9

=

+5

+

+4

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+4

=

+2

+

+2

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+9/+4

=

+7/+2

+

+2

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+11/+6

=

+7/+2

+

+4

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+9/+4

=

+7/+2

+

+2

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+11/+6

1d3+2

20/x2

5 ft.

\*Longbow +2 (Composite)

HAND

TYPE

SIZE

CRITICAL

REACH

Both

P

M

20/x3

5 ft.

30 ft.

110 ft.

220 ft.

330 ft.

440 ft.

TH

+14/+9

+14/+9

+12/+7

+10/+5

+8/+3

Dam

1d8+4

1d8+4

1d8+4

1d8+4

1d8+4

Special Properties

Rapier

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

P

M

18-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+11/+6

1d6+2

2W-P-(OH)

+5/+0

1d6+2

1H-O

+7/+2

1d6+1

2W-P-(OL)

+7/+2

1d6+2

2H

+11/+6

1d6+3

2W-OH

+1

1d6+1

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

\*Chain Shirt

Light

+4

+4

-2

20

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

10/5

MISC MODIFIER

✓ Appraise

INT

1

=

1

+

+

✓ Balance

DEX

2

=

4

+

+ -2

✓ Bluff

CHA

0

=

0

+

+

✓ Climb

STR

0

=

2

+

+ -2

✓ Concentration

CON

3

=

3

+

+

✓ Craft (Untrained)

INT

1

=

1

+

+

✓ Diplomacy

CHA

0

=

0

+

+

✓ Disguise

CHA

0

=

0

+

+

✓ Escape Artist

DEX

2

=

4

+

+ -2

✓ Forgery

INT

1

=

1

+

+

✓ Gather Information

CHA

0

=

0

+

+

Handle Animal

CHA

10

=

0

+

+10.0

✓ Heal

WIS

12

=

2

+

+10.0

✓ Hide

DEX

2

=

4

+

+ -2

✓ Intimidate

CHA

0

=

0

+

+

✓ Jump

STR

0

=

2

+

+ -2

Knowledge (Dungeoneering)

INT

6

=

1

+

+5.0

Knowledge (Geography)

INT

6

=

1

+

+5.0

Knowledge (Nature)

INT

13

=

1

+

+10.0

✓ Listen

WIS

12

=

2

+

+10.0

✓ Move Silently

DEX

2

=

4

+

+ -2

✓ Ride

DEX

6

=

4

+

+ 2

✓ Search

INT

11

=

1

+

+10.0

✓ Sense Motive

WIS

2

=

2

+

+

✓ Spot

WIS

12

=

2

+

+10.0

✓ Survival

WIS

12

=

2

+

+10.0

Survival (Lost/Natural hazards)

WIS

14

=

2

+

+10.0

Survival (Natural environments)

WIS

14

=

2

+

+10.0

Survival (Underground)

WIS

14

=

2

+

+10.0

✓ Swim

STR

-2

=

2

+

+ -4

✓ Use Rope

DEX

4

=

4

+

+

=

+

+

=

+

+

✓: can be used untrained. X: exclusive skills

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.  
For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Chain Shirt	Equipped	1	25.0	100.0	
<b>Longbow +2 (Composite)</b> 0 lbs.	Equipped	1	3.0	8400.0	
Rapier	Carried	1	2.0	20.0	
TOTAL WEIGHT CARRIED/VALUE			30 lbs.	8520.0 gp	

WEIGHT ALLOWANCE					
Light	66	Medium	133	Heavy	200
Lift over head	200	Lift off ground	400	Push / Drag	1000

SPECIAL ABILITIES	
Animal Companion (Ex)	
Archery Combat Style	
Favored Enemy (Aberration) +4	
Favored Enemy (Construct) +2	
Wild Empathy (Ex) +9 (+5 on Magical Beasts)	
Woodland Stride (Ex)	

FEATS	
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Improved Initiative	You get a +4 bonus on initiative checks.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
Weapon Focus (Longbow)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
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.
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.
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.
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.
Manyslot	As a standard action, you may fire many arrows at a single opponent within 30 feet.
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.

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, 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, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common

OTHER COMPANIONS
Reed Wolf 34 18 +6 +7 +2 +3 Animal Traits, Evasion (Ex), Link (Ex), Scent (Ex), Share Spells (Ex), Trip (Ex) *Bite *Bite (Natural/Primary) Natural-Natural,Melee 20 2 +6 +0 +6 Primary 1 5 M BPS 0 0 +6 1d6+3 0 ft.

# Ranger Spells

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

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Alarm	13	None	1 standard	6 hours [D] action	Close (30 ft.)	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			<i>Caster Level:</i> 3	
Animal Messenger	13	None; see text	1 standard	3 days action	Close (30 ft.)	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			<i>Caster Level:</i> 3	
Calm Animals	13	Will negates; see text	1 standard	3 minutes action	Close (30 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Calms 2d4 + 3 HD of animals.					<i>Target:</i> Animals within 30 ft. of each other			<i>Caster Level:</i> 3	
Charm Animal	13	Will negates	1 standard	3 hours action	Close (30 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes one animal your friend.					<i>Target:</i> One animal			<i>Caster Level:</i> 3	
Delay Poison	13	Fortitude negates (harmless)	1 standard	3 hours action	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			<i>Caster Level:</i> 3	
Detect Animals or Plants	13	None	1 standard	Concentration, up to 30 minutes [D] action	Long (520 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects kinds of animals or plants.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 3	
Detect Poison	13	None	1 standard	Instantaneous action	Close (30 ft.)	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			<i>Caster Level:</i> 3	
Detect Snares and Pits	13	None	1 standard	Concentration, up to 30 minutes [D] action	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals natural or primitive traps.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 3	
Endure Elements	13	Will negates (harmless)	1 standard	24 hours action	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			<i>Caster Level:</i> 3	
Entangle	13	Reflex partial; see text	1 standard	3 minutes [D] action	Long (520 ft.)	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			<i>Caster Level:</i> 3	
Hide from Animals	13	Will negates (harmless)	1 standard	30 minutes [D] action	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
<i>Effect:</i> Animals can't perceive 3 subjects.					<i>Target:</i> 3 creatures touched			<i>Caster Level:</i> 3	
Jump	13	Will negates (harmless)	1 standard	3 minutes [D] action	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject gets +10 enhancement bonus on Jump checks.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
Longstrider	13	None	1 standard	3 hours [D] action	Personal	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Increases your speed.					<i>Target:</i> You			<i>Caster Level:</i> 3	
Magic Fang	13	Will negates (harmless)	1 standard	3 minutes action	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			<i>Caster Level:</i> 3	
Pass without Trace	13	Will negates (harmless)	1 standard	3 hours [D] action	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			<i>Caster Level:</i> 3	
Read Magic	13	None	1 standard	30 minutes action	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 3	
Resist Energy	13	Fortitude negates (harmless)	1 standard	30 minutes action	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 3	
Speak with Animals	13	None	1 standard	3 minutes action	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> You can communicate with animals.					<i>Target:</i> You			<i>Caster Level:</i> 3	
Summon Nature's Ally I	13	None	1 round	3 rounds [D]	Close (30 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One summoned creature			<i>Caster Level:</i> 3	

\* =Domain/Speciality Spell

## Notes:

Character Sheet Notes: