

# Aleneth Stormbreaker

# Pre-Gen

Chaotic Good

NAME Rgr12	66000	PLAYERNAME Elf	Medium	DEITY 5' 2"	139 lbs.	ALIGNMENT Low-light
CLASS 12	EXPERIENCE 78000	RACE 133	SIZE Male	HEIGHT Green	WEIGHT Blonde, Long / Clean shaven	VISION -1
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	14	+2	14	+2	14	+2
<b>DEX</b> Dexterity	20	+5	20	+5	20	+5
<b>CON</b> Constitution	12	+1	12	+1	12	+1
<b>INT</b> Intelligence	12	+1	12	+1	12	+1
<b>WIS</b> Wisdom	15	+2	15	+2	15	+2
<b>CHA</b> Charisma	10	+0	10	+0	10	+0

<b>HP</b> hit points	92	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED Walk 30 ft.		
<b>AC</b> armor class	21	17	14	10	7	0	4	0	0	0	0	0	0	20	-2	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISC	MISC	MISC	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

<b>INITIATIVE</b> modifier	+5	+5	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
<b>BASE ATTACK</b> bonus	+12/+7/+2		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+9	+8	+1	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+13	+8	+5	+0	+0	+0		
<b>WILL</b> (wisdom)	+6	+4	+2	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+14/+9/+4	+12/+7/+2	+2	+0	+0	+0	
<b>RANGED</b> attack bonus	+17/+12/+7	+12/+7/+2	+5	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+14/+9/+4	+12/+7/+2	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+14/+9/+4	1d3+2	20/x2	5 ft.

*Longbow +2 (Composite)		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	P	M	19-20/x3	5 ft.
TH	30 ft. +21/+16/+11	110 ft. +20/+15/+10	220 ft. +18/+13/+8	330 ft. +16/+11/+6	440 ft. +14/+9/+4	
Dam	1d8+3	1d8+2	1d8+2	1d8+2	1d8+2	

Longsword +1		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+15/+10/+5		1d8+3				

\*: 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
*Elven Chain +2 (Silent moves)	Light	+7	+4	-2	20

30hp/inch and 15 hardness, +5 competence bonus to wearer's Move Silent checks

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	15/7.5
✓ Appraise	INT	3	= 1 + 2.0 +		
✓ Balance	DEX	3	= 5 + + -2		
✓ Bluff	CHA	0	= 0 + +		
✓ Climb	STR	8	= 2 + 8.0 + -2		
✓ Climb (Using a rope)	STR	10	= 2 + 8.0 +		
✓ Concentration	CON	1	= 1 + +		
✓ Craft (Bowmaking)	INT	5	= 1 + 4.0 +		
✓ Craft (Untrained)	INT	1	= 1 + +		
✓ Diplomacy	CHA	2	= 0 + 2.0 +		
✓ Disguise	CHA	0	= 0 + +		
✓ Escape Artist	DEX	3	= 5 + + -2		
✓ Forgery	INT	1	= 1 + +		
✓ Gather Information	CHA	0	= 0 + +		
✓ Handle Animal	CHA	5	= 0 + 5.0 +		
✓ Heal	WIS	5	= 2 + 3.0 +		
✓ Hide	DEX	19	= 5 + 11.0 + 3		
✓ Intimidate	CHA	0	= 0 + +		
✓ Jump	STR	6	= 2 + 6.0 + -2		
✓ Knowledge (Nature)	INT	10	= 1 + 7.0 + 2		
✓ Listen	WIS	6	= 2 + 2.0 + 2		
✓ Move Silently	DEX	20	= 5 + 12.0 + 3		
✓ Ride	DEX	10	= 5 + 3.0 + 2		
✓ Search	INT	6	= 1 + 3.0 + 2		
✓ Sense Motive	WIS	2	= 2 + +		
✓ Spot	WIS	10	= 2 + 6.0 + 2		
✓ Survival	WIS	17	= 2 + 15.0 +		
✓ Survival (Natural environments)	WIS	19	= 2 + 15.0 + 2		
✓ Swim	STR	4	= 2 + 6.0 + -4		
✓ Use Rope	DEX	11	= 5 + 6.0 +		
			= + +		
			= + +		

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Arrows (50) □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	Carried	1	7.5	2.5	
Arrows (50) □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□	Equipped	1	7.5	2.5	
Arrows +2 (20) □□□□ □□□□ □□□□ □□□□	Equipped	1	3.0	3321.0	
Cloak of Elvenkind	Equipped	1	1.0	2500.0	
Elven Chain +2 (Silent moves) <small>30hp/finch and 15 hardness, +5 competence bonus to wearer's Move Silent checks</small>	Equipped	1	20.0	11900.0	
Longbow +2 (Composite) <small>0 lbs.</small>	Equipped	1	3.0	8400.0	
Longsword +1	Carried	1	4.0	2315.0	
Cold Weather Outfit	Equipped	1	7.0	8.0	
Explorer's Outfit <small>+5 circumstance bonus on Fort saves vs cold</small>	Carried	1	8.0	10.0	
Potion of Cure Serious Wounds □□	Equipped	2	0.0	750.0	(1500.0)
Potion of Cold Protection from Energy □	Equipped	1	0.0	750.0	
TOTAL WEIGHT CARRIED/VALUE			54 lbs.	30709.0 gp	

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

MONEY
Backpack
Torches (5)
Flint & Steel
Belt
Small Pouches (2 on Belt)
Bedroll
Cold Weather Clothes (2 sets)
Cold Weather Blanket
Dagger
Flask of Oil (2)
House Signet Ring
Scroll Case
Sheets of Parchment (6)
Candle
Piece of Chalk (3)
Wooden Mallet
Iron Spikes (5)
Waterskin
Trail Rations (2 weeks)
Silk Rope (50 Feet)
Pup Tent
Total = 0.0 gp

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)
Archery Combat Style
Evasion (Ex)
Favored Enemy (Giant) +6
Favored Enemy (Humanoid (Orc)) +2
Favored Enemy (Undead) +2
Immunity to magic sleep effects.
Swift Tracker (Ex)
Wild Empathy (Ex) +14 (+10 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 Critical (Longbow)	When using the weapon you selected, your threat range is doubled.
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.
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.
Improved Precise Shot	Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment.
Manycast	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, 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, Elven

# Ranger Spells

LEVEL	0	1	2	3	4
<b>KNOWN</b>	0	0	0	0	0
<b>PER DAY</b>	0	2	2	1	0

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Alarm <i>Effect:</i> Wards an area for 12 hours.	13	None	1 standard action	12 hours [D]	Close (40 ft.)	V, S, F/DF	No	Abjuration	RSRD: SpellsA-B.rtf <i>Caster Level:</i> 6
□□□□□ Animal Messenger <i>Effect:</i> Sends a Tiny animal to a specific place.	13	None; see text	1 standard action	6 days	Close (40 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf <i>Caster Level:</i> 6
□□□□□ Calm Animals <i>Effect:</i> Calms 2d4 + 6 HD of animals.	13	Will negates; see text	1 standard action	6 minutes	Close (40 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf <i>Caster Level:</i> 6
□□□□□ Charm Animal <i>Effect:</i> Makes one animal your friend.	13	Will negates	1 standard action	6 hours	Close (40 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf <i>Caster Level:</i> 6
□□□□□ Delay Poison <i>Effect:</i> Stops poison from harming subject for 6 hours.	13	Fortitude negates (harmless)	1 standard action	6 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf <i>Caster Level:</i> 6
□□□□□ Detect Animals or Plants <i>Effect:</i> Detects kinds of animals or plants.	13	None	1 standard action	Concentration, up to 60 minutes [D]	Long (640 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf <i>Caster Level:</i> 6
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	13	None	1 standard action	Instantaneous	Close (40 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf <i>Caster Level:</i> 6
□□□□□ Detect Snares and Pits <i>Effect:</i> Reveals natural or primitive traps.	13	None	1 standard action	Concentration, up to 60 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf <i>Caster Level:</i> 6
□□□□□ Endure Elements <i>Effect:</i> Exist comfortably in hot or cold environments.	13	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf <i>Caster Level:</i> 6
□□□□□ Entangle <i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.	13	Reflex partial; see text	1 standard action	6 minutes [D]	Long (640 ft.)	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf <i>Caster Level:</i> 6
□□□□□ Hide from Animals <i>Effect:</i> Animals can't perceive 6 subjects.	13	Will negates (harmless)	1 standard action	60 minutes [D]	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf <i>Caster Level:</i> 6
□□□□□ Jump <i>Effect:</i> Subject gets +20 enhancement bonus on Jump checks.	13	Will negates (harmless)	1 standard action	6 minutes [D]	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf <i>Caster Level:</i> 6
□□□□□ Longstrider <i>Effect:</i> Increases your speed.	13	None	1 standard action	6 hours [D]	Personal	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf <i>Caster Level:</i> 6
□□□□□ 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	6 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf <i>Caster Level:</i> 6
□□□□□ Pass without Trace <i>Effect:</i> 6 subjects leaves no tracks.	13	Will negates (harmless)	1 standard action	6 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf <i>Caster Level:</i> 6
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.	13	None	1 standard action	60 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf <i>Caster Level:</i> 6
□□□□□ Resist Energy <i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.	13	Fortitude negates (harmless)	1 standard action	60 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf <i>Caster Level:</i> 6
□□□□□ Speak with Animals <i>Effect:</i> You can communicate with animals.	13	None	1 standard action	6 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf <i>Caster Level:</i> 6
□□□□□ Summon Nature's Ally I <i>Effect:</i> Calls creature to fight.	13	None	1 round	6 rounds [D]	Close (40 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf <i>Caster Level:</i> 6

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Barkskin <i>Effect:</i> Grants +3 enhancement to natural armor.	14	None	1 standard action	60 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf <i>Caster Level:</i> 6
□□□□□ Bear's Endurance <i>Effect:</i> Subject gains +4 to Con for 6 minutes.	14	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, DF	Yes	Transmutation	RSRD: SpellsA-B.rtf <i>Caster Level:</i> 6
□□□□□ Cat's Grace <i>Effect:</i> Subject gains +4 to Dex for 6 minutes.	14	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf <i>Caster Level:</i> 6
□□□□□ Cure Light Wounds <i>Effect:</i> Cures 1d8+5 damage.	14	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf <i>Caster Level:</i> 6
□□□□□ Hold Animal <i>Effect:</i> Paralyzes one animal for 6 rounds.	14	Will negates; see text	1 standard action	6 rounds [D]; see text	Medium (160 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf <i>Caster Level:</i> 6
□□□□□ Owl's Wisdom <i>Effect:</i> Subject gains +4 to Wis for 6 minutes.	14	Will negates (harmless)	1 standard action	6 minutes	Touch	V, S, M/DF	Yes	Transmutation	RSRD: SpellsM-O.rtf <i>Caster Level:</i> 6

\* =Domain/Specialty Spell

## Ranger Spells

□□□□□ Protection from Energy	14	Fortitude negates (harmless)	1 standard action	60 minutes or until discharged	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Absorb 72 points of damage from one kind of energy.									
□□□□□ Snare	14	None	3 rounds	Until triggered or broken	Touch	V, S, DF	No	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Creates a magic booby trap.									
□□□□□ Speak with Plants	14	None	1 standard action	6 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> You can talk to normal plants and plant creatures.									
□□□□□ Spike Growth	14	Reflex partial	1 standard action	6 hours [D]	Medium (160 ft.)	V, S, DF	Yes	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> Creatures in area take 1d4 damage, may be slowed.									
□□□□□ Summon Nature's Ally II	14	None	1 round	6 rounds [D]	Close (40 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.									
□□□□□ Wind Wall	14	None; see text	1 standard action	6 rounds	Medium (160 ft.)	V, S, M/DF	Yes	Evocation [Air]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Deflects arrows, smaller creatures, and gases.									

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Command Plants	15	Will negates	1 standard action	6 days	Close (40 ft.)	V	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Sway the actions of one or more plant creatures.									
□□□□□ Cure Moderate Wounds	15	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 2d8+6 damage.									
□□□□□ Darkvision	15	Will negates (harmless)	1 standard action	6 hours	Touch	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> See 60 ft. in total darkness.									
□□□□□ Diminish Plants	15	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reduces size or blights growth of normal plants.									
□□□□□ Magic Fang, Greater	15	Will negates (harmless)	1 standard action	6 hours	Close (40 ft.)	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.									
□□□□□ Neutralize Poison	15	Will negates (harmless, object)	1 standard action	60 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.									
□□□□□ Plant Growth	15	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Grows vegetation, improves crops.									
□□□□□ Reduce Animal	15	None	1 standard action	6 hours [D]	Touch	V, S	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Shrinks one willing animal.									
□□□□□ Remove Disease	15	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
<i>Effect:</i> Cures all diseases affecting subject.									
□□□□□ Repel Vermin	15	None or Will negates; see text	1 standard action	60 minutes [D]	10 ft.	V, S, DF	Yes	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Insects, spiders, and other vermin stay 10 ft. away.									
□□□□□ Summon Nature's Ally III	15	None	1 round	6 rounds [D]	Close (40 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.									
□□□□□ Tree Shape	15	None	1 standard action	6 hours [D]	Personal	V, S, DF	No	Transmutation	RSRD: SpellsT-Z.rtf
<i>Effect:</i> You look exactly like a tree for 6 hours.									
□□□□□ Water Walk	15	Will negates (harmless)	1 standard action	60 minutes [D]	Touch	V, S, DF	Yes (harmless)	Transmutation [Water]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject treads on water as if solid.									

\* =Domain/Speciality Spell

## Notes:

Character Sheet Notes: