

# Tagart

NAME  
 Rgr1 999  
 CLASS EXPERIENCE  
 1 1000  
 Character Level NEXT LEVEL

# Sputnik

PLAYERNAME  
 Half-Orc Medium  
 RACE SIZE  
 23 Male  
 AGE GENDER

None  
 DEITY  
 6' 3" 198 lbs.  
 HEIGHT WEIGHT  
 EYES HAIR

True Neutral  
 ALIGNMENT  
 Darkvision (60 ft.)  
 VISION  
 85  
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	16	+3	16	+3	16	+3
<b>DEX</b> Dexterity	14	+2	14	+2	14	+2
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	12	+1	12	+1	12	+1
<b>WIS</b> Wisdom	14	+2	14	+2	14	+2
<b>CHA</b> Charisma	8	-1	8	-1	8	-1

**HP** hit points: 10

**AC** armor class: 15

WOUNDS/CURRENT HP: 13 : 12 = 10

**INITIATIVE** modifier: +2 = +2 + +0

**BASE ATTACK** bonus: +1

SUBDUAL DAMAGE: 3 + 0 + 2 + 0 + 0 + 0 + 0

DAMAGE REDUCTION: 0 + 0 + 0 + 0

SPEED: Walk 30 ft.

MISS CHANCE: 15

ARCANE SPELL FAILURE: -1

ARMOR CHECK PENALTY: 0

SPELL RESIST: 0

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+4	+2	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+4	+2	+2	+0	+0	+0		
<b>WILL</b> (wisdom)	+2	+0	+2	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+4	+1	+3	+0	+0	+0	
<b>RANGED</b> attack bonus	+3	+1	+2	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+4	+1	+3	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	1d3+3	20/x2	5 ft.

	*Longbow		HAND	TYPE	SIZE	CRITICAL	REACH
	30 ft.	100 ft.	Both	P	M	20/x3	5 ft.
TH	+4	+3	+1	-1	-3		
Dam	1d8+1	1d8	1d8	1d8	1d8		

	Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
	TOTAL ATTACK BONUS		Carried	S	M	19-20/x2	5 ft.
	+4		DAMAGE				
			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
*Studded Leather	Light	+3	+5	-1	15

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2 MISC MODIFIER
✓ Appraise	INT	1	= 1	+	+
✓ Balance	DEX	1	= 2	+	-1
✓ Bluff	CHA	-1	= -1	+	+
✓ Climb	STR	3	= 3	+ 1.0	-1
✓ Concentration	CON	2	= 2	+	+
✓ Craft (Untrained)	INT	1	= 1	+	+
✓ Diplomacy	CHA	-1	= -1	+	+
✓ Disguise	CHA	-1	= -1	+	+
✓ Escape Artist	DEX	1	= 2	+	-1
✓ Forgery	INT	1	= 1	+	+
✓ Gather Information	CHA	-1	= -1	+	+
✓ Handle Animal	CHA	1	= -1	+ 2.0	+
✓ Heal	WIS	5	= 2	+ 3.0	+
✓ Hide	DEX	4	= 2	+ 3.0	-1
✓ Intimidate	CHA	-1	= -1	+	+
✓ Jump	STR	5	= 3	+ 3.0	-1
✓ Knowledge (Dungeoneering)	INT	4	= 1	+ 3.0	+
✓ Knowledge (Geography)	INT	3	= 1	+ 2.0	+
✓ Knowledge (Nature)	INT	4	= 1	+ 3.0	+
✓ Listen	WIS	2	= 2	+	+
✓ Move Silently	DEX	1	= 2	+	-1
✓ Ride	DEX	2	= 2	+	+
✓ Search	INT	1	= 1	+	+
✓ Sense Motive	WIS	2	= 2	+	+
✓ Spot	WIS	2	= 2	+	+
✓ Survival	WIS	6	= 2	+ 4.0	+
✓ Swim	STR	1	= 3	+	-2
✓ Use Rope	DEX	2	= 2	+	+

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+0
Up to 0	-4	Turn level	0
1 - 3	-3	Turn damage	0d0+0
4 - 6	-2	You destroy Undead creatures with total hit dice up to 0.	
7 - 9	-1		
10 - 12	0		
13 - 15	1		
16 - 18	2		
19 - 21	3		
22+	4		

TURN/DAY

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Arrows (50) □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Equipped	1	7.5	2.5	
Backpack 14 lbs., 1 Bedroll, 1 Flint and Steel, 1 Potion of Cure Light Wounds, 1 Rope (Silk/50 Ft.), 1 Waterskin (Filled)	Carried	1	2.0	2.0	
Bedroll	Backpack	1	5.0	0.1	
Flint and Steel	Backpack	1	0.0	1.0	
Longbow 0 lbs.	Equipped	1	3.0	75.0	
Longsword	Carried	1	4.0	15.0	
Explorer's Outfit	Equipped	1	8.0	0.0	
Potion of Cure Light Wounds □	Backpack	1	0.0	50.0	
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0	
Studded Leather	Equipped	1	20.0	25.0	
Waterskin (Filled)	Backpack	1	4.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			50.5	181.6	gp lbs.

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

Special Attacks	
Favored Enemy (Dragon) (Ex)  +2	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
Turn Undead  0/day (turn level 0) (turn damage 0d0+0)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]

Special Qualities	
Orc Blood	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Wild Empathy (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesI.rtf]

Feats	
Point Blank Shot  You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
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.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Martial Weapon Proficiency  Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Shield Proficiency  You can use a shield and take only the standard penalties.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
Simple Weapon Proficiency  You make attack rolls with simple weapons normally.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
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.	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]

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, Slings, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Orc

TEMPLATES

# Ranger Spells

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

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Alarm		None	1 standard	2 hours [D] action	Close (25 ft.)	V, S, F/DF	No	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Wards an area for 2 hours.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space		<i>Caster Level:</i> 1		
□□□□□ Animal Messenger	13	None; see text	1 standard	1 days action	Close (25 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> 1		
□□□□□ Calm Animals	13	Will negates; see text	1 standard	1 minutes action	Close (25 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Calms 2d4 + 1 HD of animals.					<i>Target:</i> Animals within 30 ft. of each other		<i>Caster Level:</i> 1		
□□□□□ Charm Animal	13	Will negates	1 standard	1 hours action	Close (25 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> 1		
□□□□□ Delay Poison	13	Fortitude negates (harmless)	1 standard	1 hours action	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 1 hours.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Detect Animals or Plants		None	1 standard	Concentration, up to 10 minutes [D] action	Long (440 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> 1		
□□□□□ Detect Poison		None	1 standard	Instantaneous action	Close (25 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> 1		
□□□□□ Detect Snares and Pits		None	1 standard	Concentration, up to 10 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> 1		
□□□□□ 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> 1		
□□□□□ Entangle	13	Reflex partial; see text	1 standard	1 minutes [D] action	Long (440 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> 1		
□□□□□ Hide from Animals	13	Will negates (harmless)	1 standard	10 minutes [D] action	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
<i>Effect:</i> Animals can't perceive 1 subjects.					<i>Target:</i> 1 creatures touched		<i>Caster Level:</i> 1		
□□□□□ Jump	13	Will negates (harmless)	1 standard	1 minutes [D] action	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject gets +{10*[floor(1,3)]} enhancement bonus on Jump checks.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Longstrider		None	1 standard	1 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> 1		
□□□□□ Magic Fang	13	Will negates (harmless)	1 standard	1 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> 1		
□□□□□ Pass without Trace	13	Will negates (harmless)	1 standard	1 hours [D] action	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> 1 subjects leaves no tracks.					<i>Target:</i> 1 creatures touched		<i>Caster Level:</i> 1		
□□□□□ Read Magic		None	1 standard	10 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> 1		
□□□□□ Resist Energy	13	Fortitude negates (harmless)	1 standard	10 minutes action	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 0 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Speak with Animals		None	1 standard	1 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> 1		
□□□□□ Summon Nature's Ally I		None	1 round	1 rounds [D]	Close (25 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> 1		

\* =Domain/Specialty Spell