Bit Instrume Bit Instrume Hall-Orce Made Size Made Made Made Made 1 10000 23 Made Made <th>Tagart</th> <th></th> <th>Sputnik</th> <th></th> <th>None</th> <th></th> <th>True Ne</th> <th></th>	Tagart		Sputnik		None		True Ne	
CLASS EXPERIENCE RACE BZE HEIGHT WEIGHT VISION CLASS 1 1000 23 Male EF FUE	NAME		PLAYERNAME		DEITY		ALIGNME	NT
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STM OC OP OP OP HP Image: Constraint of the const	Character Level		AGE	GENDER	EYES	HAIR		
State 10 40 10 40 10 40 10 40 10 40 10 40 10 40 10 40 10 40 10 40 10 40 10	ABILITY NAME BASE BASE BASE BASE BASE BASE BASE BAS	ASE ABILITY ABILITY TEMP TEMP OD SCORE MOD SCORE MOD		WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION		
Normalization Normalinstation Normalization Normal	STR 16 +	-3 16 +3 16 +3					Wa	alk 30 ft.
Tame Torrat Torrat <td>Strength</td> <td></td> <td></td> <td>12 12 10</td> <td></td> <td></td> <td></td> <td></td>	Strength			12 12 10				
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REFLEX +4 +2 +4 +2 +40 +40 +40 Will +2 +0 +2 +0 +0 +0 +0 Will +4 = +1 +1 +0 +0 +0 +0 Make down +3 = +1 +1 +1 +0 +0 +0 +0 +0 Make down +4 = +1 +1 +1 +0 +0 +0 +0 +0 Make down +4 = +1		- +4 = +2 + +2 + +	-0 + +0 + +0 +		,			
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Water +2 = +0 + +2 + +0 + +0 + +0 + TOTAL BASE ATTACK BONUS STAT SZE MEC TEW MELERE +4 = +1 +3 +00 + +0 + +0 + +00 + +00 + Mark BORD +3 = +1 +43 + +00 + +00 + +00 + +00 + +00 + +00 + +00 + +00 + +10 +			-0 + +0 + +0 +		0	-		
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Image books		TOTAL BASE ATT	ACK BONUS STAT SIZE	MISC EPIC TEMP				
RANGED +3 = +1 ++2 ++0 ++		+4 = +	+1 + +3 + +0	+ +0 + +0 +				
HO HO <td< td=""><td></td><td></td><td></td><td></td><td></td><td>-</td><td></td><td></td></td<>						-		
GRAPPLE +4 = +1 ++3 ++0 + +0 + UNARMED TOTAL ATTACK BONUS DAMAGE CRITICAL REACH *Longbow HAND TYPE Size CRITICAL REACH *Longbow HAND TYPE Size CRITICAL REACH *Longbow HAND TYPE Size CRITICAL REACH *Mowledge (Dungeoneering) INT 4 = 1 + 3.0 + *Longbow Hand TYPE Size CRITICAL REACH Knowledge (Dungeoneering) INT 4 = 1 + 3.0 + *Longbow Hand TYPE Size CRITICAL REACH Move Silently DEX 1 = 2 + + 1 *Mathematical for the side of	AANGED attack bonus	+3 = +	+1 + +2 + +0	+ +0 + +0 +				+ 3.0 + -1
unack boost total ATTACK BONUS DAMAGE CRITICAL REACH total ATTACK BONUS DAMAGE Move Silently DEX 1 2 2 2 4 -1 total ATTACK BONUS 1d8 1d8 1d8 1d8 1d8 1 2 2 2 2 4 -1 total ATTACK BONUS DAMAGE Move Silently DEX 2 2 2 4 -1 total ATTACK BONUS DAMAGE MoveSilently Wis 2 2 4 -2 4 -2 4 -2 4 -2 4 -2 4	GRAPPI F							+ +
UNARMED IOTAL AT TACK BONUS DAWAGE CRITICAL REACH +4 1d3+3 20/x2 ft. *Longbow HAND TYPE Size CRITICAL REACH *Longbow HAND TYPE Size CRITICAL REACH *Longbow HAND TYPE Size CRITICAL REACH *Move Silently DEX 1 = 2 + + * Ride DEX 2 = 2 + + * Search INT 1 = 1 + + * Congsword HAND TYPE Carried S M 19-20/x2 5 ft. * Special Properties * Y Survival WIS 2 2 + +	attack bonus	+4 =	+ + + + + + + + + + + + + + + + + + + +	+ +0 + +0 +		-		
+4 1d3+3 20/x2 5 ft. *Longbow HAND TYPE Size CRITICAL REACH 30 ft. 100 ft. 200 ft. 300 ft. 400 ft. +4 +1 +3 +1 +1 +4 <	UNARME	TOTAL ATTACK BONUS	DAMAGE CRITIC	CAL REACH	0 (0	0,		
*Longbow HAND TYPE Size CRITICAL REACH Both P Using the second		+4	1d3+3 20/x	2 5 ft.				
Both P M 20/x3 5 ft. 30 ft. 100 ft. 200 ft. 300 ft. 400 ft. TH +4 +3 +1 -1 -3 Dam 1d8+1 1d8 1d8 1d8 1d8 Special Properties	+							+ 3.0 +
30 ft. 100 ft. 200 ft. 300 ft. 400 ft. TH +4 +3 +1 -1 -3 Dam 1d8+1 1d8 1d8 1d8 1d8 Special Properties 1d8 1d8 1d8 1d8 Longsword HAND TYPE Size CRITICAL REACH V Search INT 1 1 + Longsword HAND TYPE Size CRITICAL REACH V Search INT 1 = 1 + V Search INT 1 = 1 + Longsword HAND TYPE Size CRITICAL REACH Search INT 1 = 1 + + Y Sourcial WIS 2 = 2 + + TOTAL ATTACK BONUS DAMAGE Visa 1 = 3 + - 2 + + - 2 + + - 2 +	Ŷ	Longbow				-		
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Carried S M 19-20/X2 S ft. TOTAL ATTACK BONUS DAMAGE +4 1d8+3 Special Properties String of the sector of the secto	L	ongsword						
+4 1d8+3 Special Properties Simm STR 1 = 3 + + -2 Special Properties Use Rope DEX 2 = 2 + + -2 '' meapon is equipped Use Rope DEX 2 = 2 + + -2 '' meapon is equipped Use Rope DEX 2 = 2 + + -1 -1 '' meapon is equipped Use Rope DEX 2 = 2 + + -1 </td <td></td> <td>-</td> <td></td> <td></td> <td></td> <td>-</td> <td></td> <td>-</td>		-				-		-
Special Properties Vuse Rope DEX 2 2 + + *: weapon is equipped 11H-P: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is light). 2W-P(I): 2 weapons, primary hand. Vuse Rope DEX 2 = 2 + + and weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-P(I): 2 weapons, primary hand. - = + + = +	TOTAL				-	-		+ + -2
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 light). 2W-OH: 2 weapons, off hand. = + + ARMOR TYPE AC MAXDEX CHECK SPELL FAILURE *Studded Leather Light +3 +5 -1 15	Special Properties	-			 Use Rope 	DEX	2 = 2	+ +
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*Studded Leather Light +3 +5 -1 15 TURNING CHECK UNDEAD AFFECTED Turning 1d20+0				✓: can be used untrained. X: exclusive skills. *: Skill Mastery.				
TURNING CHECK UNDEAD AFFECTED Turning 1d20+0	*0+				TURN UNDEA	D		
	51					IDEAD AFFECTED		1d20+0
UIEUK					RESULT (M	MAXIMUM HIT DICE)	Check	

Up to 0 1 - 3 4 - 6 7 - 9 10 - 12 13 - 15 16 - 18 19 - 21 22+

TURN/DAY

-4 -3 -2 -1 0 1 2 3 4 Turn level

Turn damage

0

0d0+0

You destroy Undead creatures with total hit dice up to 0.

EQUIPME	NT					
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 Nounds, 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	Equipped	1	3.0	75.0		
D lbs. 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		
	Baenpaen		0.0	0010		
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/VA	LUE		50.5 Ibs.	181.6 g		
WEIGHT ALLO	WANCE					
Light 76 Medium	153		leavy			
Lift over head 230 Lift off ground	460	Push /	Drag	1150		
Special Atta	acks					
Favored Enemy (Dragon) (Ex)				ie Coast 5) Syster		
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+2		DA/:	6 41			
Turn Undead				ie Coast 5) Syster		
		Refere		ocumen assesl.rt		
0/day (turn level 0) (turn damage 0d0+0)			012	133631.11		
Special Qua	lities					
Orc Blood				ne Coast 5) Syster		
Wild Empathy (Ex)	Reference Document [Wizards of the Coast					
	Revised (v.3.5) System					
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Feats			l (v.3.5 nce D	5) Syster ocumen		
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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.

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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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, 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	^F No	Abjuration	RSRD: SpellsA-B.rtf
Effect: Wards an area for 2 hours.						n centered on a point in	Caster Level: 1	
	13	None; see text	1 standard 1 days action	Close (25 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
Effect: Sends a Tiny animal to a specific place.	Target: One Tiny a	animal		Caster Level: 1				
Effect:	13	Will negates; see text	1 standard 1 minutes action	Close (25 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 1	RSRD: SpellsC.rtf
Calms 2d4 + 1 HD of animals.	Target: Animals w		each other					
Effect:	13	Will negates	1 standard 1 hours action	Close (25 ft.) Target: One anima	V, S al	Yes	Enchantment (Charm) [Mind-Affecting] Caster Level: 1	RSRD: SpellsC.rtf
Makes one animal your friend.	13	Fortitude negates	1 standard 1 hours	Touch	V, S, DF	Yes (harmless)	Conjuration	RSRD: SpellsD-E.rtf
Effect: Stops poison from harming subject for 1 hours.		(harmless)	action	Target: Creature to		. ,	(Healing) Caster Level: 1	
Detect Animals or Plants		None	1 standard Concentration, up to 10 minutes [D]	Long (440 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects kinds of animals or plants.			action	Target: Cone-shap	ped emanati	n	Caster Level: 1	
Detects kinds of animals of plants.		None	1 standard Instantaneous	Close (25 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects poison in one creature or small object.			action	Target: One create	ure, one obje	ect, or a 5-ft. cube	Caster Level: 1	
Detects poison in one cleardie of small object.		None	1 standard Concentration, up to 10 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Reveals natural or primitive traps.			action	Target: Cone-shap	ped emanati	n	Caster Level: 1	
	13	Will negates	1 standard 24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
Effect: Exist comfortably in hot or cold environments.		(harmless)	action	Target: Creature to	ouched		Caster Level: 1	
	13	Reflex partial; see text	t 1 standard 1 minutes [D]	Long (440 ft.)	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
Effect: Plants entangle everyone in 40-ftradius circle.			action	Target: Plants in a	40-ftradius	s spread	Caster Level: 1	
LOD Hide from Animals	13	Will negates	1 standard 10 minutes [D]	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
Effect: Animals can't perceive 1 subjects.		(harmless)	action	Target: 1 creature	s touched		Caster Level: 1	
	13	Will negates	1 standard 1 minutes [D]	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf
Effect: Subject gets +[10*[floor1,3]] enhancement bonus on Jum	n ohoo	(harmless)	action	Target: Creature to	ouched		Caster Level: 1	
	p criec	None	1 standard 1 hours [D]	Personal	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf
Effect: Increases your speed.			action	Target: You			Caster Level: 1	
	13	Will negates (harmless)	1 standard 1 minutes action	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf
Effect: One natural weapon of subject creature gets +1 on attack	k and d	(Target: Living crea	ature touche	ł	Caster Level: 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
Effect: 1 subjects leaves no tracks.		()		Target: 1 creature	s touched		Caster Level: 1	
		None	1 standard 10 minutes action	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
Effect: Read scrolls and spellbooks.				Target: You			Caster Level: 1	
	13	Fortitude negates (harmless)	1 standard 10 minutes action	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Ignores first 0 points of damage/attack from specified energy type.				Target: Creature to	Target: Creature touched			
Speak with Animals		None	1 standard 1 minutes action	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
Effect: You can communicate with animals.				Target: You			Caster Level: 1	
Summon Nature's Ally I		None	1 round 1 rounds [D]	Close (25 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls creature to fight.				Target: One sumn	noned creatu	ire	Caster Level: 1	
	* =Domain/Speciality Spell							