

Criogaid
 CHARACTER
Grig **Tiny** **Female**
 RACE & LA SIZE GENDER
347 **Neutral** **The Lost Prince (TFW:26)**
 AGE ALIGNMENT DEITY

Hebeloma
 PLAYER
1'6" **9 lbs** **white** **green** **pale**
 HEIGHT WEIGHT HAIR EYES SKIN
Weeping Wood, The First World (TFW:52)
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

LANGUAGES: **Common, Sylvan + passing familiarity in local language**

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	14	-4		
DEX	26	8	18	4	4	
CON	12	1	12			
INT	10	0	10			
WIS	14	2	10			4
CHA	18	4	16	2		

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
102	92	10	Explorer (Ranger)	10	60	10	7	7	3	10	
TOTAL HP			TOTALS		10	60	10	7	7	3	10

ABILITY SCORE & RACIAL NOTES

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	24	-10+	6	0	6	2				
TOUCH	18	-10+			6	2				
FLAT-FOOT	18	-10+	6	0	0	2				

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	8	7	1			
REF	15	7	8			
WILL	5	3	2			

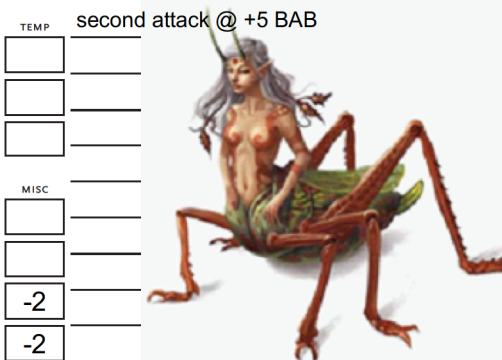
ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	12	10		0	2	
RANGED	20	10		8	2	
CMB	18	10	DEX	8	2	-2
CMD	28	-10+	10	8	2	-2

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CHECK PENALTY **-1**

MAXIMUM DEX **6**

SPELL FAILURE **10%**



COMBAT NOTES & MODIFIERS
 second attack @ +5 BAB

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	DEX 7		8		
* APPRAISE	INT 0		0		
* BLUFF	CHA 4		4		
* CLIMB	STR 3	1	0	3	
* CRAFT	INT 4	1	0	3	
* DIPLOMACY	CHA 4		4		
* DISABLE DEVICE	DEX		8		
* DISGUISE	CHA 4		4		
* ESCAPE ARTIST	DEX 7		8		
* FLY	DEX 7		8		
* HANDLE ANIMAL	CHA 8	1	4	3	
* HEAL	WIS 6	1	2	3	
* INTIMIDATE	CHA 13	6	4	3	
* KN: (dungeoneering)	INT 4	1	0	3	
* KN: (geography)	INT 14	10	0	3	1
* KN: (nature)	INT 8	5	0	3	
* KN:	INT		0		
* KN:	INT		0		
* KN:	INT		0		
* LINGUISTICS	INT		0		
* PERCEPTION	WIS 15	10	2	3	
* PERFORM	CHA 4		4		
* PROF:	WIS 6	1	2	3	
* RIDE	DEX 11	1	8	3	
* SENSE MOTIVE	WIS 2		2		
* SLEIGHT OF HAND	DEX		8		
* SPELLCRAFT	INT 4	1	0	3	
* STEALTH	DEX 28	10	8	3	8
* SURVIVAL	WIS 15	10	2	3	
* SWIM	STR 3	1	0	3	
* USE MAGIC DEVICE	CHA		4		
* STR					
* STR					
* STR					
* STR					
* STR					
* STR					

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Grig (newpathfinderraces.wordpress) fey
 Class: Ranger HD: d10 skills: 6+Int Mod
 tiny: +2 AC, attack, -2 CMD, CMB, +8 Stealth, Move 20
 Archetype: Explorer (LG:FKCC-4)
 Musical Legs: Encourage those w/in 20' to dance
 Weapon Prof: All Simple & martial weapons
 Jumper: Always considered to have running start for jumping
 Armor Prof: Light & Medium Armor & shields
 Fey Damage Resistance: DR 5/cold iron
 Favored Enemy (Ex): +4 Outsider (lawful), +2 Aberration
 Low-light Vision
 +x Bluff, Knowledge, Perception, Sense Motive & Survival
 Mapmaker: +2 knowledge (geography) checks & lost (Survival)
 Navigator (Ex): +1/2 knowledge (geography) checks & lost (Survival)
 Trailblazer: blaze trail for allies through difficult terrain
 Favored Terrain (Ex): Forests, Jungle, Mountains
 Evasion - Reflex save for 1/2 damage instead takes no damage
 +6 initiative, Knowledge (geography), Perception, Stealth, & Survival
 Master Cartographer - maps grant favored terrain feature
 Endurance: +4 checks to avoid nonlethal damage
 Polyglot (Ex) - passing familiarity in local language
 Hunter's Bond: Grant Favored Enemy bonus to allies w/in 30'
 Unfettered Stride (Ex): move w/out penalty through difficult terrain
 Improved Initiative +4
 Many shot - shoot two arrows simultaneously
 Rapid Shot - second shot @ -2
 Improved Critical - short bow
 Point Blank Shot - +1 ranged attacks w/in 30'

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.
 * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE		105,000 / 155,000
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>
SPEED	BASE	FLY
	20	
INIT	12	= 8 DEX MOD + 4 MISC MOD
HERO		
SR		DR 5/iron
RESISTANCES		
POOL POINTS		

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Spider-silk bodysuit +3	6	6	-1	10	Lt	0.3
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
shortbow, composite +3	+20+3	1d3+2	19-20,x3	70	P	1.0	
short sword	+12	1d3	19-20,x2		S	1.0	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="12"/>	1st	<input type="text" value="3"/>	<input type="text" value="2"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="13"/>	2nd	<input type="text" value="2"/>	<input type="text" value="1"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="14"/>	3rd	<input type="text"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
1			Charm Animal - Makes one animal your friend.	Enchantment					
1			Commune with Birds - You can ask birds a question.	Divination					
1			Defoliate - You hurl a tiny ball of negative energy, destroying plant life either in a line 60 feet long or a 10-foot-radius spread.	Necromancy					
1			Hunter's Howl - Treat enemies as favored for 1 round/level.	Necromancy					
1			Read Magic - Read scrolls and spellbooks.	Divination					
1			Read Weather - Forecast weather at your location for next 48 hours.	Divination					
1			Speak with animals - You can communicate with animals.	Divination					
1			Summon Nature's Ally I - Summons creature to fight for you.	Conjuration					
1			Shock Arrow - create arrow that does 1d6+1/lvl	Conjuration					
1			Whispering Lore Gain a bonus to Knowledge checks about your environment from the land itself	Divination					
1			Comprehend Language	Divination					
2			Cat's Grace - Subject gains +4 to Dex for 1 min./level.	Transmutation					
2			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conjuration					
2			Clear Grove - Trees, shrubs, and other thick vegetation move out of the spell's area.	Transmutation					
2			Forest Friend - Plants in a forested area become helpful instead of hindering you and your allies.	Abjuration					
2			Hold Animal - Paralyzes one animal for 1 round/level.	Enchantment					
2			Protection from Energy - Absorbs 12 points/level of damage from one kind of energy.	Abjuration					
2			Raven's Flight - Turn into Raven & Fly 50'	Transmutation					
2			Sickening Entanglement - As entangle, but plants have sickening sap.	Transmutation					
2			Speak with Plants - You can talk to plants and plant creatures.	Divination					
2			Stone Call - 2d6 damage to all creatures in area.	Conjuration					
2			Summon Nature's Ally II Summons creature to fight for you.	Conjuration					
2			Codespeak - Allies speak random babbling language known only to them	Transmutation					