

Criogaid
 CHARACTER
Grig Tiny Female
 RACE & LA SIZE GENDER
 347 Neutral The Lost Prince (TFW:26)
 AGE ALIGNMENT DEITY
 Languages: Common, Sylvan + passing familiarity in local language

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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	10	0	14	-4		
DEX	28	9	18	4	6	
CON	12	1	12			
INT	10	0	10			
WIS	16	3	10			6
CHA	18	4	16	2		

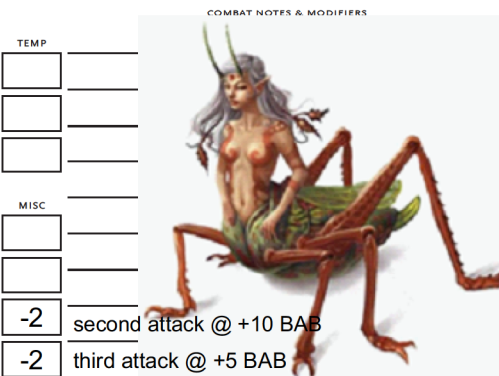
HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
152	137	15	Explorer (Ranger)	15	90	15	9	9	5	15	
TOTAL HP			TOTALS		15	90	15	9	9	5	15

ABILITY SCORE & RACIAL NOTES

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	28	-10+	7	0	9	2				
TOUCH	21	-10+			9	2				
FLAT-FOOT	19	-10+	7	0	0	2				

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	10	9	1			
REF	18	9	9			
WILL	8	5	3			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	17	15		0	2	
RANGED	26	15		9	2	
CMB	24	15	DEX	9	2	-2
CMD	34	-10+	15	0	9	-2



SKILLS					RANKS TOTAL	90
	TOTAL	RANKS	ABILITY	TRAINED	MISC	
* ACROBATICS	DEX 9		9			
* APPRAISE	INT 0		0			
* BLUFF	CHA 4		4			
* CLIMB	STR 4	1	0	3		
* CRAFT	INT 4	1	0	3		
* DIPLOMACY	CHA 4		4			
* DISABLE DEVICE	DEX		9			
* DISGUISE	CHA 4		4			
* ESCAPE ARTIST	DEX 9		9			
* FLY	DEX 9		9			
* HANDLE ANIMAL	CHA 8	1	4	3		
* HEAL	WIS 7	1	3	3		
* INTIMIDATE	CHA 18	11	4	3		
* KN: (dungeoneering)	INT 4	1	0	3		
* KN: (geography)	INT 19	15	0	3	1	
* KN: (nature)	INT 13	10	0	3		
* KN:	INT		0			
* KN:	INT		0			
* KN:	INT		0			
* LINGUISTICS	INT		0			
* PERCEPTION	WIS 21	15	3	3		
* PERFORM	CHA 4		4			
* PROF:	WIS 7	1	3	3		
* RIDE	DEX 13	1	9	3		
* SENSE MOTIVE	WIS 3		3			
* SLEIGHT OF HAND	DEX		9			
* SPELLCRAFT	INT 4	1	0	3		
* STEALTH	DEX 35	15	9	3	8	
* SURVIVAL	WIS 21	15	3	3		
* SWIM	STR 4	1	0	3		
* USE MAGIC DEVICE	CHA		4			
	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): +6 Outsider (lawful), +2 Aberration, +2 Undead
Low-light Vision	+x Bluff, Knowledge, Perception, Sense Motive & Survival
Camouflage: Hide in Any Terrain	Mapmaker: +2 knowledge (geography) checks & lost (Survival)
Blindsense (Ex): 30'	Navigator (Ex): +lvl/2 knowledge (geography) checks & lost (Survival)
Trailblazer: blaze trail for allies through difficult terrain	Favored Terrain (Ex): Forests, Jungle, Mountains, Grasslands
Evasion - Reflex save for 1/2 damage instead takes no damage	+8 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
Perfect Stride (Ex): immune to entanglement & move through water & magic terrain as freedom of movement	

EXPERIENCE		
SLOW	MEDIUM	FAST
635,000 / 890,000		
SPEED	20	
INIT	13 = 9 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 Advanced Spider-silk bodysuit +4	7	10	0	10	Lt	0.3
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
shortbow, composite +4	+26+4	1d3+4	19-20,x3	70	P	1.0	
short sword	+17	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="13"/>	1st	<input type="text" value="4"/>	<input type="text" value="3"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="14"/>	2nd	<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="15"/>	3rd	<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="17"/>	4th	<input type="text" value="1"/>	<input type="text" value="1"/>	<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
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SPELL POINTS

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"/>

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

SPELL POINTS

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					
2			Elemental Speech - Speak w/ creature associated with element	Divination					
2			Share Language - Ally can speak & read a language you know	Divination					
2			Tall Grass - Grow an area of grass to 10' or 5' in height	Divination					

