Criogaid Hebeloma Grig Tiny Female 1'6" 9 lbs white pale green RACE & L GENDE HEIGH. WEIGHT HAIR EYES Weeping Wood, The First World (TFW:52) 347 The Lost Prince (TFW:26) Neutral Common, Sylvan + passing familiarity in local language Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS** CLASS RECORDER ARILITY SCORE 10 0 **STR** 14 -4 137 15 Explorer (Ranger) 15 90 15 9 9 5 15 152 28 9 18 4 6 DEX 12 1 12 CON NONLETHAI INT 10 0 10 3 10 WIS 16 6 15 90 15 9 9 5 TOTAL HP Ranger **TOTALS** 15 4 2 18 16 **CHA** CONDITIONS & MISCELLANEOUS TRACKING ABILITY SCORE & ⋆□ ACROBATICS ◆ DE) 9 9 **ATTACKS & DEFENSE** ★□ APPRAISE INT 0 0 BLUFF CHA 4 28 0 2 AC 9 =10+ CLIMB STR 4 0 3 CRAFT: INT 4 0 3 21 9 2 MAXIMUM **TOUCH** 10 =10+ DIPLOMACY CHA 4 4 ☐ DISABLE DEVICE ◆ DEX 9 SPELI 19 0 0 2 10% **LAT-FOOT -10**+ FAILURE Disguise CHA 4 ★□ ESCAPE ARTIST ◆ DEX 9 9 ***□** FLY • DEX 9 9 VING THROWS CLASS BASE ABILITY ✓ HANDLE ANIMAL СНА 8 4 3 10 9 1 **FORT** ∗**☑** HEAL WIS 3 3 18 9 9 ∗**☑** INTIMIDATE CHA 11 REF 18 4 3 ☑ KN: (dungeoneering) INT 4 0 3 WILL 8 5 3 KN: (geography) 19 15 0 3 ☑ KN: (nature) INT 13 10 0 3 BASE ATTACK BONUS ■ KN: INT 0 MELEE 0 2 17 15 ☐ Kn: INT 0 ☐ KN: INT 0 RANGED 26 15 9 2 INT 0 ⋆
✓ PERCEPTION WIS 21 15 3 3 **CMB** 24 15 DEX 9 2 -2 second attack @ +10 BA ♠□ PERFORM: CHA 4 4 ✓ PROF: 9 -2 WIS 3 3 CMD 34 B/458 n third attack @ +5 BAB -10₊ ∗**⊠** Ride • DEX 13 9 3 E SENSE MOTIVE 3 3 **FEATS & FEATURES** ☐ SLEIGHT OF HAND • DEX 9 CLASS FEATURES, R ✓ SPELLCRAFT INT 0 4 3 Class: Ranger HD: d10 skills: 6+Int Mod Race: Grig (newpathfinderraces.wordpress) fey ★☑ STEALTH ◆ 15 9 3 DEX 35 8 ÷**₽** SURVIVAL WIS 21 15 3 3 tiny: +2 AC, attack, -2 CMD, CMB, +8 Stealth, Move 20 Archetype: Explorer (LG:FKCC-4) ¥**☑** Swim • STE 3 4 0 Musical Legs: Encourage those w/in 20' to dance Weapon Prof: All Simple & martial weapons ☐ USE MAGIC DEVICE СНА 4 STR Jumper: Always considered to have running start for jumping Armor Prof: Light & Medium Armor & shields STR Fey Damage Resistance: DR 5/cold iron Favored Enemy (Ex): +6 Outsider (lawful), +2 Aberration, +2 Undead STR STR Low-light Vision +x Bluff, Knowledge, Perception, Sense Motive & Survival STR 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 **EXPERIENCE** 635.000 890,000 Evasion - Reflex save for 1/2 damage instead takes no damage +8 initiative, Knowledge (geography), Perception, Stealth, & Survival BASE 20 **SPEED** Master Cartographer - maps grant favored terrain feature Endurance: +4 checks to avoid nonlethal damage MISC 13 4 Polyglot (Ex) - passing familiarity in local language Hunter's Bond: Grant Favored Enemy bonus to allies w/in 30' INIT Unfettered Stride (Ex): move w/out penalty through difficult terrain Improved Initiative +4 **HERO** Perfect Stride (Ex): immune to entanglement & SR DR 5/iron move through water & magic terrain as freedom of movement **RESISTANCES POOL POINTS** 7 Advanced Spider-silk bodysuit +4 10 0 10 Lt 0.3

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
shortbow, composite +4	+26+4	1d3+4	19-20,x3	70	Р	1.0	
short sword	+17	1d3	19-20,x2		S	1.0	

	FEATS & SPECIAL ABILITIES NAME						F	EATS	& SPECIA	AL ABILITI	ES		
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	any shot - shoot two arrows simultaneously				┧┝							-	
	proved Critical - short bow				┧┝								
	ng Shot - Increase Range				┧┟								
	itical Focus				┧┝								
	wer Attack -4 to hit +8 damage				┨┝								
	eeding Critical - add 2d6 damage				┨┝							_	
	ensoring Critical - target cannot speak for 1d4+1 roun	ds			┨┝								
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00	EQUIPMENT & MAGIC ITEMS						E	QUIPM	IENT & I	MAGIC ITE			
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	shortbow, composite +4				1								
	guiver of abundant ammunition +2 arrows				1								
	short sword				1								
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	NECK.				1			LIGHT	MEDIUM	HEAVY	S & LIFT	LIFT OFF	DRAG &
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LEVEL	PREP	USED				AME & DESCRIPTION	SPELLS	school	D	URATION	RANGE	SAVE	SR	REFERENCE	
1			Charm Animal - Ma					Enchantn							_
1			Commune with Bird			· · · · · · · · · · · · · · · · · · ·		Divinati	on						_
1							ne 60 feet long or a 10-foot-radius spread.	Necroma	-						_
1			Hunter's Howl - Tr				d/level.	Necroma	-						_
1			Read Magic - Read					Divinati	on						_
1			Read Weather - Fo			-		Divinati							_
1			Speak with animals					Divinati							_
1			Summon Nature's				for you.	Conjurat							_
1			Shock Arrow - crea					Conjurat							_
1					o Knowled	dge checks about your	environment from the land itself	Divination							_
1			Comprehend Lange	uage				Divinati	on						_
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2			Curs Light Wounds					Transmuta							
2			Clear Grove Trees					Conjurat							_
2				-	-			Transmuta							_
2			Hold Animal - Para			· · · · · · · · · · · · · · · · · · ·	of hindering you and your allies.	Abjurati Enchantn							_
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2			Protection from Energy - Absorbs 12 points/level of damage from one kind of energy.					Abjurati Transmuta							_
2			Raven's Flight - Turn into Raven & Fly 50'					Transmuta							_
2			Sickening Entanglement - As entangle, but plants have sickening sap.					Divination							-
2			Speak with Plants - You can talk to plants and plant creatures. Stone Call - 2d6 damage to all creatures in area.					Conjurat							_
2							for you								_
2			Summon Nature's				-	Conjurat							_
2			Elemental Speech				known only to them	Divination							_
2			Share Language - A					Divinati							_
2			Tall Grass - Grow a					Divinati							_
⊢∸			Tall Glass - Glow a	an area	or grass	to 10 of 0 iff field		Diviliali	011						_
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	2	0	SPELLS				80	· 0	2
LEVEL 3	PREP	USED	NAME & DESCRIPTION Communal Share Language - Allies can speak & read a language you know	school Divination	DURATION	RANGE	SAVE	SR	REFERENCE
3			Tongue - understand any language	Divination					
3			Bloody Arrows - Target takes Bleed Damage	Necromancy					
3			Faerie Form I - assume form of any small or medium fey	Transmutation					
3			Command Plants - Sway the actions of plant creatures.	Transmutation					
3			Cure Moderate Wounds - Cures 2d8 damage +1/level (max. +10).	Conjuration					
3			Diminish Plants - Reduces size or blights growth of normal plants.	Transmutation					
3			Feather Step, Mass - As feather step, but affects many targets rather than one.	Transmutation					
3			Named Bullet - ignore partial concealment, hit is critical, +lvl damage	Divination					
3			Protection from Energy, Communal - As protection from energy, but you may divide the duration among creatures touched.	Abjuration					
3			Summon Nature's Ally III - Summons creature to fight for you.	Conjuration					
3			Thorny Entanglement - As entangle, plus plants make ranged attacks.	Transmutation					
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4			Call woodland beings (lesser) - summon up to 6HD of fey, plant et al creature	Conjuration					
4			Faerie Form II - assume form of any tiny to large fey	Transmutation					
4			Shield of Dawn - successful hit deals 1d6 + lvl fire damage to attacker	Evocation					
4			Communal Tongue - distribute understanding any language	Divination					
4			Named Bullet - ignore partial concealment, hit is critical, +2*IvI damage	Divination					
4			Commune with Nature - Learn about terrain for 1 mile/level.	Divination					
4			Cure Serious Wounds - Cures 3d8 damage + 1/level (max +15).	Conjuration					
4			Grove of Respite - Creates trees and a small spring.	Conjuration					
4			Summon Nature's Ally IV - Summons creature to fight for you.	Conjuration					
4			Terrain Bond - Treat the terrain you are in as a favored terrain for the spell's duration.	Enchantment					
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 			Tree Stride - Step from one tree to another far away.	Conjuration					
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