Criogaid Hebeloma Grig Tiny Female 1'6" 9 lbs white pale green RACE & L SIZE GENDER HEIGH. WEIGHT HAIR EYES Weeping Wood, The First World (TFW:52) The Lost Prince (TFW:26) 347 Neutral Common, Sylvan Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ARILITY SCORE 10 0 14 -4 **STR** 47 5 Explorer (Ranger) 5 30 5 4 4 1 5 24 7 2 18 4 DEX 12 1 12 CON NONLETHAI INT 10 0 10 EMPORAR 12 1 10 2 WIS 5 30 5 4 4 TOTAL HP Ranger **TOTALS** 18 4 2 16 **CHA** ABILITY SCORE 8 RACIAL NOTES ⋆□ ACROBATICS ◆ DE) 7 6 ATTACKS & DEFENSE ★□ APPRAISE INT 0 0 BLUFF СНА 4 23 0 2 AC 6 CLIMB =10+ STR 3 0 3 CRAFT: INT 4 0 3 18 6 2 MAXIMUM **TOUCH** =10+ 6 DIPLOMACY CHA 4 4 ☐ DISABLE DEVICE ◆ DEX SPELI 17 5 0 0 2 10% **LAT-FOOT -10**+ FAILURE Disguise CHA 4 ★□ ESCAPE ARTIST ◆ DEX 6 \*□ FLY • DEX 6 VING THROWS ABILITY ✓ HANDLE ANIMAL 5 СНА 8 4 3 4 1 **FORT** ∗**☑** HEAL WIS 1 11 4 7 ∗**☑** INTIMIDATE CHA REF 8 4 ☑ KN: (dungeoneering) INT 4 0 3 2 WILL ☑ Kn: (geography) 5 0 3 ☑ KN: (nature) INT 4 0 3 BASE ATTACK BONUS ■ KN: INT 0 MELEE 0 2 5 ☐ Kn: INT 0 ☐ KN: INT 0 RANGED 5 14 2 ■ LINGUISTICS INT 0 ⋆
✓ PERCEPTION WIS 9 5 1 3 **CMB** 12 5 DEX 7 2 -2 ♠□ PERFORM: 4 ☑ PROF: -2 WIS 5 1 3 CMD 22 B5B n 10+ ∗**⊠** Ride • DEX 10 7 3 E SENSE MOTIVE **FEATS & FEATURES** ☐ SLEIGHT OF HAND • DEX CLASS FEATURES, RACIA ✓ SPELLCRAFT INT 0 3 4 Class: Ranger HD: d10 skills: 6+Int Mod Race: Grig (newpathfinderraces.wordpress) fey ★☑ STEALTH ◆ 7 3 DEX 22 5 ÷**₽** SURVIVAL WIS 3 9 5 tiny: +2 AC, attack, -2 CMD, CMB, +8 Stealth, Move 20 Archetype: Explorer (LG:FKCC-4) **WIM ◆** 3 3 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): Outsider (lawful) STR STR Low-light Vision +2 Bluff, Knowledge, Perception, Sense Motive & Survival STR Mapmaker: +2 knowledge (geography) checks & lost (Survival) STR Navigator (Ex): +lvl/2 knowledge (geography) checks & lost (Survival) Favored Terrain (Ex): Forests, Jungle EXPERIENCE 15,000 23,000 FAST 🔲 +4 initiative, Knowledge (geography), Perception, Stealth, & Survival BASE 20 **SPEED** Endurance: +4 checks to avoid nonlethal damage MISC 4 Hunter's Bond: Grant Favored Enemy bonus to allies w/in 30' INIT Improved Initiative +4 **HERO** Rapid Shot - second shot @ -2 SR DR 5/iron Point Blank Shot - +1 ranged attacks w/in 30' **RESISTANCES POOL POINTS** 5 Spider-silk bodysuit +2 10 0.3 WEAPON NAME & DESCRIPTION ATTACK MODIFIERS DAMAGE CRITICAL RANGE AMMO & NOTES WEIGHT shortbow, composite +2 +14+2 1d3+2 70 Ρ 1.0 20,x3 +7 1d3 19-20,x2 S 1.0 short sword

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LEVEL 1	PREP	USED	NAME & DESCRIPTION  Charm Animal - Makes one animal your friend.	Enchantm		RATION	RANGE	SAVE	SR	REFERENCE					
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.	Necroma	ancy										
1			Hunter's Howl - Treat enemies as favored for 1 round/level.	Necroma	ncy										
1			Read Magic - Read scrolls and spellbooks.	Divination	on										
1			Read Weather - Forecast weather at your location for next 48 hours.	Divination	on										
1			Speak with animals - You can communicate with animals.	Divination	on										
1			Summon Nature's Ally I - Summons creature to fight for you.	Conjurat	tion										
1			Shock Arrow - create arrow that does 1d6+1/lvl	Conjurat	tion										
1			Whispering Lore Gain a bonus to Knowledge checks about your environment from the land itself	Divination	on										
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