

Argo

Male halfling ranger 4 - CR 3

Lawful Good Humanoid (Halfling); Deity: **The One**; Age: **25**;
Height: **3' 2"**; Weight: **36 lb.**; Eyes: **green**; Hair: **short, brown**

Ability	Score	Modifier	Temporary
STR STRENGTH	9	-1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	14	+2	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

INT INTELLIGENCE	10	0	
WIS WISDOM	16	+3	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7	=	+4	+2		+1	

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, **Fearless:** +2 vs. fear

REFLEX (DEXTERITY)	+8	=	+4	+3		+1	
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Fearless: +2 vs. fear

WILL (WISDOM)	+5	=	+1	+3		+1	
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Fearless: +2 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 12	=		+1	+1				

Touch AC	12	Flat-Footed AC	11	
		BAB	Strength	Size
				Misc

CM Bonus +2	=	+4	-1	-1	-
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See the Base Attack (below) for modifiers that may also apply to CMB

		BAB	Strength	Dexterity	Size
CM Defense	15 = 10	+4	-1	+3	-1

Base Attack	+4
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Favored Enemy (Goblinoids +2): +2 vs. goblinoids

Initiative	+9
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Favored Terrain (Forest +2): +2 while in forest terrain

Speed	20 / 0 ft
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HP	44
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Damage / Current HP



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-3	DEX (3)	-	
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Favored Enemy (Goblinoids +2): +2 vs. goblinoids				
Climb	-1	STR (-1)	3	
Diplomacy	+8	CHA (1)	4	
Well-Informed: +1 Trait bonus to gather information				
Disguise	+1	CHA (1)	-	
Escape Artist	-3	DEX (3)	-	
Fly	-1	DEX (3)	-	
Handle Animal	+5	CHA (1)	1	
Heal	+7	WIS (3)	1	
Intimidate	+5	CHA (1)	1	
Knowledge (dungeoneering)	+7	INT (0)	4	
Knowledge (geography)	+4	INT (0)	1	
Favored Terrain (Forest +2): +2 while in forest terrain				
Knowledge (local)	+2	INT (0)	1	
Knowledge (nature)	+4	INT (0)	1	
Perception	+10	WIS (3)	2	
Favored Enemy (Goblinoids +2): +2 vs. goblinoids, Favored Terrain (Forest +2): +2 while in forest terrain				
Ride	+1	DEX (3)	1	
Sense Motive	+3	WIS (3)	-	
Favored Enemy (Goblinoids +2): +2 vs. goblinoids				
Stealth	+5	DEX (3)	1	
Favored Terrain (Forest +2): +2 while in forest terrain				
Survival	+8	WIS (3)	2	
Favored Enemy (Goblinoids +2): +2 vs. goblinoids, Favored Terrain (Forest +2): +2 while in forest terrain, Track: +2 to track				
Swim	-3	STR (-1)	1	
Endurance: +4 to resist nonlethal damage from exhaustion				

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Endurance
Improved Initiative
Lucky Halfling (1/day)
Martial Weapon Proficiency - All
Point-Blank Shot
Shield Proficiency
Simple Weapon Proficiency - All

Traits

Reactionary
Well-Informed (Diplomacy)

Special Abilities

Favored Enemy (Goblinoids +2) (Ex)
Favored Terrain (Forest +2) (Ex)
Fearless
Hunter's Bond (Companions) (3 rounds) (Ex)
Swift as Shadows
Track +2
Wild Empathy +5 (Ex)

Gear

Total Weight Carried: 120/67.5 lbs, Over Load
(Light: 22.5 lbs, Medium: 45 lbs, Heavy: 67.5 lbs)

Artisan's outfit (Free)

Money 120 lbs

Tracked Resources

Lucky Halfling (1/day) ☐

Languages

Common

Halfling

Spells & Powers

Ranger spells memorized (CL 1st; concentration +4)

Melee Touch +4 Ranged Touch +8

1st—*gravity bow*^{APG}

Experience & Wealth

Experience Points: **9000**/15,000

Current Cash: **6,000 gp**

Background

From a young age, Argo always felt the pull of the unknown, a stark contrast to the quiet and comfortable life most halflings cherished. While his peers were content with farming, trading, and community gatherings, Argo found himself daydreaming about forgotten ruins, ancient forests, and distant lands. He often explored the wilds near his home, sharpening his skills with a bow and learning the ways of the wilderness. The more he ventured, the more he realized that he was born for a life of adventure—a rare inclination among his kind.

As he grew older, Argo sought out more daring exploits, joining adventuring parties that would delve into small old ruins and forgotten dungeons in the region. His skill as a ranger quickly made him a valuable asset to these groups, but he rarely stayed with the same group for long. His charm and friendly demeanor made it easy to form bonds quickly, but his wanderlust meant he never felt tied to one place—or one set of companions. His adaptable nature served him well, and while he was good at getting on people's good sides, long-term relationships were a different story.

Despite the relative success he found as a dungeon-delver, most of Argo's exploits were small-scale, and his world remained fairly narrow. That changed on his latest expedition, where, while exploring a dilapidated keep with a ragtag group of adventurers, he stumbled upon a weathered map hidden in an old chest. Unlike the usual scraps of treasure, this map seemed special—ancient, detailing the location of a hidden treasure far beyond the familiar lands he had explored. Intrigued, Argo used his network of contacts to research the map, discovering that the treasure's location was across the sea, to the north of a place called Portown. This discovery was the push he needed—finally, he had a concrete reason to explore the wider world.

Feeling a surge of excitement, Argo bid farewell to the land he had known all his life and secured passage on a trading vessel bound for Portown. He knew no one there, but that didn't bother him. He knew that surely such a place would have people who are just as hungry for adventure as he was. His time in Portown would be the beginning of a new chapter in his life, one where the horizon would always be his destination.

Now, having arrived in Portown, Argo is on the lookout for companions who share his thirst for discovery. Though the treasure still calls to him, he knows that the journey ahead will be fraught with danger, and if there's one thing he's learned, it's that even the best ranger needs allies to survive the perils of the unknown.

Argo – Abilities & Gear

Endurance Feat

Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Improved Initiative Feat

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Lucky Halfling (1/day) Feat

You bring luck to those with whom you travel.

Prerequisite: Halfling.

Benefit: Once per day, when one of your allies within 30 feet makes a saving throw, you may roll the same saving throw as if you were the one subject to the effect requiring it. You may use this ability after your ally has rolled, but before the GM declares if the roll was a success or failure. Your ally may choose to use your saving throw in place of his own.

Appears In : Advanced Player's Guide, Dark Markets: A Guide to Katapesh

Point-Blank Shot Feat

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Reactionary Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Well-Informed (Diplomacy) Trait

You make it a point to know everyone and to be connected to everything around you. You frequent the best taverns, attend all of the right events, and graciously help anyone who needs it. Because of this, you gain a +1 trait bonus on Diplomacy checks to gather information and Knowledge (local) checks. One of these skills (your choice) is always a class skill for you.

Appears In : Advanced Player's Guide Traits, Taldor, Echoes of Glory, Ultimate Campaign

Fearless Racial Ability (Halfling)

+2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

Swift as Shadows Unknown

Halflings possess incredible stealth even while moving through obstructed areas. Halflings with this racial trait reduce the penalty for using Stealth while moving by 5, and reduce the Stealth check penalty for sniping by 10. This racial trait replaces sure-footed.

Appears In : Advanced Player's Guide, Advanced Race Guide

Favored Enemy (Goblinoids +2) (Ex) Class Ability (Ranger)

At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Favored Terrain (Forest +2) (Ex) Class Ability (Ranger)

At 3rd level, a ranger may select a type of terrain from the Favored Terrain table. The ranger gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and every five levels thereafter, the ranger may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Hunter's Bond (Companions) (3 rounds) (E) Class Ability (Ranger)

This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

Track +2 Class Ability (Ranger)

A ranger, shifter, or slayer adds 1/2 his level (minimum 1) to Survival skill checks made to follow tracks.

Wild Empathy +5 (Ex)**Class Ability (Ranger)**

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Sourcebooks Used

- **Advanced Player's Guide** - Gravity Bow (spell)
- **Advanced Player's Guide / Advanced Race Guide** - Swift as Shadows (alternate racial trait)
- **Advanced Player's Guide / Dark Markets: A Guide to Katapesh** - Lucky Halfling (feat)
- **Advanced Player's Guide Traits / Character Traits** - Web Enhancement - Reactionary (trait)
- **Advanced Player's Guide Traits / Taldor, Echoes of Glory / Ultimate Campaign** - Well-Informed (trait)

Title - Argo (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2024/09/24

XP Reward : 0 XP; **Net Cash** :

- no notes -