Thistletop Commando

Male Goblin Ranger 1 - CR 1/2
Neutral Evil Humanoid (Goblinoid)

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	8	-1	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total		Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+2	+2				
REFLEX (DEXTERITY)	+5	=	+2	+3				
WILL (WISDOM)	+1	=		+1				

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	17	=	+3		+3	+1				

Touch AC	14	**Flat-Footed AC**	14

	BAB	Strength	Size	Misc
CM Bonus +1 =	+1	+1	-1	-

See the Base Attack (below) for modifiers that may also apply to CMB

		BAB	Strength	Dexterity	Size
CM Defense	14 = 10	+1	+1	+3	-1

Base Attack	+1	**HP**	12

Favored Enemy (Animals +2) : +2 vs. animals

Damage / Current HP

Initiative	+3

Speed	30 ft

Dagger

Main hand: **+3**, 1d3+1

Ranged: **+5**, 1d3+1

Crit: 19-20/x2
Rng: 10'
Light, P/S

Favored Enemy (Animals +2) : +2 vs. animals

Unarmed strike

Main hand: **+3**, 1d2+1

Crit: x2
Light, B, Nonlethal

Favored Enemy (Animals +2) : +2 vs. animals

Studded leather armor

+3

Max Dex: +5, Armor Check: -1
Spell Fail: 15%, Light

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (3)	-	
Appraise	-1	INT (-1)	-	
Bluff	-1	CHA (-1)	-	
Favored Enemy (Animals +2) : +2 vs. animals				
Climb	+0	STR (1)	-	
Diplomacy	-1	CHA (-1)	-	
Disable Device	-	DEX (3)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+2	DEX (3)	-	
Fly	+4	DEX (3)	-	
Handle Animal	+3	CHA (-1)	1	
Heal	+1	WIS (1)	-	
Intimidate	-1	CHA (-1)	-	
Linguistics	+0	INT (-1)	1	
Perception	+5	WIS (1)	1	
Favored Enemy (Animals +2) : +2 vs. animals				
Ride	+10	DEX (3)	1	
Sense Motive	+1	WIS (1)	-	
Favored Enemy (Animals +2) : +2 vs. animals				
Sleight of Hand	-	DEX (3)	-	
Spellcraft	-	INT (-1)	-	
Stealth	+14	DEX (3)	1	
Survival	+5	WIS (1)	1	
Favored Enemy (Animals +2) : +2 vs. animals, *Track*: +1 to track				
Swim	+0	STR (1)	-	
Use Magic Device	-	CHA (-1)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Martial Weapon Proficiency - All
Mounted Combat (1/round)
Shield Proficiency
Simple Weapon Proficiency - All

Gear

Total Weight Carried: 10.5/97.5lbs, Light Load (Light: 32.25lbs, Medium: 64.5lbs, Heavy: 97.5lbs)

Dagger	0.5 lbs
Potion of cure moderate wounds	-
Studded leather armor	10 lbs

Special Abilities

Darkvision (60 feet)
Favored Enemy (Animals +2) (Ex)
Track +1
Wild Empathy +0 (Ex)

Tracked Resources

Dagger ☐

Mounted Combat (1/round) ☐

Potion of cure moderate wounds ☐

Languages

Common   Goblin

Spells & Powers

Ranger Spell DC: 11 + spell level
CL: 0 (vs. SR: +0, Concentration: +1)
Melee Touch +3   Ranged Touch +5
Maximum Ranger spells per day:

Background

This open-air tower gives a great view of the surrounding area. The goblins guarding this tower aren't quite as irresponsible as the pickle thieves in the other tower, but neither are they paragons of observation. Habitual card-players, these two play with a deck of 43 cards cobbled together from three different sets of cards, making up the rules as they go along. Their games are generally more argument than anything else, but if they hear battle or other signs of intrusion, they abandon their cards at once to join the fight.

Experience & Wealth

Current Cash: **You have no money!**

Mounted Combat (1/round)   Feat

You are adept at guiding your mount through combat.

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Darkvision (60 feet)   Racial Ability,Senses (Goblin)

You can see in the dark (black and white vision only).

Favored Enemy (Animals +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.

Track +1   Class Ability (Ranger)

A ranger adds half his level (minimum 1) to Survival skill checks made to follow tracks.

Wild Empathy +0 (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.