Maeglin Carnesir
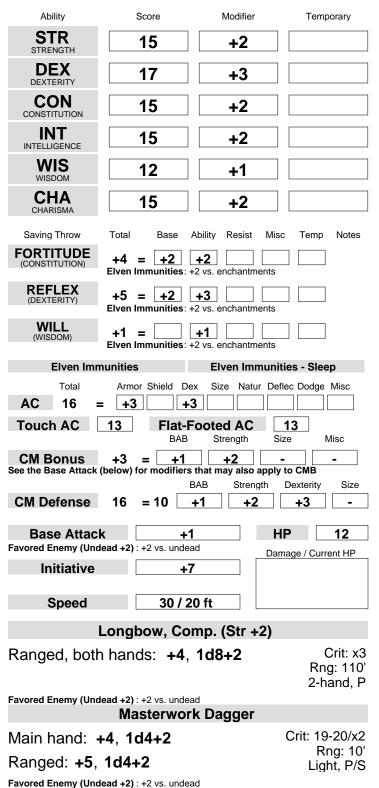
Player: Bogdan

Male Elf Ranger 1 - CR 1/2
Lawful Neutral Humanoid (Elf); Atheist; Age: **124**; Height: **6' 1"**; Weight: **117lb.**

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

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

Elven Immunities: +2 vs. enchantments

REFLEX (DEXTERITY)	+5 =	+2	+3				

Elven Immunities: +2 vs. enchantments

WILL (WISDOM)	+1 =		+1				

Elven Immunities: +2 vs. enchantments

Elven Immunities   Elven Immunities - Sleep

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	16 =	+3		+3					

Touch AC	13	**Flat-Footed AC**	13

		BAB	Strength	Size	Misc
CM Bonus	+3 =	+1	+2	-	-

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

		BAB	Strength	Dexterity	Size
CM Defense	16 = 10	+1	+2	+3	-

Base Attack	+1	**HP**	12

Favored Enemy (Undead +2) : +2 vs. undead

Damage / Current HP

Initiative	+7

Speed	30 / 20 ft

Longbow, Comp. (Str +2)

Ranged, both hands: **+4**, **1d8+2**

Crit: x3
Rng: 110'
2-hand, P

Favored Enemy (Undead +2) : +2 vs. undead

Masterwork Dagger

Main hand: **+4**, **1d4+2**

Ranged: **+5**, **1d4+2**

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

Favored Enemy (Undead +2) : +2 vs. undead

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (3)	1	
Speed less than 30' : -4 jump				
Appraise	+2	INT (2)	-	
Bluff	+2	CHA (2)	-	
Favored Enemy (Undead +2) : +2 vs. undead				
Climb	+3	STR (2)	1	
Diplomacy	+2	CHA (2)	-	
Disable Device	-	DEX (3)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	+0	DEX (3)	-	
Fly	+0	DEX (3)	-	
Handle Animal	+6	CHA (2)	1	
Heal	+1	WIS (1)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (dungeoneering)	-	INT (2)	-	
Favored Enemy (Undead +2) : +2 vs. undead				
Knowledge (geography)	+6	INT (2)	1	
Favored Enemy (Undead +2) : +2 vs. undead				
Knowledge (nature)	-	INT (2)	-	
Favored Enemy (Undead +2) : +2 vs. undead				
Linguistics	-	INT (2)	-	
Perception	+7	WIS (1)	1	
Favored Enemy (Undead +2) : +2 vs. undead				
Ride	+4	DEX (3)	1	
Sense Motive	+1	WIS (1)	-	
Favored Enemy (Undead +2) : +2 vs. undead				
Sleight of Hand	-	DEX (3)	-	
Spellcraft	-	INT (2)	-	
Elven Magic : +2 to determine the properties of a magic item				
Stealth	+4	DEX (3)	1	

Skills

Skill Name	Total	Ability	Ranks	Temp
Survival	**+5**	WIS (1)	1	
Favored Enemy (Undead +2) : +2 vs. undead, **Track**: +1 to track				
⛊**Swim**	**+3**	STR (2)	1	
Use Magic Device	**-**	CHA (2)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Elven Weapon Proficiencies
Improved Initiative
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All

Masterwork Ranseur

Both hands: **+4**, **2d4+3**   Crit: x3
                                          2-hand, P, Disarm, Reach

Favored Enemy (Undead +2) : +2 vs. undead

Rapier

Main hand: **+3**, **1d6+2**   Crit: 18-20/x2
Both hands: **+3**, **1d6+2**   1-hand, P
Favored Enemy (Undead +2) : +2 vs. undead

Unarmed strike

Main hand: **+3**, **1d3+2**   Crit: x2
                                          Light, B, Nonlethal

Favored Enemy (Undead +2) : +2 vs. undead

Studded leather armor

+3   Max Dex: +5, Armor Check: -1
                           Spell Fail: 15%, Light

Gear

**Total Weight Carried: 80/200lbs, Medium Load
(Light: 66lbs, Medium: 133lbs, Heavy: 200lbs)**

Arrows x60	0.15 lbs
Backpack (11 @ 28.5 lbs)	2 lbs
Bedroll *<In: Backpack (11 @ 28.5 lbs)>*	5 lbs
Belt pouch (empty)	0.5 lbs
Grappling hook *<In: Backpack (11 @ 28.5 lbs)>*	4 lbs
Longbow, Comp. (Str +2)	3 lbs
Masterwork Dagger	1 lb
Masterwork Ranseur	12 lbs
Oil *<In: Backpack (11 @ 28.5 lbs)>*	1 lb
Potion of bull's strength	-
Rapier	2 lbs
Rope *<In: Backpack (11 @ 28.5 lbs)>*	10 lbs
Sack (empty) *<In: Backpack (11 @ 28.5 lbs)>*	0.5 lbs
Silver earrings (worth 5 gp)	-
Studded leather armor	20 lbs
Thieves' tools, masterwork	2 lbs
Torch x3 *<In: Backpack (11 @ 28.5 lbs)>*	1 lb
Trail rations *<In: Backpack (11 @ 28.5 lbs)>*	1 lb
Traveller's outfit (Free) *<In: Backpack (11 @ 28.5 lbs)>*	-
Waterskin *<In: Backpack (11 @ 28.5 lbs)>*	4 lbs

Experience & Wealth

Experience Points: **1886**/2000
Current Cash: **2 PP, 200 GP, 4 SP, 7 CP, 5 GP of
Valuables**

Special Abilities

Elven Magic
Favored Enemy (Undead +2) (Ex)
Low-Light Vision
Track +1
Wild Empathy +3 (Ex)

Tracked Resources

Arrows   ☐☐☐☐☐ ☐☐☐☐☐
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Masterwork Dagger   ☐

Potion of bull's strength   ☐

Torch   ☐☐☐

Trail rations   ☐

Languages

Common   Elven
Draconic   Orc

Spells & Powers

Ranger Spell DC: 11 + spell level
CL: 0 (vs. SR: +2, Concentration: +1)
Melee Touch +3   Ranged Touch +4
Maximum Ranger spells per day:

Improved Initiative   Feat
Your quick reflexes allow you to react rapidly to danger.

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

Elven Immunities   Racial Ability (Elf)
+2 save bonus vs Enchantments.

Elven Immunities - Sleep   Unknown
You are immune to magic sleep effects.

Elven Magic   Racial Ability (Elf)
+2 racial bonus on caster checks to overcome spell resistance. +2 to spellcraft checks to determine the properties of a magic item.

Low-Light Vision   Racial Ability,Senses
See twice as far as a human in low light, distinguishing color and detail.

Favored Enemy (Undead +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 +3 (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.