

Maeglin Carnesir

Bogdan

Ranger 2

CHARACTER LEVEL (favored class = Ranger)

Elf

RACE
Atheist

DEITY

Medium

SIZE

Lawful Neutral

ALIGNMENT

Male

GENDER

124

AGE

6' 1"

HEIGHT

117lb.

WEIGHT

SKIN

HAIR

EYES

ABILITIES				
ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR Strength	15	+2		
DEX Dexterity	17	+3		
CON Constitution	15	+2		
INT Intelligence	15	+2		
WIS Wisdom	12	+1		
CHA Charisma	15	+2		

HP HIT POINTS	TOTAL 21	DR
WOUNDS/CURRENT HP		
NONLETHAL DAMAGE		
INITIATIVE	HERO PTS	
+7	3	0
TOTAL	DEX MOD.	MISC MOD.

AC 16	= 10 +	3	+		+	3	+		TOUCH 13
TOTAL									
		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER	
		NATURAL ARMOR		DEFLECT MODIFIER		MISC MODIFIER		DODGE BONUS	
									FLAT-FOOTED 13

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	5	3	2			
REFLEX (DEXTERITY)	6	3	3			
WILL (WISDOM)	1		1			

Situational Modifiers

All Saves: +2 vs. enchantments

BASE ATTACK BONUS		+2	SPELL RESISTANCE							
CMB	4	=	2	+	2	+	0			
TOTAL			BASE ATTACK		STRENGTH MODIFIER		SIZE MODIFIER			
CMD	17	=	2	+	2	+	3	+	0	+
TOTAL			BASE ATTACK		STRENGTH MODIFIER		DEXTERITY MODIFIER		SIZE MODIFIER	

WEAPON			ATTACK BONUS	CRITICAL
Masterwork Dagger			+5	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
P/S	10'		1d4+2	

WEAPON			ATTACK BONUS	CRITICAL
Masterwork Ranseur			+5	x3
TYPE	RANGE	AMMUNITION	DAMAGE	
P			2d4+3	

WEAPON			ATTACK BONUS	CRITICAL
Rapier			+4	18-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE	
P			1d6+2	

WEAPON			ATTACK BONUS	CRITICAL
Unarmed strike			+4	x2
TYPE	RANGE	AMMUNITION	DAMAGE	
B			1d3+2	

WEAPON [in both hands]			ATTACK BONUS	CRITICAL
Longbow, Comp. (Str +2)			+5	x3
TYPE	RANGE	AMMUNITION	DAMAGE	
P	110'		1d8+2	



SPEED LAND	30 FT. 6 SQ.	20 FT. 4 SQ.	MODIFIERS	
	BASE SPEED			
FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
Acrobatics	2	=Dex	2	+ -3
Appraise	2	=Int	2	+ 0
Bluff	2	=Cha	2	+ 0
✓Climb	3	=Str	2	+ 1 + 3 + -3
Diplomacy	3	=Cha	2	+ 1
Disguise	2	=Cha	2	+ 0
Escape Artist	2	=Dex	3	+ 0 + -3
Fly	0	=Dex	3	+ 0 + -3
✓Handle Animal	6	=Cha	2	+ 1 + 3 +
✓Heal	5	=Wis	1	+ 1 + 3 +
✓Intimidate	2	=Cha	2	+ 0
✓Knowledge (dungeoneering)	7	=Int	2	+ 2 + 3 +
✓Knowledge (geography)	6	=Int	2	+ 1 + 3 +
✓Knowledge (nature)	6	=Int	2	+ 1 + 3 +
✓Perception	8	=Wis	1	+ 2 + 3 +
✓Ride	4	=Dex	3	+ 1 + 3 + -3
Sense Motive	1	=Wis	1	+ 0
✓Stealth	5	=Dex	3	+ 2 + 3 + -3
✓Survival	6	=Wis	1	+ 2 + 3 +
✓Swim	3	=Str	2	+ 1 + 3 + -3

✓ = Class Skill, = Trained Only, = Armor Check Penalty Applies

LANGUAGES	
Common • Draconic • Elven • Orc	

COMBAT MANEUVERS		
Maneuver	CMB	CMD
Bull Rush	+4	17
Dirty Trick	+4	17
Disarm	+4	17
Drag	+4	17
Feint	+4	17
Grapple	+4	17
Overrun	+4	17
Pull	+4	17
Push	+4	17
Reposition	+4	17
Steal	+4	17
Sunder	+4	17
Trip	+4	17

SPECIAL ABILITY / FEATURE SUMMARY

Low-Light Vision
 Elven Immunities - Sleep
 Elven Immunities
 Elven Magic
 Favored Enemy (Undead +2) (Ex)
 Track +1
 Wild Empathy +4 (Ex)

FEATS SUMMARY

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

MONEY	
Platinum	2
Gold	198
Silver	4
Copper	7
Valuables	5

ENCUMBRANCE	
Current	80 lbs
Light	66 lbs
Medium	133 lbs
Heavy	200 lbs

EXPERIENCE	
Current	2531
Next Level	5000

TRACKED RESOURCES		
Resource	Max.	Used
Arrows	60	
Masterwork Dagger	1	
Potion of bull's strength	1	
Torch	3	
Trail rations	1	

GEAR		
Backpack	Weight	Cost
Qty Item		
empty		
Belt pouch	Weight	Cost
Qty Item		
empty		
Sack	Weight	Cost
Qty Item		
empty		
Gear In No Container		
Qty Item	Weight	Cost
1 Masterwork Dagger	1 lb	302 GP
1 Masterwork Ranseur	12 lbs	310 GP
1 Potion of bull's strength		300 GP
60 Arrows	0.15 lbs	3 GP
1 Backpack	2 lbs	2 GP
1 Bedroll	5 lbs	1 SP
1 Belt pouch	0.5 lbs	1 GP
1 Grappling hook	4 lbs	1 GP
1 Longbow, Comp. (Str +2)	3 lbs	300 GP
1 Oil	1 lb	1 SP
1 Rapier	2 lbs	20 GP
1 Rope	10 lbs	1 GP
1 Sack	0.5 lbs	1 SP
1 Silver earrings		5 GP
1 Studded leather armor	20 lbs	25 GP
1 Thieves' tools, masterwork	2 lbs	100 GP
3 Torch	1 lb	3 CP
1 Trail rations	1 lb	5 SP
1 Waterskin	4 lbs	1 GP

TRAITS

SPECIAL ABILITIES/FEATURES

Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

Elven Immunities - Sleep

You are immune to magic sleep effects.

Elven Immunities

+2 save bonus vs Enchantments.

Elven Magic

+2 racial bonus on caster checks to overcome spell resistance. +2 to spellcraft checks to determine the properties of a magic item.

Favored Enemy (Undead +2) (Ex)

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

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

Wild Empathy +4 (Ex)

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.

FEATS

Armor Proficiency (Light) (Combat)

You are skilled at wearing light armor.

Benefit: When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Normal: A character who is wearing armor with which he is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving.

Special: All characters except monks, sorcerers, and wizards automatically have Light Armor Proficiency as a bonus feat. They need not select it.

Armor Proficiency (Medium) (Combat)

You are skilled at wearing medium armor.

Prerequisite: Light Armor Proficiency.

Benefit: See Armor Proficiency, Light.

Normal: See Armor Proficiency, Light.

Special: Barbarians, clerics, druids, fighters, paladins, and rangers automatically have Medium Armor Proficiency as a bonus feat. They need not select it.

Elven Weapon Proficiencies

Benefit: You are proficient with the Longsword, Rapier, Longbow (including Composite Longbow) and Shortbow (including Composite Shortbow).

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Improved Initiative (Combat)

Your quick reflexes allow you to react rapidly to danger.

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

Martial Weapon Proficiency - All

Benefit: You are proficient with all Martial weapons.

Normal: When using a weapon with which you are not proficient, you are at -4 to attack rolls.

Precise Shot (Combat)

You are adept at firing ranged attacks into melee.

Prerequisite: Point-Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.

Shield Proficiency (Combat)

You are trained in how to properly use a shield.

Benefit: When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.

Normal: When you are using a shield with which you are not proficient, you take the shield's armor check penalty on attack rolls and on all skill checks that involve moving.

Special: Barbarians, bards, clerics, druids, fighters, paladins, and rangers all automatically have Shield Proficiency as a bonus feat. They need not select it.

Simple Weapon Proficiency - All (Combat)

You are trained in the use of basic weapons.

Benefit: You make attack rolls with simple weapons without penalty.

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: All characters except for druids, monks, and wizards are automatically proficient with all simple weapons. They need not select this feat.

MAGIC ITEMS

Masterwork Dagger

A dagger is a fighting knife. Its blade is usually less than 1 foot long, and can be curved or straight, with one edge or two. Dagger designs vary widely, and can have many different names (such as a thrusting dagger being called a "dirk"). You get a +2 bonus on Sleight of Hand skill checks made to conceal a dagger on your body.

Masterwork Ranseur

Similar in appearance to a trident, a ranseur has a single spear at its tip, flanked by a pair of short, curving blades.

Potion of bull's strength

Subject gains +4 to Str for 1 min./level.