

Foerth

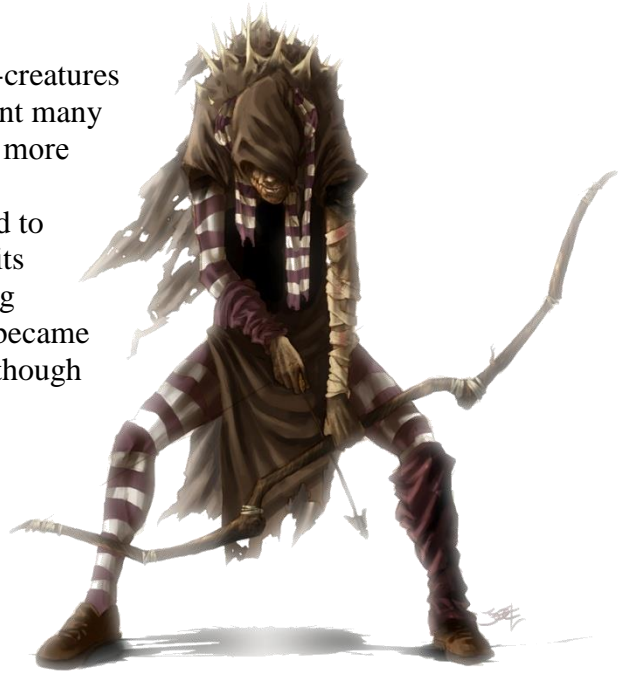
"Oh I just love killin' bandits!"

Lost in the wild as a child, Foerth was found and raised by fey-creatures known as spriggans. The spriggans, an evil and violent lot, spent many years trying to warp the boy's mind in an attempt to make him more like them. They only partially succeeded. Though his unusual childhood made him quite crazy, Foerth's human nature proved to be quite enduring and he never truly fell into the depraved habits and rituals common to the vile spriggans. Due to a never ending series of cruel tricks and abuse by his adoptive family, Foerth became incredibly tough and learned much about survival in the wild, though he also became insensate.

One day a large group of bandits found the spriggan tribe and attacked them in hopes of stealing their ill-gotten spoils. The spriggans, being violent cut throats themselves, managed to repel the invaders with their magic and potent martial abilities, but not before the bandits discovered and captured Foerth. The surviving bandits took Foerth to Issia in Northern Brevoy, where he was forced to spend a number of years in academies and institutions that attempted to reform him. They only partially succeeded. Foerth learned to read and write in the common language, and he gained much needed experience in the ways of the civilized world, but his disquieting personality remained almost completely unchanged.

Eventually, Foerth escaped from the institutions and returned to the wild in hopes of finding his way back to his "family." The once small world, however, proved to have grown much too large for him and he had no idea where his former home now lay. After going through a terrible and uncharacteristic bout of depression, Foerth's new maelstrom of emotion turned to one of anger and rage. He turned it against those who had ruined his life: the bandits and highwaymen of the River Kingdoms.

Foerth became a bounty hunter who specialized in finding and destroying criminals who would hide in the wild. His talents as an effective tracker and manslayer grew in infamy until they nearly rivaled the dark rumors of his strange and unusual past. He was last seen traveling into the Stolen Lands far to the South as part of an expedition to rid the region of criminal activity and reopen long lost trade routes.



Foerth

Male human ranger 5

N Medium humanoid

Init +5 (+7 in forests); **Senses** Perception +9

Languages Aklo, Common, Gnome, Sylvan

DEFENSE

AC 22, touch 15, flat-footed 17 (+6 armor, +5 Dex, +1 natural)

hp 50 (5 HD)

Fort +6, **Ref** +9, **Will** +2

OFFENSE

Speed 20 ft. (4 squares)

Melee +1 *longsword* +8 (1d8+3/19-20) or

mwk armor spikes +8 (1d6+2) or

dagger +7 (1d4+2/19-20) or

sap +7 (1d6+2 nonlethal)

Ranged +1 *composite longbow* +11 (1d8+3/×3) or

+1 *composite longbow* +9 (1d8+7/×3) with Deadly Aim, or

+1 *composite longbow* +9/+9 (1d8+3/×3) with Rapid Shot, or

+1 *composite longbow* +7/+7 (1d8+7/×3) with Rapid Shot and Deadly Aim, or

dagger +10 (1d4+2/19-20) or

dagger +8 (1d4+6/19-20) with Deadly Aim

Special Attacks favored enemy (fey +2, humans +4)

Ranger Spells Prepared (CL 4th; Concentration +5)

1st (2/day) – *gravity bow*^{APG}, *longstrider*

STATISTICS

Abilities Str 14 (+2), Dex 20 (+5), Con 14 (+2), Int 13 (+1), Wis 12 (+1), Cha 7 (–2)

Base Atk +5; **CMB** +7; **CMD** 22

Feats Boon Companion, Deadly Aim (–2 attack, +4 damage), Endurance^B, Point Blank Shot^B, Precise Shot, Rapid Shot^B

Skills Acrobatics +8 (+6 when jumping), Climb +13, Handle Animal +6 (+10 with animal companion), Knowledge (nature) +9, Linguistics +3, Perception +9 (+11 in forests), Ride +10, Spellcraft +9, Stealth +11 (+13 in forests), Survival +9 (+11 in forests or to track, +13 if both), Swim +5; **Armor Check Penalty** –2 (–0 on Climb and Jump checks)

SQ favored terrain (forest +2), hunter's bond (yzobu animal companion), track +2, traits (magical knack: ranger, pioneer), wild empathy +3

Combat Gear arrows (40), *potions of cure light wounds* (8), tanglefoot bags (4); **Other Gear** +1 *composite longbow* (+2 strength bonus), +1 *longsword*, *amulet of natural armor* +1, dagger, grappling hook, ranger's kit, sap, signal whistle, spell component pouch, tender (64gp, 2sp), *thornseed* (+1 *agile breastplate* with nimble modification and masterwork armor spikes; magically altered to look like a wooden shell with thorns)

Encumbrance light 66 lb., medium 133 lb., heavy 200 lb.; **Weight Carried** 106 lb. 8 oz. (excluding tender)

SPECIAL ABILITIES

Favored Enemy (Ex) You gain a +4 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against humans. Likewise, you get a +4 bonus on weapon attack and damage rolls against them. You may make Knowledge skill checks untrained when attempting to identify these creatures. You gain similar bonuses with Fey, but only at a +2 bonus.

Favored Terrain (Ex) You gain a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when in forest terrain (not included above). When traveling through your favored terrain you normally leave no trail and cannot be tracked (though you may leave a trail if you so choose).



Hunter's Bond (Ex) You have formed a close bond with an animal companion. This animal is a loyal companion that accompanies you on your adventures as appropriate for its kind. Your animal companion shares your favored enemy and favored terrain bonuses. This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the ranger's effective druid level is equal to his ranger level –3.

Magical Knack Your caster level in the Ranger class gains a +2 trait bonus as long as this bonus doesn't increase your caster level to higher than your current Hit Dice (included above).

Pioneer You gain a +1 trait bonus on all checks made with the Ride skill.

Track (Ex) You add half your ranger levels to Survival checks made to find and follow tracks.

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. You roll 1d20 and add your ranger level and your 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, you and the animal must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this manner takes 1 minute but, as with influencing people, it might take more or less time. You can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a –4 penalty on the check.

RANGER'S KIT

This includes a backpack, a bedroll, a belt pouch, a flint and steel, iron pot, mess kit, rope, torches (10), trail rations (5 days), and a waterskin.

Rotgut

Yzobu Animal Companion

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +11

Aura stench (DC 15, 10 rounds)

DEFENSE

AC 18, touch 9, flat-footed 18 (+3 armor, +6 natural, –1 size)

hp 32 (5 HD)

Fort +7, **Ref** +4, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 40 ft. (8 squares)

Melee gore +10 (1d8+10) or

mwk armor spikes +7 (1d8+7) and gore +6 (1d8+3)

Special Attacks stampede, trample (1d6+10, DC 19)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Abilities Str 24 (+7), Dex 11 (+0), Con 16 (+3), Int 2 (–4), Wis 11 (+0), Cha 4 (–3)

Base Atk +3; **CMB** +9; **CMD** 20 (24 vs. overrun and trip)

Feats Skill Focus (perception), Stable Gallop, Weapon Focus (gore)

Skills Perception +11

SQ link, share spells, tricks (attack, come, defend, down, guard, heel, stay, work)

Gear bit and bridle, masterwork studded leather barding with masterwork armor spikes, military saddle

Encumbrance light 699 lb., medium 1,398 lb., heavy 2,100 lb.; **Weight Carried** 66 lb.

SPECIAL ABILITIES



- Link (Ex)** You can handle your animal companion as a free action, or push it as a move action, even if you don't have any ranks in the Handle Animal skill. You gain a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.
- Share Spells (Ex)** You may cast a spell with a target of "You" on your animal companion (as a spell with a range of touch) instead of on yourself. You may cast spells on your animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.
- Stampede (Ex)** A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.
- Stench (Ex)** A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (DC $10 + \frac{1}{2}$ stench creature's racial HD + stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.
- Trample (Ex)** As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + $1\frac{1}{2}$ times its Str modifier. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is $10 + \frac{1}{2}$ creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.