Feathered Tornado

Male tengu ranger 9

N Medium humanoid (tengu)

Init +5; **Senses** low-light vision; Perception +14

Languages Aklo, Common, Draconic, Dwarven, Elven, Giant, Goblin, Sylvan, Tengu, Undercommon

DEFENSE

AC 21, touch 16, flat-footed 16 (+5 armor, +5 Dex, +1 dodge)

hp 79 (8 HD)

Fort +7, **Ref** +11, **Will** +5

Defensive Abilities evasion

OFFENSE

Speed 30 ft. (6 squares)

Melee *+1 frost handaxe* +16/+11 (1d6+3 plus 1d6 cold/×3) or

    +1 frost handaxe +14/+9 (1d6+3 plus 1d6 cold/×3) and

        +1 frost handaxe +14/+9 (1d6+3 plus 1d6 cold/×3) and

        bite +9 (1d3+1) with Improved Two-Weapon Fighting, or

    +1 returning dagger +15 (1d4+3/19-20) or

    +1 returning dagger +13 (1d4+3/19-20) and

    +1 returning dagger +13 (1d4+3/19-20) with Two-Weapon Fighting

Ranged *+1 light crossbow* +17 (1d8+1/19-20) or

    +1 returning dagger +15 (1d4+3/19-20) or

    +1 returning dagger +13 (1d4+3/19-20) and

        +1 returning dagger +13 (1d4+3/19-20) with Two-Weapon Fighting

Special Attacks favored enemy (humans +4, monstrous humanoids +2)

Ranger Spells Prepared (CL 6th; Concentration +8)

    2nd-level (2/day) – *barkskin*, *wind wall*

    1st-level (3/day) – *jump*, *entangle*, *resist energy*

STATISTICS

Abilities Str 15 (+2), Dex 20 (+5), Con 12 (+1), Int 14 (+2), Wis 14 (+2), Cha 10 (+0)

Base Atk +9; **CMB** +11; **CMD** 27

Feats Dodge, Double Slice, Endurance[B], Improved Two-Weapon Fighting[B], Mobility, Track[B], Two-Weapon Fighting[B], Weapon Finesse, Weapon Focus (handaxe)

Skills Acrobatics +14, Climb +14, Handle Animal +12 (+16 with animal companion), Knowledge (geography) +14, Knowledge (nature) +14, Linguistics +9, Perception +16, Stealth +19, Survival +14, Swim +11; **Racial Modifiers** +4 linguistics, +2 Perception, +2 Stealth

SQ favored terrain (forest +4, urban +2), gifted linguist, hunter's bond (constrictor snake companion), swift tracker, track +4, wild empathy +7, woodland stride

Combat Gear crossbow bolts (10), *wand of cure moderate wounds* (50 charges); **Other Gear** *+1 frost handaxes* (2), *+1 light crossbow*, *+1 mithral shirt*, *+1 returning daggers* (2), *belt of incredible dexterity +2*, tender (952gp)

Encumbrance light 66 lb., medium 133 lb., heavy 200 lb.; **Weight Carried** 24 lb. (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 (not included above). Likewise, you get a +4 bonus on weapon attack and damage rolls against such creatures. You also get this benefit with Monstrous Humanoids, but only at a +2 bonus.

Favored Terrain (Ex) You gain a +4 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when in forest terrain (not included above). You gain similar bonuses while in urban environments, albeit only at +2. 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).

Gifted Linguist (Ex) You gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time you gain a rank in Linguistics rather than 1 language (included above).

Swift Tracker (Ex) You may track a target at your full speed without suffering any penalties.

Swordtrained (Ex) You are automatically proficient with sword-like weapons (including bastard swords, daggers, elven curve blades, falchions, greatswords, kukris, longswords, punching daggers, rapiers, scimitars, short swords, and two-bladed swords).

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

Wild Empathy (Ex) You can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. You roll 1d20+7 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 able to study each other, therefore you must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way 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.

Woodland Stride (Ex): You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion, however, still affect you.

Trouser

Constrictor snake animal companion
N Large animal
Init +3; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural armor, –1 size)
hp 48 (5 HD)
Fort +8, **Ref** +7, **Will** +2
Defensive Abilities evasion

OFFENSE

Speed 20 ft. (4 squares), climb 20 ft., swim 20 ft.
Melee bite +10 (1d4+10 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks constrict (1d4+7), grab (bite)

STATISTICS

Abilities Str 24 (+7), Dex 16 (+3), Con 18 (+4), Int 1 (–5), Wis 12 (+1), Cha 2 (–4)
Base Atk +3; **CMB** +11 (+12 with bite, +15 grapple); **CMD** 24 (can't be tripped)
SQ link, share spells, tricks (attack [all creatures], defend, down, heel)
Feats Improved Natural Armor, Skill Focus (stealth), Weapon Focus (bite)
Skills Acrobatics +4 (–1 to jump), Perception +1, Stealth +10
Encumbrance light 700 lb., medium 1,400 lb., heavy 2,100 lb.; **Weight Carried** 0 lb.

SPECIAL ABILITIES

Constrict (Ex) Trouser can crush an opponent, dealing bludgeoning damage, when he makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage). The amount of damage is given above and is typically equal to Trouser's bite attack.

Evasion (Ex) If Trouser makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Grab (Ex) If Trouser hits with his bite attack, he deals normal damage and may attempt to start a grapple as a free action without provoking an attack of opportunity. Trouser may only grab medium creatures in this manner. Trouser has the option to conduct the grapple normally, or simply use the part of its body he used in the grab to hold the opponent. If he chooses to do the latter, he takes a –20 penalty on his CMB check to make and maintain the grapple, but does not gain the grappled condition himself. If Trouser does not constrict, each successful grapple check he makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, he deals constriction damage as well (the amount is given above). Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple (included above).

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 your 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.