

Dayer Rann

Male human fighter 15 (weapon master)

LN Medium humanoid

Init +8; **Senses** Perception +17

Languages Common, Elven, Halfling

DEFENSE

AC 32, touch 20, flat-footed 24 (+7 armor, +2 deflection, +8 Dex, +2 natural, +3 shield)

hp 145 (15 HD)

Fort +13, **Ref** +16, **Will** +10

Defensive Abilities mirror move +6, weapon guard +4

OFFENSE

Speed 30 ft. (6 squares)

Melee mwk longsword +23/+18/+13 (1d8+10/19-20)

Ranged +5 *adaptive composite longbow* +38/+33+28 (2d6+21/19-20/×3) or

+5 *adaptive composite longbow* +34/+29/+24 (2d6+29/19-20/×3) with Deadly Aim, or

+5 *adaptive composite longbow* +36/+36/+31/+26 (2d6+21/19-20/×3) with Rapid Shot, or

+5 *adaptive composite longbow* +32/+32/+27/+22 (2d6+29/19-20/×3) with Rapid Shot and Deadly Aim

Special Attacks advanced weapon training (bows, focused weapon), deadly critical (1/day), weapon training +6

STATISTICS

Abilities Str 24 (+7), Dex 26 (+8), Con 13 (+1), Int 8 (−1), Wis 14 (+2), Cha 7 (−2)

Base Atk +15; **CMB** +22; **CMD** 42 (50 vs. disarm/sunder)

Feats Advanced Weapon Training, Clustered Shots, Combat Reflexes (9 AoO's/round), Deadly Aim (−4 attack, +8 damage), Greater Snap Shot, Greater Weapon Focus (longbow^B), Greater Weapon Specialization (longbow^B), Improved Critical (longbow^B), Improved Precise Shot^B, Improved Snap Shot, Manyshot, Point Blank Shot^B, Precise Shot^B, Rapid Shot, Snap Shot^B, Weapon Focus (longbow^B), Weapon Specialization (longbow)

Skills Perception +17, Survival +20

SQ reliable strike (3/day)

Combat Gear durable arrows (300), *potions of cure light wounds* (5); **Other Gear** +2 buckler, +3 mithral shirt, +5 *adaptive composite longbow*, *amulet of natural armor* +2, *belt of physical might* +6 (strength, dexterity), *boots of speed*, *cloak of resistance* +3, *efficient quiver*, *gloves of dueling*, *greater bracers of archery*, masterwork longsword, *ring of protection* +2, tender (520gp)

Encumbrance light 233 lb., medium 466 lb., heavy 700 lb.; **Weight Carried** 27 lb. (excluding tender)

SPECIAL ABILITIES

Deadly Critical (Ex) When you confirm a critical hit with a longbow, you can increase the weapon's damage multiplier by +1 as an immediate action. You can use this ability once per day.

Mirror Move (Ex) You gain your weapon training bonus as an insight bonus to AC when attacked by longbows.

Reliable Strike (Ex) Three times per day you may reroll an attack roll, critical hit confirmation roll, miss chance check, or damage roll made with your longbow as an immediate action. You must accept the second roll even if it is worse.

Weapon Guard (Ex) You gains a +4 bonus to CMD against disarm and sunder attempts while wielding a longbow. This bonus also applies on saves against any effect that targets your longbow (for example, *grease*, *heat metal*, *shatter*, *warp wood*).

Weapon Training (Ex) You gain a +6 bonus on attack and damage rolls with longbows (included above).

