Taur Thelyn

Male human fighter 10/horizon walker 3 (lore warden)
N Medium humanoid (elf, human)
Init +3 (+5 jungle, +7 forests); **Senses** Perception +14 (+16 jungle, +18 forests)
Languages Common, Elven, Sylvan

DEFENSE

AC 27, touch 15, flat-footed 24 (+6 armor, +2 deflection, +3 Dex, +2 natural, +4 shield); +2 dodge bonus in forests
hp 139 (13 HD)
Fort +13, **Ref** +8, **Will** +6; +2 vs. fear, +4 vs. poison or sleep

OFFENSE

Speed 30 ft. (6 squares), woodland stride (even through magically altered terrain)
Melee *+1 dueling club* +23/+18/+13 (1d6+10) or
    shillelagh +23/+18/+13 (2d6+10)
Ranged *+1 composite longbow* +20/+15/+10 (1d8+9/×3) or
    +1 dueling club +21/+16/+11 (1d6+10)
Special Attacks sword secrets (exploit weakness +3, maneuver training [disarm +2, steal +1]), tanglevine, weapon training (hammers +4, bows +3)
Spell-Like Abilities (CL 11th except where noted; Concentration +13)
    At-will – *diminish plants* (full-round action), *plant growth* (full-round action)
    5/day – tanglevine
    4/day – *hallucinatory terrain* (forests only, CL 13th)

STATISTICS

Abilities Str 20 (+5), Dex 16 (+3), Con 16 (+3), Int 14 (+2), Wis 12 (+1), Cha 15 (+2)
Base Atk +13; **CMB** +18 (+31 disarm/trip with club, +23 steal, +22 disarm/trip); **CMD** 33 (37 vs. disarm, 36 vs. steal, 35 vs. trip, +4 bonus to defend wielded weapons, +2 dodge bonus in forests)
Feats Attuned to the Wild (forest), Combat Expertise[B], Eldritch Heritage (verdant), Endurance, Greater Steal[B], Greater Trip[B], Guardian of the Wild, Improved Disarm[B], Improved Eldritch Heritage (massmorph/photosynthesis), Improved Steal[B], Improved Trip[B], Racial Heritage (elf), Skill Focus (knowledge: nature[B], stealth[B])
Skills Climb +21, Handle Animal +4, Heal +14, Knowledge (geography) +18 (+22 in forests, +20 in jungles), Knowledge (nature) +26, Perception +14 (+18 in forests, +16 in jungles), Stealth +26 (+30 in forests, +28 in jungles), Survival +17 (+21 in forests, +19 in jungles), Swim +21
SQ camouflage, favored terrain (forest +4, jungle +2), massmorph, photosynthesis, scholastic, skill over strength, terrain dominance (forest), terrain mastery (forest)
Combat Gear durable arrows (20), *feather tokens* (tree 3), *potions* (*cure light wounds* 2, *enlarge person* 5); **Other Gear** *+1 composite longbow* (+5 strength bonus), *+1 dueling club** (brutally weighted modification), *+2 darkleaf cloth hide*, *+2 heavy wooden shield*, *amulet of natural armor +2*, *belt of physical might +4* (strength, dexterity), *cloak of resistance +1*, club (for use with *shillelagh*), *dryad sandals*, *fangwood clasp*, fighter's kit (see below), *gloves of dueling*, *ring of protection +2*, *ring of sacred mistletoe*, tender (49gp)
Encumbrance light 133 lb., medium 266 lb., heavy 400 lb.; **Weight Carried** 68 lb. 15 oz. (excluding tender)

SPECIAL ABILITIES

Brutally Weighted Club A creature hit with a brutally weighted weapon takes a –2 penalty to its CMD against bull rush, reposition, and trip combat maneuvers until the end of its next turn or until after it is subject to such a maneuver (whichever comes first).
Camouflage (Ex) You can use the Stealth skill to hide in forest terrain, even if the terrain doesn't grant cover or concealment.
Exploit Weakness (Ex) You add one-third of your fighter class level on attack rolls to confirm critical hits.

Favored Terrain (Ex) You gain a +4 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when you are in forest terrain. When traveling through forests, you normally leave no trail and cannot be tracked (though you may leave a trail if you so desire). You gain similar bonuses and benefits in jungle terrain, but only at a +2 bonus. If a specific terrain falls into more than one category of favored terrain, these bonuses do not stack; you simply use whichever bonus is higher.

Massmorph (Sp) As a full-round action, you can alter the size and health of plant life, as if using *plant growth* or *diminish plants*.

Photosynthesis (Ex) You feed upon nature's raw essence. Your need to eat and sleep is reduced as if wearing a *ring of sustenance*, and you gain a +4 racial bonus on saving throws made against poison and sleep effects.

Scholastic (Ex) You gain 2 additional skill ranks each level. These ranks must be spent on Intelligence-based skills. All Craft and Knowledge skills are class skills for you, as are Linguistics and Spellcraft.

Skill Over Strength (Ex) You gain Combat Expertise as a bonus feat, even if you would not normally qualify for the feat. You treat your base attack bonus as though it were 2 higher for the purposes of calculating the effects of Combat Expertise.

Tanglevine (Sp) As a standard action, you can create a 15-foot-long, animated vine that springs from your hand. This vine lasts for 1 round and can be used to make a single disarm, steal, or trip combat maneuver, using your effective sorcerer level plus your Charisma modifier in place of your normal CMB. You can use this power a number of times per day equal to 3 + your Charisma modifier.

Weapon Training (Ex) You receive a +4 bonus to attack and damage rolls when using hammers, to any combat maneuver checks made with hammers, and to your Combat Maneuver Defense when defending against disarm and sunder attempts made against hammers. You gain a similar bonus with bows, but only at a +3 bonus.

* The *dueling* property listed here is from the *Pathfinder Society Field Guide*, not to be confused with a similar ability of the same name from the *Advanced Player's Guide* and *Ultimate Equipment*.

FIGHTER'S KIT

This kit includes a backpack, a bedroll, a belt pouch, a flint and steel, an iron pot, a mess kit, rope, soap, torches (10), trail rations (5 days), and a waterskin. Together these items cost 9gp and weighs 29 pounds (these figures are reduced from the typical sum of said items due to bulk sale and efficient packing).