

## Loryust

Female lizardfolk ranger 5 (guide, trapper)

N Medium humanoid (reptilian)

**Init** +5 (+7 in swamps); **Senses** Perception +11

**Languages** Aklo, Common, Draconic

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### DEFENSE

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**AC** 17, touch 12, flat-footed 17 (+2 Dex, +5 natural)

**hp** 73 (7 HD)

**Fort** +10, **Ref** +6, **Will** +5

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### OFFENSE

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**Speed** 20 ft. (6 squares), swim 10 ft.; 30 ft. and 15 ft. when unencumbered

**Melee** +1 *spear* +10/+5 (1d8+5/×3) and bite +4 (1d4+1) or mwk sap +10/+5 (1d6+3 nonlethal) or bite +9 (1d4+3) and 2 claws +9 (1d4+3)

**Ranged** +1 *composite shortbow* +9/+4 (1d6+3/×3) or +1 *composite shortbow* +7/+7/+2 (1d6+3/×3) with Rapid Shot, or mwk bolas +9 (1d4+2) or +1 *spear* +9 (1d8+4/×3)

**Special Attacks** poison trap (DC 15 or by poison), ranger's focus +4 (2/day), snare trap (DC 15), trap (5/day),

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### STATISTICS

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**Abilities** Str 16 (+3), Dex 15 (+2), Con 16 (+3), Int 8 (−1), Wis 16 (+3), Cha 10 (+0)

**Base Atk** +6; **CMB** +9 (+10 with bolas or longsword); **CMD** 21

**Feats** Endurance<sup>B</sup>, Exotic Weapon Proficiency (bolas), Master Alchemist, Point Blank Shot, Precise Shot, Rapid Shot<sup>B</sup>

**Skills** Acrobatics +6, Craft (alchemy) +10, Disable Device +12, Linguistics +1, Perception +11 (+13 to find traps or in swamps, +15 with both), Stealth +10 (+13 in bog, marsh, or swamp terrain), Survival +11 (+13 to find and follow tracks or in swamps, +15 with both), Swim +11; **Check Penalty** −3 (not included); **Racial Modifiers** +4 Acrobatics

**SQ** favored terrain (swamp +2), hold breath (64 rounds), track +2, traits (indomitable faith, swamp skulker), trapfinding +2, wild empathy +5

**Combat Gear** antitoxin (6), durable arrows (20), poisons (belladonna 6, blue whinnis 20, burnt othur fumes 3, oil of taggit 6, terinav root 9), *potions* (*cure light wounds* 2), tanglefoot bags (6); **Other Gear** +1 *composite shortbow* (+3 strength bonus), +1 *spear*, masterwork bolas, masterwork sap, portable alchemist's lab, ranger's kit, tender (33gp)

**Encumbrance** light 76 lb., medium 153 lb., heavy 230 lb.; **Weight Carried** 87 lb. 2 oz. (excluding tender)

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### SPECIAL ABILITIES

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**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).

**Indomitable Faith** You gain a +1 trait bonus on Will saves (included above).

**Poison Trap (Ex or Su)** This trap poisons the creature that triggers it. If it is a supernatural trap, the poison deals 1d2 Con damage per round for 6 rounds. If it is an extraordinary trap, you must provide 1 dose of contact, inhaled, or injury poison when setting the trap, and the trap uses that poison's effects and DC.

**Ranger's Focus (Ex)** Twice per day you can focus on a single enemy within line of sight as a swift action. That creature remains your focus until it is reduced to 0 or fewer hit points or surrenders, or until you a new



focus, whichever occurs first. You gain a +4 bonus on attack and damage rolls against the target of your focus.

**Snare Trap (Ex or Su)** This trap constricts around a limb or other part of the triggering creature's body (Reflex avoids). The creature cannot move from the location of the trap, unless you include a "leash" when setting the trap, in which case the creature is limited to the length of the leash. The trapped creature can escape with an Escape Artist check (DC equal to the trap's DC) as a full-round action. The trap or its leash has a number of hit points equal to  $\frac{1}{2}$  your ranger level, or can be burst as a full-round action with a DC 25 Strength check. The trap can hold up to a Medium creature; each extra daily use of your trap ability spent when the trap is set increases the maximum size of creature the trap can hold. At your option, if there is a tall object or structure nearby, you can have the trap lift the creature.

**Swamp Skulker** You gain a +1 trait bonus on Stealth checks when you are in bog, marsh, or swamp terrain, and you treat shallow bogs and swamp undergrowth as normal terrain for the purposes of movement.

**Terrain Bond (Ex)** When in your favored terrain, you grant all allies within line of sight and that can hear you a +2 bonus on initiative checks and Perception, Stealth, and Survival skill checks. Also, as long as they travel with you, your allies leave no trail and can't be tracked. You can choose for the group to leave a trail, or even specific members of the group to leave a trail if you so desire.

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

**Trapfinding** You add  $\frac{1}{2}$  your ranger level on Perception skill checks made to locate traps and on Disable Device skill checks (minimum +1). You can use Disable Device to disarm magic traps.

**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.