

Einarr Rasmussen (Level 6)

Male Human Slayer 6

NG Medium Humanoid (Human) **Age:** 49

Init +5; **Senses:** Perception +13

Y Defence

AC 19 [20], Touch 15, Flat-Footed 14 [15]

(+5 Dex, +4 Armour, [+1 Shield])

Fort +5 = +5 +0 **hp** 43

Ref +10 = +5 +5 10 + 6 + 10 + 2 + 9 + 6

Will +4 = +2 +2 (6d10 + 0)

↑ Offence

Speed 30 ft.; **Carrying Capacity** 58/116/175 lbs.

Melee mwk Battle Axe [+6 BAB +2 Str + 1 Enh]

Normal +9/+5 1d8 + 2/x3

Two-handed +9/+5 1d8 + 2/x3 (–1 AC, buckler)

Ranged +1 Composite (+2 Str) shortbow [+6 BAB +5 Str + 1 Enh]

Normal +12/+7 1d6 + 3/x3

Deadly Aim +10/+5 1d8 + 7/x3

Rapid Shot +10/+10/+5 1d8 + 3/x3

R. Shot + D. Aim +8/+8/+3 1d8 + 7/x3

Special Attacks Point-blank shot (+1/+1), Sneak Attack (+2d6), Studied Target (+2 atck/dam, +2 to DCs)

† Statistics

Str (+2) 14 = 15 –1 (age)

Dex (+5) 20 = 18 –1 (age) +2 (race) + 1 (lvl)

Con (+0) 10 = 11 –1 (age)

Int (+2) 15 = 14 –1 (age)

Wis (+2) 14 = 13 –1 (age)

Cha (+0) 10 = 9 –1 (age)

Base Attack +6; **CMB** +8; **CMD** 23

Languages Dvārgs, Rhāns, Aquitains

▷ Feats [3 + 3b]

1 **Deadly Aim** Until the end of next turn: –2 on all ranged attack rolls, +4 on ranged damage rolls.

1b **Alertness** +2 to perception and sense motive.

2b **Precise Shot** Shoot into melee without the standard –4 penalty.

3 **Point Blank Shot** +1 on attack and damage rolls with all ranged weapons within 30 ft.

5 **Rapid Shot** When making a full-attack, fire an extra arrow at your highest bonus. All attacks are made at a –2 penalty.

6b **Improved Precise Shot** Ranged attacks ignore the AC bonus and miss chance granted by anything less than total cover or total concealment.

▷ Skills [9 + class skill/level]

	<i>Skill</i>	=	<i>rnk</i>	<i>cs</i>	<i>abl</i>	<i>misc</i>
4	Acrobatics	+12 =	4	+3	+5	
	Bluff*	+9 =	6	+3	+0	
	Climb	+11 =	6	+3	+2	
4	Craft (Fletcher)	+6 =	1	+3	+2	
4	Heal	+6 =	1	+3	+2	
8	Knowledge* (loc)	+9 =	4	+3	+2	
	Knowledge* (geo)	+11 =	6	+3	+2	
8	Knowledge* (nob)	+7 =	2	+3	+2	
	Perception*	+13 =	6	+3	+2	+2(feat)
8	Profession (Courier)	+7 =	2	+3	+2	
8	Ride	+10 =	2	+3	+5	
	Sense Motive*	+13 =	6	+3	+2	+2(feat)
	Stealth	+19 =	6	+3	+5	+5(compt)
	Survival*	+11 =	6	+3	+2	+3(track)
8	Swim	+7 =	2	+3	+2	

*Studied Target (2/+2)

☞ Slayer Abilities

Studied Target [ex] (2 targets / +2) Study opponent as a move action (or immediate action after sneak attack). Gain +2 [untyped] bonus on Bluff, Knowledge, Perception, Sense Motive, Survival, Weapon Attack and Damage rolls against it. Lasts until target is dead or a new target is selected. Max 2 targets.

Track [ex] +3 on survival skill checks made to follow tracks.

Sneak Attack [ex] +2d6 on denied Dex to AC or Flank.

℥ Slayer Talents [3]

Ranger Combat Style [Ex] Precise Shot (Archery)

Fast Stealth [Ex] Move at full speed when using stealth.

Ranger Combat Style [Ex] Improved Precise Shot (Archery)

⚔ Special Gear [10k]

+1 Composite (+2 str) Shortbow martial, ranged, piercing; CL 3, faint evocation; 2 lbs.

Mwk Battleaxe martial, one handed, slashing; 6 lbs.

Mithril Shirt light armour; +4 armour bonus; 10 lbs.; +6 max dex, o ACP, 10% ASF.

