

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 +8/+4 1d8 + 3/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 Dvårgs, Rhäns, Aquitains

Þ 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.

Þ Skills [9 + class skill/level]

	<i>Skill</i>	<i>=</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

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

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

Mwk Buckler You can use a bow or crossbow without penalty while carrying it. You can use two-handed attacks, but you incur a –1 penalty on attack rolls and lose the AC bonus until your next turn.; — max dex, 0 ACP, 5% ASF.

Saðrsilfr Shirt light armour; +4 armour bonus; 10 lbs.; +6 max dex, 0 ACP, 10% ASF.

Cloak of Álfkind +5 competence bonus on stealth checks when worn with hood up; shoulder slot, CL 4, faint illusion; 1 lbs.

Ullr's Quiver Can contain up to 20 + 60 arrows, 18 javalins and 6 bow/spears etc. Can produce any item as if from a regular quiver or scabbard.; slotless, CL 9, moderate conjuration.

Boots of the Cat always take minimum possible falling damage, and always land on your feet.; feet slot, CL 1, faint transmutation.

Quick Runner's Shirt (1/day) as a swift action take an additional move action to move and immediately end your turn.; chest slot, CL 5, faint transmutation; –lbs.

⌚ Inventory

	<i>cost</i>	<i>weight</i>
8 Daggers (1 per boot, 6 in belts)	16 gp	8 lbs.
mwk Battleaxe	310 gp	6 lbs.
mwk Buckler	155 gp	5 lbs.
+1 Composite (+2 str) Shortbow	2,525 gp	2 lbs.
Silk Rope (50 ft.)	10 gp	5 lbs.
Saðrsilfr Shirt	1,100 gp	10 lbs.
Cloak of Álfkind	2,500 gp	1 lbs.
Boots of the Cat	1,000 gp	1 lbs.
Quick Runner's Shirt	1,000 gp	— lbs.
Ullr's Quiver	1,800 gp	2 lbs.
Bjørnsten Ring	365 gp	— lbs.
ASorted Survival Gear	100 gp	10 lbs

	<i>cost</i>	<i>weight</i>
Ullr's Quiver (1st compartement)		
60 arrows	3 gp	9 lbs.

	<i>cost</i>	<i>weight</i>
Ullr's Quiver (2nd compartement)		
60 cold iron arrows	6 gp	9 lbs.
20 silver arrows	41 gp	3 lbs.
3 adamantine arrows	180 gp	— lbs.
4 shortbows	120 gp	8 lbs.

	<i>cost</i>	<i>weight</i>
Ullr's Quiver (1st compartement)		
2 Longbows	150 gp	6 lbs.
4 Spears	8 gp	24 lbs.