

Character Name		Player Name		Deity		Region		Alignment	
Ranger 3		Dwarf / Humanoid		Medium / 5 ft.		/		Darkvision (60 ft.)	
CLASS		RACE		SIZE / FACE		HEIGHT / WEIGHT		VISION	
3 (2)		8999 / 9000		72		Uomo			
Character Level (CR)		EXP/NEXT LEVEL		AGE		GENDER		Points	
ABILITY NAME		BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD		
STR Strength		16	+3	16	+3				
DEX Dexterity		10	+0	10	+0				
CON Constitution		16	+3	16	+3				
INT Intelligence		10	+0	10	+0				
WIS Wisdom		8	-1	8	-1				
CHA Charisma		15	+2	15	+2				
SAVING THROWS		TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	
FORTITUDE (constitution)		+7	= +3	+ +3	+ +1	+ +0	+ +0	+ +	
REFLEX (dexterity)		+4	= +3	+ +0	+ +1	+ +0	+ +0	+ +	
WILL (wisdom)		+1	= +1	+ -1	+ +1	+ +0	+ +0	+ +	
HP hit points		24		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION	
AC armor class		16		16 : 16 : 10 = 10 + 6		ARMOR BONUS		SHIELD BONUS	
INITIATIVE modifier		+4		TOTAL		DEX MODIFIER		MISC MODIFIER	
Encumbrance		Medium (rules applied)							
EYES		HAIR		Points					
SPEED		Walk 20 ft.							
TOTAL SKILLPOINTS: 18		SKILLS		MAX RANKS: 3/3					
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER			
✓ Acrobatics		DEX	-4	=	0	+ 1	+ -5		
✓ Acrobatics (Jump)		DEX	-8	=	0	+ 1	+ -9		
✓ Appraise		INT	0	=	0				
✓ Appraise (Precious metals and gemstones)		INT	2	=	0		+ 2		
✓ Bluff		CHA	5	=	2	+ 3			
✓ Climb		STR	-2	=	3		+ -5		
✓ Craft (Untrained)		INT	0	=	0				

	TOTAL	=	BASE ATTACK BONUS	+ STAT	+ SIZE	+ MISC	+ EPIC	+ TEMP
MELEE attack bonus	+6	=	+3	+3	+0	+0	0	
RANGED attack bonus	+3	=	+3	+0	+0	+0	0	
CMB attack bonus	+6	=	+3	+3	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
CMB	+6	+6	+6	+6	+6	+6
CMD	16	20	16	16	20	16

*Battle Aspergillum			Hand	Type	Size	Critical	Reach
			Primaria	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit			Dam
1H-P	+6	1d6+3	2W-P-(OH)	+0			1d6+3
1H-O	+2	1d6+1	2W-P-(OL)	+2			1d6+3
2H	+6	1d6+3	2W-OH	-2			1d6+1

*Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
				Secondaria	PS	M	19-20/x2	5 ft.
	To Hit		Dam	2W-P-(OH) 2W-P-(OL) 2W-OH	To Hit			Dam
1H-P	+6	1d4+3			+0			1d4+3
1H-O	+2	1d4+1			+2			1d4+3
2H	+6	1d4+3			-2			1d4+1
TH	10 ft.	20 ft.	30 ft.	40 ft.		50 ft.		
Dam	+3	+1	-1	-3		-5		
	1d4+3	1d4+3	1d4+3	1d4+3		1d4+3		

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chainmail	Medium	+6	+2	-5	30

The diagram illustrates the sequence of bonuses and resistances for the **Walk 20 ft.** action. It is organized into three main sections: **SUBDUAL DAMAGE**, **DAMAGE REDUCTION**, and **SPEED**.

SUBDUAL DAMAGE: This section includes bonuses to the following attributes: **ARMOR BONUS** (6), **SHIELD BONUS** (0), **STAT** (0), **SIZE** (0), and **NATURAL ARMOR** (0). These are represented by blue boxes with their respective values.

DAMAGE REDUCTION: This section includes bonuses to the following attributes: **DEFLECTION** (0), **DODGE** (0), and **Morale** (0). These are represented by blue boxes with their respective values.

SPEED: This section includes bonuses to the following attributes: **Insight** (0), **Sacred** (0), **Profane** (0), and **MISC** (0). These are represented by blue boxes with their respective values.

Below the main sequence, there are four red boxes representing resistances: **MISS CHANCE** (30), **Arcane Spell** (-5), **ARMOR CHECK** (0), and **SPELL RESIST** (0). These are followed by four blue boxes representing other resistances: **ACID RESIST**, **COLD RESIST**, **ELECT. RESIST**, and **FIRE RESIST**.

TOTAL SKILLPOINTS: 18		SKILLS		MAX RANKS: 3/3					
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER			
✓	Acrobatics	DEX	-4	=	0	+	1	+	-5
✓	Acrobatics (Jump)	DEX	-8	=	0	+	1	+	-9
✓	Appraise	INT	0	=	0				
✓	Appraise (Precious metals and gemstones)	INT	2	=	0			+	2
✓	Bluff	CHA	5	=	2	+	3		
✓	Climb	STR	-2	=	3			+	-5
✓	Craft (Untrained)	INT	0	=	0				
✓	Diplomacy	CHA	2	=	2				
✓	Disguise	CHA	2	=	2				
✓	Escape Artist	DEX	-4	=	0	+	1	+	-5
✓	Fly	DEX	-5	=	0			+	-5
✓	Heal	WIS	4	=	-1	+	2	+	3
✓	Intimidate	CHA	6	=	2	+	1	+	3
✓	Linguistics(Sylvan)	INT	1	=	0	+	1		
✓	Perception	WIS	3	=	-1	+	1	+	3
✓	Perception (Notice unusual stonework)	WIS	5	=	-1	+	1	+	5
✓	Perform (Untrained)	CHA	2	=	2				
✓	Ride	DEX	0	=	0	+	2	+	-2
✓	Sense Motive	WIS	2	=	-1	+	3		
✓	Stealth	DEX	0	=	0	+	2	+	-2
✓	Survival	WIS	4	=	-1	+	2	+	3
✓	Survival (Follow or identify tracks)	WIS	5	=	-1	+	2	+	4
✓	Swim	STR	2	=	3	+	1	+	-2
				=				+	
				=		+			
				=				+	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Battle Aspergillum	Equipped	1	4 / 5
Dagger	Equipped	1	1 / 2
Chainmail	Equipped	1	40 / 150
Belt (Save Bonus (Luck) (+1))	Equipped	1	0 / 2,000
<small>Luck bonus to all saving throws of +1</small>			
TOTAL WEIGHT CARRIED/VALUE		132,6 lbs.	2,157gp

WEIGHT ALLOWANCE			
Light	76	Medium	153
Lift over head	230	Lift off ground	460
		Heavy	230
		Push / Drag	1150

MONEY	
Coin (Gold Piece): 1000	[Equipped]
Coin (Silver Piece): 3380	[Equipped]
Total= 1,338 gp [Unspent Funds = 1,338 gp]	

MAGIC	
Languages	
Common, Dwarven, Sylvan	

Other Companions	
Special Attacks	
Animal (Ex)	[Paizo Inc. - Core Rulebook, p.64]
<p>You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against animals. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.</p>	

Special Qualities	
Combat Style Feat (Ex)	[Paizo Inc. - Core Rulebook, p.65]
<p>At 2nd level, a ranger must select one of two combat styles to pursue: archery or two weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites. If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point-Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list. If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two- Weapon Rend to the list. The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.</p>	
Darkvision (Ex)	[Paizo Inc. - Bestiary]
<p>Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.</p>	
Defensive Training (Ex)	[Paizo Inc. - Core Rulebook, p.21]
<p>Dwarves get a +4 dodge bonus to AC against humanoid creatures of the giant subtype.</p>	
Favored Terrain (Urban) (Ex)	[Paizo Inc. - Core Rulebook, p.65]
<p>You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in urban terrain (buildings, streets, and sewers). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.</p>	
Greed (Ex)	[Paizo Inc. - Core Rulebook, p.21]
<p>Dwarves receive a +2 racial bonus on Appraise skill checks made to determine the price of nonmagical goods that contain precious metals and gemstones.</p>	
Hardy (Ex)	[Paizo Inc. - Core Rulebook, p.21]
<p>Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.</p>	
Hatred (Ex)	[Paizo Inc. - Core Rulebook, p.21]
<p>Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the orc and goblinoid subtypes due to special training against these hated foes.</p>	
Stability (Ex)	[Paizo Inc. - Core Rulebook, p.21]
<p>Dwarves receive a +4 bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.</p>	

Steady (Ex)	[Paizo Inc. - Core Rulebook, p.21]
<p>Dwarves never have their speed reduced by armor or encumbrance.</p>	
Stonecunning (Ex)	[Paizo Inc. - Core Rulebook, p.21]
<p>Dwarves receive a +2 bonus on Perception skill checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, regardless of whether or not they are actively looking.</p>	
Track (Ex)	[Paizo Inc. - Core Rulebook, p.64]
<p>You gain +1 to Survival checks made to follow tracks.</p>	
Weapon Familiarity (Ex)	[Paizo Inc. - Core Rulebook, p.21]
<p>Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.</p>	
Wild Empathy (Ex)	[Paizo Inc. - Core Rulebook, p.50/64]
<p>You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+5 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 circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can 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.</p>	

Feats	
Blind-Fight	[Paizo Inc. - Core Rulebook, p.118]
<p>You are skilled at attacking opponents that you cannot clearly perceive.</p> <p>In melee, every time you miss because of concealment (see Chapter 8), you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Armor Class, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You do not need to make Acrobatics skill checks to move at full speed while blinded.</p>	
Improved Initiative	[Paizo Inc. - Core Rulebook, p.127]
<p>Your quick reflexes allow you to react quickly to danger.</p> <p>You get a +4 bonus on initiative checks.</p>	
Endurance	[Paizo Inc. - Core Rulebook, p.112]
<p>Harsh conditions or long exertions do not easily tire you.</p> <p>You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.</p>	
Power Attack (Granted)	[Paizo Inc. - Core Rulebook, p.131]
<p>You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.</p> <p>You can choose to take a -1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.</p>	

Proficiencies
<p>Atlatl, Throwing Axe, Bardiche, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Nine Ring Broadsword, Butterfly Sword, Cestus, Chakram, Club, Heavy Crossbow, Light Crossbow, Dagger, Chain Dagger, Punching Dagger, Dart, Double Chicken Saber, Falchion, Light Flail, Heavy Flail, Gaff, Gauntlet, Spiked Gauntlet, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Light Hammer, Handaxe, Hooked Lance, Iron Brush, Javelin, Jutte, Katana, Kerambit, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Heavy Mace, Light Mace, Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Heavy Pick, Light Pick, Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Spiked Armor, Splash Weapon, Stake, Starknife, Bastard Sword, Short Sword, Tri-Point Double-Edged Sword, Sword Cane, Tepoztopilli, Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Dwarven Urgrosh, Dwarven Waraxe, Warhammer, Wushu Dart</p>

Ulfgar Balderk

Dwarf

RACE

72

AGE

Uomo

GENDER

Darkvision (60 ft.)

VISION

Neutral Good

ALIGNMENT

Ambidestro

DOMINANT HAND

HEIGHT

WEIGHT

EYE COLOUR

SKIN COLOUR

/

HAIR / HAIR STYLE

PHOBIAS

/

PERSONALITY TRAITS

INTERESTS

/

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:
Biography: