



WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875
MONEY					
Total= 0 gp [Unspent Funds = 44 gp]					
MAGIC					
Languages					
Common, Draconic, Elven, Goblin, Orc					
Other Companions					
Traits					
<b>Tactician</b>			<b>[Paizo Publishing - Ultimate Campaign, p.54]</b>		
You know how to take advantage of enemies who are unprepared for your assault. You gain a +1 trait bonus on initiative checks. In addition, once per day when you make an attack of opportunity, you gain a +2 trait bonus on the attack roll.					
<b>Warrior of Old</b>			<b>[Paizo Inc. - Advanced Player's Guide, p.331]</b>		
As a child, you put in long hours in combat drills, and though time has made this training a dim memory, you still have a knack for quickly responding to trouble. You gain a +2 trait bonus on Initiative checks.					

Special Attacks	
<b>Dragon (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.64]</b>
You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against dragons. 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.	
<b>Eternal Grudge (Ex)</b>	<b>[Paizo Inc. - Advanced Player's Guide, p.13]</b>
Elves with this racial trait grew up in secluded, isolationist communities where generations-old slights and quarrels linger as eternal blood feuds. They receive a +1 bonus on attack rolls against humanoids of the dwarf and orc subtypes due to special training against these hated foes.	

Special Qualities	
<b>Bonus Critical Confirmation (Elf Weapons) (2x)</b>	<b>[Paizo Inc. - Advanced Race Guide]</b>
Choose a weapon from the following list: longbow, longsword, rapier, shortbow, short sword, or any weapon with "elven" in its name. Add a +1/2 circumstance bonus on critical hit confirmation rolls with that weapon (maximum bonus of +4). This bonus does not stack with Critical Focus.	
<b>Combat Style Feat (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.65]</b>
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.	
<b>Elven Immunities (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.22]</b>
Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.	
<b>Favored Terrain (Forest) (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.65]</b>
You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in forest terrain (coniferous and deciduous). 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.	
<b>Fleet-Footed (Ex)</b>	<b>[Paizo Inc. - Advanced Race Guide, p.22]</b>
While all elves are naturally lithe and agile, some also are naturally speedy and have a strong desire to rush into situations rather than worrying about looking ahead. Elves with this racial trait receive Run as a bonus feat and a +2 racial bonus on initiative checks. This racial trait replaces keen senses and weapon familiarity.	
<b>Hunting Companions (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.66]</b>
You form a powerful band with your companions. You may spend a move action to grant half your favored enemy bonus against a single target to all allies within 30 feet who can see or hear you for 1 rounds. This bonus does not stack with any favored enemy bonuses possessed by your allies; they use whichever bonus is higher.	

<b>Low-Light Vision (Ex)</b>	<b>[Paizo Inc. - Bestiary]</b>
You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
<b>Savage Elf</b>	<b>[Paizo Inc. - Advanced Race Guide, p.]</b>
In lands where every day is a constant struggle to survive and the niceties of civilization are rare, elves adapt to depend on swift strikes and lifelong vigilance to keep their families alive. These elves have the eternal grudge and f leet-footed alternate racial traits.	
<b>Track (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.64]</b>
You gain +2 to Survival checks made to follow tracks.	
<b>Wild Empathy (Ex)</b>	<b>[Paizo Inc. - Core Rulebook, p.50/64]</b>
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+4 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.	

Feats	
<b>Point-Blank Shot</b>	<b>[Paizo Inc. - Core Rulebook, p.131]</b>
You are especially accurate when making ranged attacks against close target.	
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
<b>Self-Sufficient</b>	<b>[Paizo Inc. - Core Rulebook, p.133]</b>
You know how to get along in the wild and how to effectively treat wounds.:	
You get a +2 bonus on all Heal checks and Survival checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.	
<b>Endurance</b>	<b>[Paizo Inc. - Core Rulebook, p.112]</b>
Harsh conditions or long exertions do not easily tire you.	
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.	
<b>Run</b>	<b>[Paizo Inc. - Core Rulebook, p.132]</b>
You are swift of foot.	
When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.	
<b>Rapid Shot (Granted)</b>	<b>[Paizo Inc. - Core Rulebook, p.132]</b>
You can make an additional ranged attack.	
When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a -2 penalty when using Rapid Shot.	

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

Bronadir

Elf (Savage Elf)

RACE	
AGE	56
AGE	
GENDER	Male
VISION	Low-Light Vision
ALIGNMENT	Neutral Good
DOMINANT HAND	Right
HEIGHT	6' 3"
WEIGHT	133 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	Desna
DEITY	Humanoid
Race Type	
Race Sub Type	

Description:  
Biography: