

Name: Findartruimbil Race: Killoren Alignment: NG
Origin/Birthland: Aladur Religion: None

Class: <u>Ranger</u>	Level: <u>9</u>	Gender: <u>M</u>	Age: <u>37</u>
Class: <u>Scout</u>	Level: <u>8</u>	Height: <u>5' 7"</u>	Weight: <u>135</u>
Class: _____	Level: _____	Hair: <u>Varies</u>	Eyes: <u>Varies</u>
Class: _____	Level: _____	Skin: <u>Deep Brown</u>	Size: <u>Medium</u>

STRENGTH	16		3
DEXTERITY	21		5
CONSTITUTION	12		1
INTELLIGENCE	10		0
WISDOM	14		2
CHARISMA	12		1

HIT POINTS: 106 DR: /
HP Tally: /

XP: 142,317
HP by Level:
6,5,6,5,6,5,6,5,6,5,8,3,6,9,9,7,9

ARMOUR CLASS:
Full AC: 25
Flat-Footed: 25
Touch: 17

SAVING THROWS: *Modifiers*
Fortitude: 13
Reflex: 20
Will: 10

+2 vs enchantments, additional +2 vs enchantments when Aspect of Ancient, evasion

MOVEMENT: Climb: _____
Base: 30 Fly: _____
Current: 50 Swim: _____

BASE ATTACK BONUS: *Modifiers*
Melee: 18
Ranged: 20

+2 attack with bows from bracers (included in weapon stats below)

INITIATIVE: 6 = 5 + 0 + 0 + 1 Miss Chance: 0 %
+2 when Aspect of Hunter Dex Feats Magic Other

Weapon Name	Cat	Sz	Prof	Att	Damage	Critical	Rng	Typ
+1 Battleaxe	1H	M	M	19/14/9	1d8+3	20 (x3)	-	S
+2 Seeking Composite Longbow (+3 Str)	R	M	M	24/19/14	1d8+6	20 (x3)	110	P
+1 Wounding Scimitar	1H	M	M	19/14/9	1d6+3	18 (x2)	-	S

SKILLS

[illegible]**Languages:**

Sazhan, Azotlan

Protective Items/AC Adjustments:

Name	Arm	AC	Tch	Dex	Check	Spell	Type	Type
+2 leafweave studded leather	Lt	5	0	6	0	10%	Arm	
ring of protection +2	-	2	2	-	0	0%	Def	
amulet of natural armour +3	-	3	0	-	0	0%	Nat	
				-				
				-				
				-				
				-				
Totals		10	2	6	0	10%		

Attack Adjustments:

	C1	C2	C3	C4	Ab	Sz	Misc	Notes
Melee	9	6			3			
Ranged	9	6			5			

Save Adjustments:

	C1	C2	C3	C4	Ab	Mgc	Feat	Misc	Notes
Fortitude	6	2			1	3		1	Battle Fortitude
Reflex	6	6			5	3			
Will	3	2			2	3			

DC Adjustments:

	Ab	Feat	Mgc	Oth	Notes
Intelligence-based	0				
Wisdom-based	2				
Charisma-based	1				

Ability Adjustments:

	Orig	Lvl	Inh	Mgc	Total
STRENGTH	12			4	16
DEXTERITY	15	2		4	21
CONSTITUTION	12				12
INTELLIGENCE	10				10
WISDOM	12	2			14
CHARISMA	12				12

Racial Abilities:

Low-Light Vision
Immune to Sleep Effects
+2 racial bonus on saves against enchantments
+2 racial bonus on Handle Animal and Survival
Cold Iron Anathema
Manifest Nature's Might (Ancient, Destroyer, Hunter)

Class Abilities:

Skirmish (+4d6, +4 AC or if move 20 ft then +6d6, +6 AC)
Trapfinding
Battle Fortitude (+1 to Fort saves and Initiative when lightly encumbered)
Uncanny Dodge
Fast Movement +10 ft (when lightly encumbered)
Trackless Step
Evasion
Favoured Enemy (aberration +8, magical beast +6, undead +4, constructs +2)
Wild Empathy +10
Combat Style (archery)
Animal Companion
Improved Combat Style (archery)
Flawless Stride
Woodland Stride
Camouflage (Hide in natural terrain without concealment)
Swift Tracker

Special Abilities:

Shout spell-like ability (CL 12) one-time

Starting Proficiencies:

Simple Weapons, Martial Weapons, Light Armour, Shields (except tower shields)

Feats:

Point Blank Shot
Track
Killoreen Hunter (pinpoint living creature within 30 ft with line of effect)
Rapid Shot (light or no armour only)
Swift Hunter
Endurance
Precise Shot
Improved Skirmish
Manyshot
Coordinated Shot
Dodge
Mobility

Items for: Findartruimbil

[illegible]

* focus for Hazuiacachtli's insignia spells

Encumbrance:

Light Load: 76 Medium Load: 153 Heavy Load: 230

Items for: Findartruimbil's Storage[illegible]

Encumbrance:

Light Load: n/a Medium Load: n/a Heavy Load: n/a

POTIONS:

Spell	Lvl		Spell	Lvl
Barkskin (x2)* and (x1)	3		Haste	5
Remove Blindness*	5		Cure Serious Wounds (x1) and (x6)*	5
Magic Weapon (x3) *	1		Lesser Restoration (x2) and (x1)*	3
Bull's Strength	3		Blur	3
Protection from Evil (x2) *	1		Aid	1
Eagle's Splendour *	3		Darkvision	3
Protection from Evil *	1		Cat's Grace	3

* = in feather pack

SPELL ARROWS:

#	Spell	Lvl	sc	Spell	Lvl
9	Power Word Sicken	16			
1	Cure Serious (DC 24)	14			
9	Inflict Serious Wounds (DC 19)	13			
8	Dispel Magic	14			
40	Maximized Magic Missile	16			
10	Curse of Arrow Attraction (DC 21)	17			
12	Celestial Brilliance (maximized, empowered)	16			

WANDS:

Spell	Chgs	Lvl		Spell	Chgs	Lvl
Cure Serious Wounds	34	5				
Inflict Serious Wounds	19	5				
Barkskin	17	3				

OTHER MAGIC ITEMS:

+2 leafweave studded leather armour
 amulet of natural armour +3
 ring of protection +2
 greater bracers of archery
 belt of giant strength +4
 gloves of dexterity +4
 amber of power (level 1, as pearl of power)
 feather pack (weighs 5 lbs., holds up to 100 lbs. at no weight)
 ring of entropic deflection (entropic shield on any round you move 10 ft or more, 50% miss if magic item increasing speed also worn) [MIC p123]
 magic siphon (1/day targeted *greater dispel magic* on adjacent creatures at CL 20) [DMG2 p264]
 cloak of resistance +3
 +2 sacred seeking composite longbow (+3 *Strength bonus*) (+1d6 undead, +2d6 evil outsiders, good aligned, negates concealment)
 boots of striding and springing
 +1 wounding scimitar (1 Con damage per hit to foes subject to critical hits)
 clasp of safeguarding (on save roll of 1 it is destroyed instead of items) [DS p40]
 goggles of minute seeing

Class: Ranger

DC: 12 + Spell Level

Spells Prepared and Spell Notes:

Spells Per Day:

	Base		Bonus		Total
LVL 0	<u> 0 </u>	+	<u> 0 </u>	=	<u> 0 </u>
LVL 1	<u> 1 </u>	+	<u> 1 </u>	=	<u> 2 </u>
LVL 2	<u> 0 </u>	+	<u> 1 </u>	=	<u> 1 </u>
LVL 3	<u> </u>	+	<u> </u>	=	<u> 0 </u>
LVL 4	<u> </u>	+	<u> </u>	=	<u> 0 </u>
LVL 5	<u> </u>	+	<u> </u>	=	<u> 0 </u>
LVL 6	<u> </u>	+	<u> </u>	=	<u> 0 </u>
LVL 7	<u> </u>	+	<u> </u>	=	<u> 0 </u>
LVL 8	<u> </u>	+	<u> </u>	=	<u> 0 </u>
LVL 9	<u> </u>	+	<u> </u>	=	<u> 0 </u>

Wolf (animal companion): CR n/a; Medium animal; HD 4d8+12; 30 hp; Init +3; Spd 50 ft; Space 5 ft; Reach 5 ft; AC 17 (touch 13, flat-footed 14); Atk +6 melee (1D6+2, bite); SA trip (+4); SQ evasion, link, low-light vision, scent, share spells; AL N; SV Fort +6, Ref +6, Will +2; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6; Length 4 ft.
Skills and Feats: Hide +3, Listen +3, Move Silently +4, Spot +3, Survival +3 (+7 track by scent); Ability Focus (trip), Weapon Focus (bite).
Tricks: attack (2), come, defend, guard, heel, stay, track

Description

Birthday: