

Djörd

Player: Félix

Male half-elf ranger (beast master) 1 - CR 1/2

Neutral Good Humanoid (Elf, Human); Deity: **Erastil**; Age: **136**; Height: **5' 9"**; Weight: **135lb.**; Eyes: **Green**; Hair: **Black**; Skin: **White**

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	20	+5	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	10	0	
WIS WISDOM	14	+2	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+2	+1			
Elven Immunities: +2 vs. enchantments							
REFLEX (DEXTERITY)	+7	=	+2	+5			
Elven Immunities: +2 vs. enchantments							
WILL (WISDOM)	+3	=		+2		+1	
Elven Immunities: +2 vs. enchantments							

Elven Immunities		Elven Immunities - Sleep							
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc	
AC	18	=	+3		+5				

Touch AC	Flat-Footed AC
15	13

CM Bonus	BAB	Strength	Dexterity	Size
+4	=	+1	+3	-

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	BAB	Strength	Dexterity	Size
19	=	10	+1	+3

Base Attack	HP
+1	12

Favored Enemy (Monstrous Humanoids +2) : +2 vs. monstrous humanoids

Initiative	Damage / Current HP
+7	

Speed
30 ft

Bastard sword

Main hand: **+4, 1d10+3** Crit: 19-20/x2

Both hands: **+4, 1d10+4** 1-hand, S

Favored Enemy (Monstrous Humanoids +2) : +2 vs. monstrous humanoids

Longbow

Ranged, both hands: **+6, 1d8** Crit: x3

Rng: 100'
2-hand, P

Favored Enemy (Monstrous Humanoids +2) : +2 vs. monstrous humanoids



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+8	DEX (5)	1	
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Favored Enemy (Monstrous Humanoids +2) : +2 vs. monstrous humanoids				
Climb	+2	STR (3)	-	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+4	DEX (5)	-	
Fly	+4	DEX (5)	-	
Handle Animal	+3	CHA (-1)	1	
Heal	+2	WIS (2)	-	
Intimidate	-1	CHA (-1)	-	
Knowledge (nature)	+4	INT (0)	1	
Favored Enemy (Monstrous Humanoids +2) : +2 vs. monstrous humanoids				
Perception	+8	WIS (2)	1	
Favored Enemy (Monstrous Humanoids +2) : +2 vs. monstrous humanoids				
Ride	+4	DEX (5)	-	
Sense Motive	+2	WIS (2)	-	
Favored Enemy (Monstrous Humanoids +2) : +2 vs. monstrous humanoids				
Stealth	+8	DEX (5)	1	
Survival	+6	WIS (2)	1	
Favored Enemy (Monstrous Humanoids +2) : +2 vs. monstrous humanoids, Track: +1 to track				
Swim	+2	STR (3)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)

Feats

Martial Weapon Proficiency - All
Point-Blank Shot
Shield Proficiency
Simple Weapon Proficiency - All

Traits

Indomitable Faith
Reactionary

Studded leather

+3

Max Dex: +5, Armor Check: -1
Spell Fail: 15%, Light

Gear

Total Weight Carried: 34/230 lbs, Light Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)

Artisan's outfit (Free)	-
Backpack (empty)	2 lbs
Bastard sword	6 lbs
Longbow	3 lbs
Money	3.26 lbs
Studded leather	20 lbs

Special Abilities

Elf Blood
Favored Enemy (Monstrous Humanoids +2) (Ex)
Low-Light Vision
Track +1
Wild Empathy +1 (Ex)

Languages

Common Elven

Spells & Powers

Ranger (Beast Master) spells memorized (CL 0th;
concentration +2)
Melee Touch +4 Ranged Touch +6

Experience & Wealth

Experience Points: **0/2000**
Current Cash: **163 gp**