

# Liath Starateli

Player: Mowgli

Female Fetchling Ranger (Skirmisher, Urban Ranger) 1  
- CR 1/2

Neutral Good Outsider (Native); Deity: **Milani**; Age: **28**;  
Height: **5'**; Weight: **95lb.**; Eyes: **Yellow**; Hair: **Black**; Skin:  
**Gray**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>14</b>	<b>+2</b>	
<b>DEX</b> DEXTERITY	<b>16</b>	<b>+3</b>	
<b>CON</b> CONSTITUTION	<b>10</b>	<b>0</b>	
<b>INT</b> INTELLIGENCE	<b>12</b>	<b>+1</b>	
<b>WIS</b> WISDOM	<b>11</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>12</b>	<b>+1</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+2</b>	=	<b>+2</b>				
<b>REFLEX</b> (DEXTERITY)	<b>+5</b>	=	<b>+2</b>	<b>+3</b>			
<b>WILL</b> (WISDOM)	<b>+0</b>	=					

Damage Resistance, Cold (5)      Damage Resistance, Electricity (5)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>16</b>	=	<b>+3</b>		<b>+3</b>				

**Touch AC** **13**      **Flat-Footed AC** **13**

		BAB	Strength	Size	Misc
CM Bonus	+3	= +1	+2	-	-

			BAB	Strength	Dexterity	Size
CM Defense	16	= 10	+1	+2	+3	-

Total	Damage / Current HP
<b>HP</b> <b>10</b>	

Base Attack	Initiative	Speed
<b>+1</b>	<b>+4</b>	<b>30 ft</b>

## Arrows

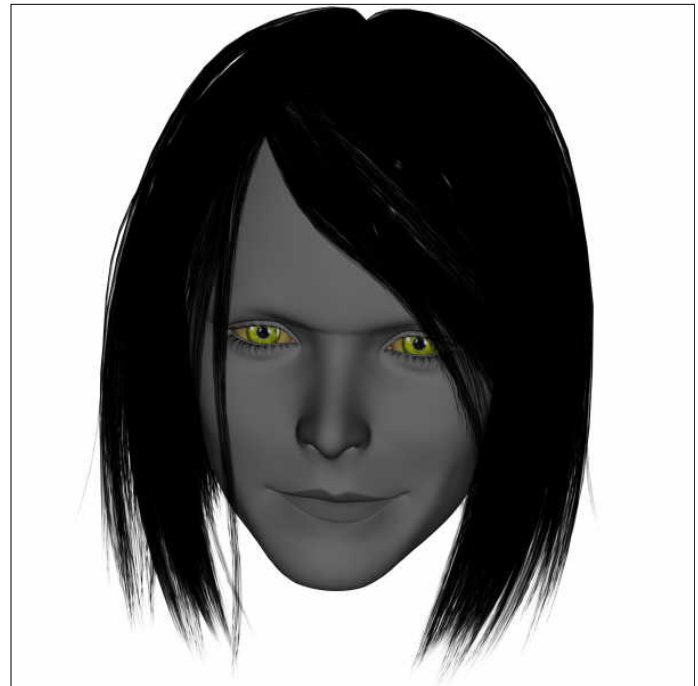
Mainhand: **-1, 1d4+2**      Crit: 20/x2  
Main w/ Offhand: **-7, 1d4+2**      Ammo, P

## Arrows, Blunt

Mainhand: **-1, 1d4+2**      Crit: 20/x2  
Main w/ Offhand: **-7, 1d4+2**      Ammo, B

## Cestus

Mainhand: **+3, 1d4+2**      Crit: 19-20/x2  
Main w/ Offhand: **-3, 1d4+2**      Light, B/P, Monk



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+3</b>	DEX (3)	1	
<b>Appraise</b>	<b>+1</b>	INT (1)	-	
<b>Bluff</b>	<b>+1</b>	CHA (1)	-	
<b>Climb</b>	<b>+10</b>	STR (2)	1	
<b>Craft (Armor)</b>	<b>-1</b>	INT (1)	-	
<b>Craft (Traps)</b>	<b>+1</b>	INT (1)	-	
<b>Craft (Weapons)</b>	<b>-1</b>	INT (1)	-	
<b>Diplomacy</b>	<b>+1</b>	CHA (1)	-	
<b>Disable Device</b>	<b>+4</b>	DEX (3)	1	
<b>Disguise</b>	<b>+1</b>	CHA (1)	-	
<b>Escape Artist</b>	<b>+2</b>	DEX (3)	-	
<b>Fly</b>	<b>+2</b>	DEX (3)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+5</b>	CHA (1)	1	
<b>Knowledge (Local)</b>	<b>+5</b>	INT (1)	1	
<b>Perception</b>	<b>+4</b>	WIS (0)	1	
<b>Ride</b>	<b>+2</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+0</b>	WIS (0)	-	
<b>Stealth</b>	<b>+8</b>	DEX (3)	1	
<b>Survival</b>	<b>+4</b>	WIS (0)	1	
<b>Swim</b>	<b>+1</b>	STR (2)	-	

## Feats, Traits & Flaws

### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

## Feats, Traits & Flaws

### Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.

### Carpenter Roof Runner

+2 trait bon to Acrobatics when 20+ ft above the ground.

### Lost in the Crowd

+2 circ bon to Stealth in urban areas, +4 in crowds.

### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

### Shield Proficiency

You can use a shield and take only the standard penalties.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Westcrown Firebrand

+1 Initiative, +1 attack rolls during a surprise round.

## Dagger

Mainhand: **+3, 1d4+2**

Crit: 19-20/x2

Main w/ Offhand: **-3, 1d4+2**

Rng: 10'

Main w/ Light Off.: **-1, 1d4+2**

Light, P/S

Offhand: **-5, 1d4+1**

Ranged: **+4, 1d4+2**

Ranged w/ Offhand: **-2, 1d4+2**

Ranged w/ Light Off.: **+0, 1d4+2**

Ranged Offhand: **-4, 1d4+1**

## Dagger

Mainhand: **+3, 1d4+2**

Crit: 19-20/x2

Main w/ Offhand: **-3, 1d4+2**

Rng: 10'

Main w/ Light Off.: **-1, 1d4+2**

Light, P/S

Offhand: **-5, 1d4+1**

Ranged: **+4, 1d4+2**

Ranged w/ Offhand: **-2, 1d4+2**

Ranged w/ Light Off.: **+0, 1d4+2**

Ranged Offhand: **-4, 1d4+1**

## Longbow

Ranged, Both Hands: **+4, 1d8**

Crit: 20/x3

Rng: 100'

2-Hand, P

## Rapier

Mainhand: **+3, 1d6+2**

Crit: 18-20/x2

Both Hands: **+3, 1d6+2**

1-Hand, P

## Unarmed Strike

Mainhand: **+3, 1d3+2**

Crit: 20/x2

Main w/ Offhand: **-3, 1d3+2**

Light, B, Nonlethal

## Warhammer

Mainhand: **+3, 1d8+2**

Crit: 20/x3

Both Hands: **+3, 1d8+3**

1-Hand, B

## Experience & Wealth

Experience Points: **0/2000**

Current Cash: **You have no money!**

## Studded Leather

**+3**

Max Dex: **+5**, Armor Check: **-1**

Spell Fail: **15%**, Light

## Gear

**Total Weight Carried: 44.5/175lbs, Light Load (Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)**

Arrows x20 0.15 lbs

Arrows, Blunt x20 0.15 lbs

Artisan's tools: Craft (Traps) <In: Pouch, belt (1 @ 5 lbs

Cestus 1 lb

Dagger 1 lb

Dagger 1 lb

Explorer's Outfit (Free) -

Longbow 3 lbs

Pouch, belt (1 @ 5 lbs) 0.5 lbs

Rapier 2 lbs

Ring of Climbing -

Studded Leather 20 lbs

Warhammer 5 lbs

## Special Abilities

### Darkvision (60 feet)

You can see in the dark (black and white vision only).

### Enemies: Humanoids (Human) (+2 bonus) (Ex)

At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a

### Hero Points (1)

Hero points can be spent at any time and do not require an action to use (although the actions they modify consume part of your character's turn as normal). You cannot spend more than 1 hero point during a single round of

### Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

### Shadow Blending (Su)

Attacks against a fetchling in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

### Track +1

A ranger adds half his level (minimum 1) to Survival skill checks made to follow or identify tracks.

### Wild Empathy +2 (Ex)

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to

## Spell-Like Abilities

Disguise Self (humanoid only) (1/day) (Sp) ☐

## Tracked Resources

Arrows ☐☐☐☐☐ ☐☐☐☐☐

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Arrows, Blunt ☐☐☐☐☐ ☐☐☐☐☐

☐☐☐☐☐ ☐☐☐☐☐

Dagger ☐

Dagger ☐

## Languages

Common

Varisian

## Background

These shadowy streets and alleys, shrouded in fog and gloom and filled with the stench of death and decay . . . they call to me. More, the people who call this place their home are also my family. I am Leith Starateli, a child of the Parego Dospera. Risen above the poverty, the filth and the danger by my own hand and strength of will, yet always a part of it . . . and it's darkness a part of me.

I know not from whence I came. Anyone who can see me knows I'm not like most others . . . indeed, it's likely anyone who marks my gray skin, my yellow eyes, will know no more of my origins than I do myself. Most who care about such things call me 'Tiefling' in that dismissive tone used for those beneath even contempt, but I think I'm no devil-kin. There's nothing of the Abyss in my blood.

Since I can recall, I've roamed the streets of Dospera, first looking after myself and then, once I'd risen above the struggle of mere survival, helping those less strong of arm or will than I. Once the weak and rightful prey of most all who inhabit this hopeless place, I now hunt those who prey on the unfortunates here.

But I grow weary and frustrated. All my efforts come to naught, and every day brings the revelation of another I saved who's succumbed to hunger, been taken by the slavers, or killed by another on our streets - a brother or sister in the struggle for survival - because their victims stale heel of bread would ease their hunger pains for a few hours.

Oh, they're all grateful for my help, make no mistake. I'm a local hero, a legendary watcher and guardian, and when I ask them to stay their hands, to watch over and protect each other, they're all enthusiastic agreement. But no sooner do I move on - and there's a lot of ground to cover, so move on I must - than they've turned on each other once more.

There must be another way, a better way, to reach this adopted family of mine. To lift them from the despair that is their lives and free them from the bonds of mere existence . . . to allow them to live!