

Stevhan

Player: Bryant Kingry

Male Human (Taldan) Ranger 17 - CR 16

Chaotic Good Humanoid (Human); Deity: **Erastil**; Age: **32**;
Height: **6' 1"**; Weight: **200lb.**; Eyes: **Green**; Hair: **Black**

Ability	Score	Modifier	Temporary
STR STRENGTH	20/26	+5/+8	
DEX DEXTERITY	14/20	+2/+5	
CON CONSTITUTION	14/20	+2/+5	
INT INTELLIGENCE	12	+1	
WIS WISDOM	14/20	+2/+5	
CHA CHARISMA	7/13	-2/+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+21	=	+10	+5	+5	+1	
REFLEX (DEXTERITY)	+22	=	+10	+5	+5	+2	
WILL (WISDOM)	+17	=	+5	+5	+5	+2	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 41	=	+14	+5	+3		+5	+3	+1

Touch AC	17	Flat-Footed AC	37
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CM Bonus	+26	=	BAB	Strength	Size	Misc
			+17	+8*	-	-

CM Defense	42	=	10	BAB	Strength	Dexterity	Size
				+17	+8*	+5*	-

Total	Damage / Current HP
HP 241	

Base Attack	+19	Initiative	+11
		Speed	30 / 50 ft

+1 Flaming Arrows, Flaming

Mainhand: **+19/+14/+9/+4, 1d4+9** Crit: 20/x2
Ammo, P

+1 Holy Cold Iron Greatsword, Holy

Both Hands: **+23/+18/+13/+8, 2d6+28** Crit: 19-20/x2
2-Hand, S

+1 Longbow, Composite (Str +8)

Ranged, Both Hands: **+28/+23/+18/+13, 1d8+12** Crit: 20/x2
Rng: 110'
2-Hand, P

Animated Shield

Mainhand: **+22/+17/+12/+7, 1d4+18** Crit: 20/x2
Both Hands: **+22/+17/+12/+7, 1d4+27** 1-Hand, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+19	DEX (5)	17	
Appraise	+2	INT (1)	-	
Bluff	+2	CHA (1)	-	
Climb	+11	STR (8)	3	
Diplomacy	+2	CHA (1)	-	
Disable Device	-	DEX (5)	-	
Disguise	+2	CHA (1)	-	
Escape Artist	+2	DEX (5)	-	
Fly	+2	DEX (5)	-	
Handle Animal	+11	CHA (1)	6	
Heal	+15	WIS (5)	6	
Intimidate	+2	CHA (1)	-	
Knowledge: Dungeoneering	+19	INT (1)	14	
Knowledge: Geography	+19	INT (1)	14	
Knowledge: Nature	+19	INT (1)	14	
Linguistics	-	INT (1)	-	
Perception	+28	WIS (5)	17	
Ride	+15	DEX (5)	10	
Sense Motive	+6	WIS (5)	-	
Sleight of Hand	-	DEX (5)	-	
Spellcraft	-	INT (1)	-	
Stealth	+22	DEX (5)	17	
Survival	+26	WIS (5)	17	
Swim	+9	STR (8)	1	
Use Magic Device	-	CHA (1)	-	

Feats, Traits & Flaws

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Bastard
Cleave
Deadly Aim -5/+10
Endurance
Furious Focus
Greater Vital Strike
Improved Initiative
Improved Precise Shot
Improved Vital Strike
Manyslot
Martial Weapon Proficiency - All
Power Attack -5/+10
Precise Shot
Quick Draw
Rapid Shot
Reactionary
Shield Proficiency
Simple Weapon Proficiency - All
Toughness +17
Vital Strike

Gear

Total Weight Carried: 87.55/920lbs, Light Load (Light: 306lbs, Medium: 613lbs, Heavy: 920lbs)

+1 Flaming Arrows x2 <In: Efficient Quiver (5 @	0.15lbs
+1 Holy Cold Iron Greatsword <In: Efficient Quiver (5	8lbs
+1 Longbow, Composite (Str +8)	3lbs
+3 Animated Shield, Heavy Steel	15lbs
+5 Determination Mithral Full Plate	25lbs
Animated Shield	-
Arrows x77	0.15lbs
Backpack (empty)	2lbs
Belt of Physical Perfection, +6	1lb
Boots of Speed	1lb
Briar	8lbs
Cloak of Resistance, +5	1lb
Dust of Disappearance	-
Efficient Quiver (5 @ 13.45 lbs)	-
Flint and steel	-
Glove of Storing	-
Handy Haversack (31 @ 0 lbs)	5lbs
Headband of Mental Prowess, WIS & CHA +6	1lb
Human Bane Arrows <In: Efficient Quiver (5 @	0.15lbs
Ioun Stone, Pale Green Prism	-
Manacles, masterwork	2lbs
Potion of Cure Moderate Wounds x13 <In: Handy	-
Potion of Cure Serious Wounds x5 <In: Handy Haversack	-
Potion of Enlarge Person x2 <In: Handy Haversack (31 @	-
Potion of Fly x3 <In: Handy Haversack (31 @ 0 lbs)>	-
Potion of Heroism x2 <In: Handy Haversack (31 @ 0 lbs)>	-
Potion of Invisibility x4 <In: Handy Haversack (31 @ 0	-
Potion of Restoration, Lesser <In: Handy Haversack (31	-
Ring of Freedom of Movement	-
Ring of Protection, +3	-
Rope, hempen (50 ft.)	10lbs
Scabbard of Keen Edges	1lb
Traveller's Outfit (Free)	-
Wand of Cure Light Wounds <In: Handy Haversack (31 @	-
Warhammer <In: Efficient Quiver (5 @ 13.45 lbs)>	5lbs

Arrows

Mainhand: **+18/+13/+8/+3, 1d4+8** Crit: 20/x2
Ammo: P

Briar, +5 Vorpal Cold Iron Greatsword - Vorpal

Both Hands: **+27/+22/+17/+12,**
2d6+32

Gauntlet (from Armor)

Mainhand: **+22/+17/+12/+7, 1d3+18** Crit: 20/x2
Light, B

Human Bane Arrows, +1 Bane Arrows - Bane

Mainhand: **+19/+14/+9/+4, 1d4+9** Crit: 20/x2
Ammo, P

Unarmed Strike

Mainhand: **+22/+17/+12/+7,**
1d3+18

Experience & Wealth

Experience Points: **1089310**/1200000
Current Cash: **243810 GP**

Warhammer

Mainhand: **+22/+17/+12/+7, 1d8+18** Crit: 20/x3
Both Hands: **+22/+17/+12/+7, 1d8+27** 1-Hand, B

+3 Animated Shield, Heavy Steel, Animated

Max Dex: -, Armor Check: -1
Spell Fail: 15%, Shield

+5 Determination Mithral Full Plate, Determination

Max Dex: +3, Armor Check: -3
Spell Fail: 25%, Medium, Slows

Special Abilities


- +4 to Survival when tracking by Scent
- Animal Companion Link (Ex)
- Camouflage (Ex)
- Enemies: Fey (+4 bonus) (Ex)
- Enemies: Humanoids (Human) (+4 bonus) (Ex)
- Enemies: Outsiders (Chaotic) (+2 bonus) (Ex)
- Enemies: Outsiders (Evil) (+4 bonus) (Ex)
- Evasion (Ex)
- Hide in Plain Sight (Su)
- Improved Evasion (Ex)
- Quarry
- Scent (Ex)
- Share Spells with Companion (Ex)
- Swift Tracker (Ex)
- Terrains: Plains (+4 bonus) (Ex)
- Terrains: Underground (+4 bonus) (Ex)
- Terrains: Urban (+2 bonus) (Ex)
- Track +8
- Wild Empathy +18 (Ex)
- Woodland Stride (Ex)

Tracked Resources

+1 Flaming Arrows □□

Action Points □□□□□ □□□□□
□□□

Arrows



The diagram shows a grid of arrows. The grid is 8 rows by 10 columns. The first 7 rows are full, each containing 10 arrows. The 8th row contains 6 arrows. The arrows are arranged in a pattern that suggests a flow or direction, with some arrows pointing right and some pointing left.

Human Bane Arrows ☐

Potion of Cure Moderate Wounds ☐☐☐☐☐ ☐☐☐☐☐
☐☐☐

Tracked Resources

Potion of Cure Serious Wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of Enlarge Person	<input type="checkbox"/> <input type="checkbox"/>
Potion of Fly	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of Heroism	<input type="checkbox"/> <input type="checkbox"/>
Potion of Invisibility	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of Restoration, Lesser	<input type="checkbox"/>
Wand of Cure Light Wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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Languages

Celestial

Common

Spells & Powers

Ranger Spell DC: 15 + spell level

CL: 14 (vs. SR: +14, Concentration: +19)

Melee Touch +22 Ranged Touch +24

Maximum Ranger spells per day: 6x1; 4x2; 3x3; 2x4

Ranger 1: Lead Blades (DC 16), Lead Blades (DC 16), Longstrider, Resist Energy, Ant Haul, Hunter's Howl (DC 16)

Ranger 2: Arrow Eruption, Bloodhound (DC 17), Hunter's Eye, Protective Spirit (DC 17)

Ranger 3: Instant Enemy, Instant Enemy, Instant Enemy

Ranger 4: Aspect of the Wolf (DC 19), Bow Spirit (DC 19)

Companions

Grrr (Animal Companion), Male Wolf - CL12 - CR 12

STR **28** (+9), DEX **17** (+3), CON **19** (+4), INT **2** (-4), WIS **12** (+1), CHA **6** (-2); Fortitude **+12**, Reflex **+11**, Will **+5**

HP: 107/107; Init: +3; Speed: 50 feet

Attack Bonus: +8/+3; Armor Class: 27 / 13Tch / 23Fl

Acrobatics **+13**, Fly **+1**, Perception **+1**, Stealth **+7**

Bite (1 extra at -5) (Wolf) **+17 (1 extra at -5)**, **1d8+13**, 20/x2

Unarmed Strike **+17/+12**, **1d4+9**, 20/x2

Special: +4 to Survival when tracking by Scent, Attack Any Target [Trick], Come [Trick], Defend [Trick], Devotion +4 (Ex), Evasion (Ex), Guard [Trick], Hunting [Trick], Low-Light Vision, Lunge, Mobility, Multiattack / Extra Attack, Scent (Ex), Spring Attack, Track [Trick], Trip (Ex)

Charges: Action Points - **0/5**