

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**

| CM Bonus | Total | BAB | Strength | Size | Misc |
|------------|-------|------------|------------|----------|----------|
| +26 | = | +17 | +8* | - | - |

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

| HP | Total | Damage / Current HP |
|------------|-------|---------------------|
| 241 | | |

| Base Attack | Initiative | Speed |
|-------------|------------|-------------------|
| +19 | +11 | 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

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"/> <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"/> <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"/> |

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