

Hayran

Male Half-Elf Ranger 1
Chaotic Good
Representing Adamska

Strength	13 (+1)	Size:	Medium
Dexterity	14 (+2)	Height:	6' 1"
Constitution	12 (+1)	Weight:	170 lb
Intelligence	11 (+0)	Eyes:	Hazel
Wisdom	9 (-1)	Hair:	Brown
Charisma	16 (+3)	Skin:	Tan

Total Hit Points: 12

Speed: 30 feet

Armor Class: $14 = 10 + 2$ [leather] + 2 [dexterity]

Touch AC: 12

Flat-footed: 12

Initiative modifier: + 2 = + 2 [dexterity]

Fortitude save: + 3 = 2 [base] + 1 [constitution]

Reflex save: + 4 = 2 [base] + 2 [dexterity]

Will save: -1 = 0 [base] -1 [wisdom]

Attack (handheld): + 2 = 1 [base] + 1 [strength]

Attack (missile): + 3 = 1 [base] + 2 [dexterity]

Combat Maneuver Bonus: + 2 = 1 [base] + 1 [strength]

Combat Maneuver Defense: + 14 = 10 + 1 [base] + 1 [strength] + 2 [dexterity]

Light load: 50 lb. or less

Medium load: 51-100 lb.

Heavy load: 101-150 lb.

Lift over head: 150 lb.

Lift off ground: 300 lb.

Push or drag: 750 lb.

Languages: Common

Dagger [1d4, crit 19-20/x2, range inc 10 ft., 1 lb., light, piercing]

Shortbow [1d6, crit x3, range inc. 60 ft., 2 lb., piercing]

Leather armor [light; + 2 AC; max dex + 6; check penalty 0 15 lb.]

Feats:

Alertness +2 on perception and sense motive

Skill Focus (Heal)

<i>Skill Name</i>	<i>Key Ability</i>	<i>Skill Modifier</i>	<i>Ability Modifier</i>	<i>Ranks</i>		<i>Misc. Modifier</i>
Acrobatics	Dex*	2 =	+2			
Appraise	Int	0 =	+0			
Bluff	Cha	3 =	+3			
Climb	Str*	5 =	+1	+ 1		+ 3 [class skill]
Craft_1	Int	0 =	+0			
Craft_2	Int	0 =	+0			
Craft_3	Int	0 =	+0			
Diplomacy	Cha	5 =	+3			+ 2 [half-elf]
Disguise	Cha	3 =	+3			
Escape Artist	Dex*	2 =	+2			
Fly	Dex*	2 =	+2			
Handle Animal	Cha	7 =	+3	+ 1		+ 3 [class skill]
Heal	Wis	2 =	-1			+ 3 [skill focus]
Intimidate	Cha	3 =	+3			
Knowledge (geography)	Int	4 =	+0	+ 1		+ 3 [class skill]
Knowledge (nature)	Int	4 =	+0	+ 1		+ 3 [class skill]
Perception	Wis	3 =	-1			+ 2 [half-elf] + 2 [alertness]
Perform_1	Cha	3 =	+3			
Perform_2	Cha	3 =	+3			
Perform_3	Cha	3 =	+3			
Perform_4	Cha	3 =	+3			
Perform_5	Cha	3 =	+3			
Ride	Dex*	2 =	+2			
Sense Motive	Wis	1 =	-1			+ 2 [alertness]
Stealth	Dex*	6 =	+2	+ 1		+ 3 [class skill]
Survival	Wis	3 =	-1	+ 1		+ 3 [class skill]
Swim	Str**	1 =	+1			

* = check penalty for armor/shield

** = some groups double armor/shield penalties for swimmers

Your wisdom is too low to use ranger magic.

Favored class points: Hit points +1; Skill points +0

Adjust weapon attack rolls and armor penalties as required for masterwork / magic equipment.

Half-Elf

- This half-elf chose +2 to constitution (already included)
- Immune to magical sleep
- Allowed two favored classes. Here I am assuming it is the first two favored classes.
- Take a skill focus as a bonus feat at level 1
- + 2 racial bonus on saves vs. enchantments
- Low-light vision
- + 1 racial bonus on perception checks
- + 2 racial bonus on diplomacy and gather information checks

Ranger

- Favored enemies. Bonus applies to attack (unlike 3.5), damage, bluff, knowledge (can always make checks), perception, sense motive, survival.
- Favored terrains. Bonus applies to initiative, geography, perception, stealth, survival; need not leave tracks.
- Bonus to tracking
- Combat Style
- Endurance
- Wild empathy (roll level + charisma bonus)
- Concentration check: d20 + ranger level + wisdom modifier vs. DC

Favored Enemies:

- Constructs + 2

This ranger chose the archery track.

Class HP rolled

Level 1: Ranger 10



Draw Your Insignia

Hayran's Equipment:

- 18 lb Weapons / Armor / Shield (from above)
- 3 lb Arrows (quiver of 20) x1
- 2 lb Backpack
- 5 lb Bedroll
- 3 lb Blanket, winter x1
- 2 lb Caltrops
- Flint and steel
- 1 lb Pitons x2
- 2 lb Pouch x3
- 3 lb Rations (1 day) x3
- 10 lb Rope (50', hempen) x1
- 4 lb Waterskins x1
- 3 lb Musical instrument

56 lb Total