

CHARACTER NAME		PLAYER		Neutral Good	Ehlonna	36
Ranger9	36000	Human	Medium / 5.0 ft.	5' 6"	152 lbs.	Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
9	45000	19		Blue	Brown, Ponytail	0
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	URNS/DAY

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION			SPEED																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			
STR Strength	16	+3	18	+4			HP Hit Points	90								Walk 30'																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																	
DEX Dexterity	16	+3	16	+3			AC Armour Class	22	=	19	:	14	:	10	+	8	+	0	+	3	+	0	+	0	+	1																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																							</

SAVING THROWS	TOTAL	BASE	STAT	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS	SKILLS	MAX RANKS
Fortitude Constitution	+9	= +6	+ +2	+ +1	+ +0	+ +0				12/6
Reflex Dexterity	+10	= +6	+ +3	+ +1	+ +0	+ +0				
Willpower Wisdom	+6	= +3	+ +2	+ +1	+ +0	+ +0				

Melee ATTACK BONUS	+13/+8	= +9/+4	+ 4	+ 0	+ 0	+ 0			SKILL NAME	ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	RANKS	MISC MODIFIER
Ranged ATTACK BONUS	+12/+7	= +9/+4	+ 3	+ 0	+ 0	+ 0			Appraise	INT	2	=	2	+ 0	+ 0
Grapple ATTACK BONUS	+13/+8	= +9/+4	+ 4	+ 0	+ 0	+ 0			Balance	DEX	3	=	3	+ 0	+ 0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE	SKILL NAME	ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	RANKS	MISC MODIFIER
	+13/+8	1d3+4	20/x2									Bluff	CHA	0	=	0	+ 0	+ 0
												Climb	STR	9	=	4	+ 5	+ 0
												Concentration	CON	6	=	2	+ 4	+ 0
												Diplomacy	CHA	0	=	0	+ 0	+ 0
												Disguise	CHA	0	=	0	+ 0	+ 0
												Escape Artist	DEX	3	=	3	+ 0	+ 0
												Forgery	INT	2	=	2	+ 0	+ 0
												Gather Information	CHA	0	=	0	+ 0	+ 0
												Handle Animal	CHA	12	=	0	+ 12	+ 0
												Heal	WIS	8	=	2	+ 6	+ 0
												Hide	DEX	8	=	3	+ 5	+ 0
												Intimidate	CHA	0	=	0	+ 0	+ 0
												Jump	STR	9	=	4	+ 5	+ 0
												Knowledge (Dungeoneering)	INT	9	=	2	+ 7	+ 0
												Knowledge (Geography)	INT	9	=	2	+ 7	+ 0
												Knowledge (Nature)	INT	10	=	2	+ 6	+ 2
												Listen	WIS	8	=	2	+ 6	+ 0
												Move Silently	DEX	8	=	3	+ 5	+ 0
												Ride	DEX	0	=	3	+ 0	+ -3
												Search	INT	8	=	2	+ 6	+ 0
												Sense Motive	WIS	6	=	2	+ 4	+ 0
												Spot	WIS	8	=	2	+ 6	+ 0
												Survival	WIS	8	=	2	+ 6	+ 0
												Swim	STR	9	=	4	+ 5	+ 0
												Tumble	DEX	8	=	3	+ 3	+ 2
												Use Rope	DEX	6	=	3	+ 3	+ 0
												= Useable Untrained						

WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE	SKILL NAME	ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	RANKS	MISC MODIFIER
*Bastard Sword +2	+14/+9	1d10+6	19-20/x2	P	0'	S	M	Appraise	INT	2	=	2	+ 0	+ 0
		Masterwork, Steel						Balance	DEX	3	=	3	+ 0	+ 0
*Masterwork Throwing Axe	+13/+8	1d6+2	20/x2	O	0'	S	M	Bluff	CHA	0	=	0	+ 0	+ 0
		(Axe (Throwing/Masterwork)), Masterwork, Steel						Climb	STR	9	=	4	+ 5	+ 0
*Masterwork Throwing Axe (Thrown)	+14/+9	1d6	20/x2	O	10'	S	M	Concentration	CON	6	=	2	+ 4	+ 0
		(Axe (Throwing/Masterwork)), Masterwork, Steel						Diplomacy	CHA	0	=	0	+ 0	+ 0

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE	SKILL NAME	ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	RANKS	MISC MODIFIER
*Mithral Breastplate +3	Light	+8	+5	+0	15	Disguise	CHA	0	=	0	+ 0	+ 0
	Mithral (Medium), Masterwork, Steel					Escape Artist	DEX	3	=	3	+ 0	+ 0

SHIELD	TYPE	AC	CHECK	SPELL FAILURE	SKILL NAME	ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	RANKS	MISC MODIFIER
					Forgery	INT	2	=	2	+ 0	+ 0
					Gather Information	CHA	0	=	0	+ 0	+ 0
					Handle Animal	CHA	12	=	0	+ 12	+ 0
					Heal	WIS	8	=	2	+ 6	+ 0
					Hide	DEX	8	=	3	+ 5	+ 0
					Intimidate	CHA	0	=	0	+ 0	+ 0
					Jump	STR	9	=	4	+ 5	+ 0
					Knowledge (Dungeoneering)	INT	9	=	2	+ 7	+ 0
					Knowledge (Geography)	INT	9	=	2	+ 7	+ 0
					Knowledge (Nature)	INT	10	=	2	+ 6	+ 2
					Listen	WIS	8	=	2	+ 6	+ 0
					Move Silently	DEX	8	=	3	+ 5	+ 0
					Ride	DEX	0	=	3	+ 0	+ -3
					Search	INT	8	=	2	+ 6	+ 0
					Sense Motive	WIS	6	=	2	+ 4	+ 0
					Spot	WIS	8	=	2	+ 6	+ 0
					Survival	WIS	8	=	2	+ 6	+ 0
					Swim	STR	9	=	4	+ 5	+ 0
					Tumble	DEX	8	=	3	+ 3	+ 2
					Use Rope	DEX	6	=	3	+ 3	+ 0
					= Useable Untrained						

ITEMS	AC	SKILL NAME	ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	RANKS	MISC MODIFIER
*Ring of Protection +1	+1							
		Grants +1 deflection bonus to AC						

AMMUNITION

EQUIPMENT

ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
Backpack	Equipped	1	2	2	Mirror (Small/Steel)	Belt Pouch	1	0.5	10
Cloak of Resistance +1 (Offer magic protection in the form of a +1 resistance bonus on all saving throws)	Equipped	1	1	1000	Mithral Breastplate +3 (Mithral (Medium), Masterwork, Steel)	Equipped	1	15	13350
Bastard Sword +2 (Masterwork, Steel)	Equipped	1	6	8335	Explorer's Outfit	Equipped	1	8	0
Flint and Steel	Belt Pouch	1	0	1	Belt Pouch	Equipped	1	0.5	1
Gauntlets of Ogre Power (Grant the wearer great strength, adding a +2 enhancement bonus to his Strength score)	Equipped	1	4	4000	Ring of Protection +1 (Grants +1 deflection bonus to AC)	Equipped	1	0.01	2000
Holly and Mistletoe	Equipped	1	0	0	Silk Rope (50')	Backpack	1	5	10
Masterwork Throwing Axe ((Axe (Throwing/Masterwork)), Masterwork, Steel)	Equipped	8	2	308	Sack	Backpack	1	0.5	0.1
Meat (Chunk)	Sack	2	0.5	0.3	Spell Component Pouch	Equipped	1	3	5
TOTAL WEIGHT CARRIED/VALUE						54.51 lbs.	36411.5 gp		

WEIGHT ALLOWANCE

Light	100	Medium	200	Heavy	300
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MONEY

SPECIAL ABILITIES

Animal Companion (Ex) ~ Effective Level 4, Combat Style (Ex) ~ Two Weapon Fighting, Evasion (Ex) ~ No damage instead of half damage on successful save, Favored Enemy (Aberration) +2, Favored Enemy (Outsider (Evil)) +4, Improved Combat Style (Ex) ~ Two Weapon Fighting, Swift Tracker (Ex) ~ Moves at normal speed while tracking, Wild Empathy (Ex) ~ +11, Woodland Stride (Ex) ~ May move through undergrowth at normal speed without taking damage

PROFICIENCIES

Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Katana (Martial), Kukri, Kusari-gama, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spiked Armor, Sword (Bastard/Exotic), Sword (Bastard/Martial), Sword (Short), Touch Spell, Trident, Unarmed Strike, Wakizashi, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES

Common, Goblin, Literacy, Undercommon

FEATS

NAME	DESCRIPTION
Armor Proficiency (Light)	You are proficient with light armor
Endurance	You are capable of amazing feats of stamina
Exotic Weapon Proficiency	You are proficient with the selected exotic weapon
Improved Two-Weapon Fighting	You are an expert in fighting two-handed
Martial Weapon Proficiency	You understand how to use the chosen martial weapon in combat
Quick Draw	You can draw weapons with startling speed
Shield Proficiency	You are proficient with bucklers, small shields, and large shields
Simple Weapon Proficiency	You understand how to use all types of simple weapons in combat
Track	You can follow the trails of creatures and characters across most types of terrain
Two-Weapon Defense	Your two-weapon fighting skill bolsters your defense as well as your offense
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon
Weapon Focus (Sword (Bastard/Exotic), Axe (Throwing))	You are especially good at using the chosen weapon

SPELLS

Ranger Per Day	0	1	2	3	4
	0	2	1	0	0
1: Alarm (DC:13)	Animal Messenger (DC:13)	Calm Animals (DC:13)	Charm Animal (DC:13)		
Delay Poison (DC:13)	Detect Animals or Plants (DC:13)	Detect Poison (DC:13)	Detect Snares and Pits (DC:13)		
Endure Elements (DC:13)	Entangle (DC:13)	Hide from Animals (DC:13)	Jump (DC:13)		
Longstrider (DC:13)	Magic Fang (DC:13)	Pass without Trace (DC:13)	Read Magic (DC:13)		
Resist Energy (DC:13)	Speak with Animals (DC:13)	Summon Nature's Ally I (DC:13)			
2: Barkskin (DC:14)	Cat's Grace (DC:14)	Cure Light Wounds (DC:14)	Hold Animal (DC:14)		
Owl's Wisdom (DC:14)	Protection from Energy (DC:14)	Snare (DC:14)	Speak with Plants (DC:14)		
Spike Growth (DC:14)	Summon Nature's Ally II (DC:14)	Wind Wall (DC:14)			

* = Domain/Specialty Spell

Fang, Animal Companion

CHARACTER NAME		PLAYER		ALIGNMENT	DEITY	POINTS
Animal4		Wolf		2' 8"	73 lbs.	Low-light, Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
6	21000	4	Male	Gold	Grey, Thick Fur	0
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	URNS/DAY

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR	14	+2	14	+2			HP Hit Points	48		Walk 50'
DEX	16	+3	16	+3			AC Armour Class	23	= 21 : 11 : 10 + 6 + 0 + 2 + -1 + 6 + 0	
CON	15	+2	15	+2			TOTAL	FLAT	TOUCH	BASE
INT	2	-4	2	-4			INITIATIVE	2	= 3 + 0	DEX MODIFIER
WIS	12	+1	12	+1			MISC MODIFIER			
CHA	6	-2	6	-2			BASE ATTACK	+3		

SAVING THROWS	TOTAL	BASE	STAT	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS
Fortitude	+8	= +4	+2	+0	+0	+0		
Reflex	+6	= +4	+3	+0	+0	+0		
Willpower	+2	= +1	+1	+0	+0	+0		

Melee	+8	= +3	+2	-1	0	0		
Ranged	+4	= +3	3	-1	0	0		
Grapple	+13	= +3	2	4	0	0		

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+4	1d6+6	20/x2

WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
*Bite	+9	1d8+9	20/x2	P	0'	BPS	M

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Mithral Chain Shirt Barding +2	Light	+6	+6	+0	10

SHIELD	TYPE	AC	CHECK	SPELL FAILURE
	Mithral (Light), Steel			

ITEMS	AC

ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT -4	= -4	+ 0	+ 0
Balance	DEX 3	= 3	+ 0	+ 0
Bluff	CHA -2	= -2	+ 0	+ 0
Climb	STR 2	= 2	+ 0	+ 0
Concentration	CON 2	= 2	+ 0	+ 0
Diplomacy	CHA -2	= -2	+ 0	+ 0
Disguise	CHA -2	= -2	+ 0	+ 0
Escape Artist	DEX 3	= 3	+ 0	+ 0
Forgery	INT -4	= -4	+ 0	+ 0
Gather Information	CHA -2	= -2	+ 0	+ 0
Heal	WIS 1	= 1	+ 0	+ 0
Hide	DEX -1	= 3	+ 0	+ -4
Intimidate	CHA -2	= -2	+ 0	+ 0
Jump	STR 10	= 2	+ 0	+ 8
Listen	WIS 4	= 1	+ 3	+ 0
Move Silently	DEX 4	= 3	+ 1	+ 0
Ride	DEX -2	= 3	+ 0	+ -5
Search	INT -4	= -4	+ 0	+ 0
Sense Motive	WIS 1	= 1	+ 0	+ 0
Spot	WIS 4	= 1	+ 3	+ 0
Survival	WIS 1	= 1	+ 0	+ 0
Swim	STR 2	= 2	+ 0	+ 0
Use Rope	DEX 3	= 3	+ 0	+ 0

ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
Sack	Exotic Pack Saddle	1	0.5	0.1	Hammer	Exotic Pack Saddle	1	2	0.5

Bite	Equipped	1	0	0	Meat (Chunk)	Sack	4	0.5	0.3
Crowbar	Exotic Pack Saddle	1	5	2	Mithral Chain Shirt Barding +2	Equipped	1	12.5	5200

Exotic Pack Saddle	Equipped	1	20	15	Miner's Pick	Exotic Pack Saddle	1	10	3
Grappling Hook	Exotic Pack Saddle	1	4	1	Silk Rope (50')	Exotic Pack Saddle	1	5	10

TOTAL WEIGHT CARRIED/VALUE							61 lbs.	5232.8 gp
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TEMS	AC
EQUIPMENT	

FEATS	TRICKS KNOWN
Track, Weapon Focus (Bite)	Attack, Come, Defend, Down, Heel, Seek, Stay, Track

MONEY	LANGUAGES
SPECIAL ABILITIES	

+4 to Survival when tracking by scent, Evasion (Ex), Link (Ex), Scent (Ex), Share Spells (Ex), Trip (Ex) ~ may attempt a trip if they successfully hit with an attack
