

Brand Highoak

Male versatile human ranger 13 - CR 12

Neutral Good Humanoid (Human); Deity: **Pharasma**; Age: ; Height: **6' 2"**; Weight: **200 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	21/23	+5/+6	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	18/20	+4/+5	
INT INTELLIGENCE	10	0	
WIS WISDOM	10/12	0/+1	
CHA CHARISMA	11	0	

Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+19 =	+8	+5	+5	+1		

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation

REFLEX (DEXTERITY)	+16 =	+8	+3	+5		
WILL (WISDOM)	+12 =	+4	+1	+5	+2	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	=	+9		+3		+1	+1	

Touch AC	14	Flat-Footed AC	
		BAB	Strength
		Size	Misc

CM Bonus	+15 =	+13	+6	-	-
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See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	33 = 10	+13	+6	+3	-
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Base Attack	+13	HP	150
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Favored Enemy (Giants +2) : +2 vs. giants, **Favored Enemy (Humans +6)** : +6 vs. humans, **Favored Enemy (Undead +2)** : +2 vs. undead, **Quarry**: +2 vs. designated quarry

Initiative	+3
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Favored Terrain (Cold +6) : +6 while in cold terrain, **Favored Terrain (Forest +2)** : +2 while in forest terrain, **Favored Terrain (Mountain +2)** : +2 while in mountainous terrain

Speed	30 / 20 ft
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+1 dragon-bane thawing longspear

Both hands: **+20/+11/+6**, Crit: x3
1d8+22 plus 2d6 vs. Dragon 2-hand, P, Brace,
and 1d6 vs. cold subtype

Favored Enemy (Giants +2) : +2 vs. giants, **Favored Enemy (Humans +6)** : +6 vs. humans, **Favored Enemy (Undead +2)** : +2 vs. undead, **Quarry**: +2 vs. designated quarry



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (3)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
Favored Enemy (Giants +2) : +2 vs. giants, Favored Enemy (Humans +6) : +6 vs. humans, Favored Enemy (Undead +2) : +2 vs. undead				
Climb	+17	STR (6)	11	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+0	DEX (3)	-	
Fly	+2	DEX (3)	2	
Handle Animal	+15	CHA (0)	12	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (engineering)	+1	INT (0)	1	
Knowledge (nature)	+12	INT (0)	9	
Perception	+17	WIS (1)	13	
Favored Enemy (Giants +2) : +2 vs. giants, Favored Enemy (Humans +6) : +6 vs. humans, Favored Enemy (Undead +2) : +2 vs. undead, Favored Terrain (Cold +6) : +6 while in cold terrain, Favored Terrain (Forest +2) : +2 while in forest terrain, Favored Terrain (Mountain +2) : +2 while in mountainous terrain				
Ride	+14	DEX (3)	11	
Sense Motive	+1	WIS (1)	-	
Favored Enemy (Giants +2) : +2 vs. giants, Favored Enemy (Humans +6) : +6 vs. humans, Favored Enemy (Undead +2) : +2 vs. undead				
Stealth	+4	DEX (3)	1	
Favored Terrain (Cold +6) : +6 while in cold terrain, Favored Terrain (Forest +2) : +2 while in forest terrain, Favored Terrain (Mountain +2) : +2 while in mountainous terrain				
Survival	+17	WIS (1)	13	
Favored Enemy (Giants +2) : +2 vs. giants, Favored Enemy (Humans +6) : +6 vs. humans, Favored Enemy (Undead +2) : +2 vs. undead, Favored Terrain (Cold +6) : +6 while in cold terrain, Favored Terrain (Forest +2) : +2 while in forest terrain, Favored Terrain (Mountain +2) : +2 while in mountainous terrain, Track : +6 to track				
Swim	+11	STR (6)	5	
Endurance: +4 to resist nonlethal damage from exhaustion				

Activated Abilities & Adjustments

Furious Focus
 Power Attack -4/+8

Feats

- 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 Dexterity- and Strength-based skill checks.
- 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 Dexterity- and Strength-based skill checks.
- Cleave**
 If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.
- Endurance**
 +4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

Feats

Furious Focus

If you are wielding a weapon in two hands, ignore the penalty for your first attack of each turn.

Great Cleave

You can use Cleave an unlimited number of times per round.

Greater Two-Weapon Fighting

You get a third attack with your off-hand weapon, albeit at a -10 penalty.

Improved Critical (Greatsword)

When using the weapon you selected, your threat range is doubled.

Improved Two-Weapon Fighting

In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.

Iron Will

You get a +2 bonus on all Will saving throws.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -4/+8

You can subtract from your attack roll to add to your damage.

Shield Proficiency

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

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Two-Weapon Fighting

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

Weapon Focus (Greatsword)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Traits

Resilient

+1 Fort saves.

Undead Slayer

+1 weapon damage vs. undead.

+5 greatsword

Both hands: **+25/+16/+11, 2d6+26** Crit: 17-20/x2
2-hand, S

Favored Enemy (Giants +2) : +2 vs. giants, **Favored Enemy (Humans +6)** : +6 vs. humans, **Favored Enemy (Undead +2)** : +2 vs. undead, **Quarry** : +2 vs. designated quarry

Adamantine warhammer

Main hand: **+16/+11/+6, 1d8+14** Crit: x3
Both hands: **+16/+11/+6, 1d8+17** 1-hand, B

Main w/ offhand: **+12/+7/+2, 1d8+14**

Main w/ light off: **+14/+9/+4, 1d8+14**

Offhand: **+12/+7/+2, 1d8+11**

Favored Enemy (Giants +2) : +2 vs. giants, **Favored Enemy (Humans +6)** : +6 vs. humans, **Favored Enemy (Undead +2)** : +2 vs. undead, **Quarry** : +2 vs. designated quarry

Experience & Wealth

Experience Points: **210000/295,000**

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

Club

Main hand: **+15/+10/+5, 1d6+14** Crit: x2
Both hands: **+15/+10/+5, 1d6+17** Rng: 10'
Main w/ offhand: **+11/+6/+1, 1d6+14** 1-hand, B

Main w/ light off: **+13/+8/+3, 1d6+14**

Offhand: **+11/+6/+1, 1d6+11**

Ranged: **+16, 1d6+6**

Ranged, both hands: **+16, 1d6+6**

Ranged w/ offhand: **+12, 1d6+6**

Ranged w/ light off: **+14, 1d6+6**

Ranged offhand: **+12, 1d6+3**

Favored Enemy (Giants +2) : +2 vs. giants, **Favored Enemy (Humans +6)** : +6 vs. humans, **Favored Enemy (Undead +2)** : +2 vs. undead, **Quarry** : +2 vs. designated quarry

Cold iron longsword

Main hand: **+15/+10/+5, 1d8+14** Crit: 19-20/x2
Both hands: **+15/+10/+5, 1d8+17** 1-hand, S

Main w/ offhand: **+11/+6/+1, 1d8+14**

Main w/ light off: **+13/+8/+3,**

1d8+14

Offhand: **+11/+6/+1, 1d8+11**

Favored Enemy (Giants +2) : +2 vs. giants, **Favored Enemy (Humans +6)** : +6 vs. humans, **Favored Enemy (Undead +2)** : +2 vs. undead, **Quarry** : +2 vs. designated quarry

Composite longbow (Str +5) (50 @ 7.5 lbs)

Ranged, both hands: **+16/+11/+6,** Crit: x3
1d8+5 Rng: 110'
2-hand, P

Favored Enemy (Giants +2) : +2 vs. giants, **Favored Enemy (Humans +6)** : +6 vs. humans, **Favored Enemy (Undead +2)** : +2 vs. undead, **Quarry** : +2 vs. designated quarry

Dagger

Main hand: **+15/+10/+5, 1d4+14** Crit: 19-20/x2
Main w/ offhand: **+11/+6/+1,** Rng: 10'
1d4+14 Light, P/S

Main w/ light off: **+13/+8/+3,**

1d4+14

Offhand: **+13/+8/+3, 1d4+11**

Ranged: **+16, 1d4+6**

Ranged w/ offhand: **+12, 1d4+6**

Ranged w/ light off: **+14, 1d4+6**

Ranged offhand: **+14, 1d4+3**

Favored Enemy (Giants +2) : +2 vs. giants, **Favored Enemy (Humans +6)** : +6 vs. humans, **Favored Enemy (Undead +2)** : +2 vs. undead, **Quarry** : +2 vs. designated quarry

Brand Highoak – Abilities & Gear

Cleave Feat

You can strike two adjacent foes with a single swing.

Prerequisites: STR 13, Power Attack, base attack bonus +1.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Addition from Great Cleave : You may use Cleave against any number of opponents per round.

Appears In : Not New Paths Option: Use Scaling Feats

Endurance Feat

Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Furious Focus Feat

Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefit: When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Appears In : Advanced Player's Guide

Great Cleave Feat

You can strike many adjacent foes with a single blow.

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Appears In : Not New Paths Option: Use Scaling Feats

Greater Two-Weapon Fighting Feat

You are incredibly skilled at fighting with two weapons at the same time.

Prerequisites: Dex 19, Improved Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +11.

Benefit: You get a third attack with your off-hand weapon, albeit at a –10 penalty.

Appears In : Not New Paths Option: Use Scaling Feats

Improved Critical (Greatsword) Feat

Attacks made with your chosen weapon are quite deadly.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

Improved Two-Weapon Fighting Feat

You are skilled at fighting with two weapons.

Prerequisites: Dex 17, Two-Weapon Fighting, base attack bonus +6.

Benefit: In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a –5 penalty.

Normal: Without this feat, you can only get a single extra attack with an off-hand weapon.

Appears In : Not New Paths Option: Use Scaling Feats

Iron Will Feat

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Power Attack -4/+8 Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one-handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Addition from Furious Focus : When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Brand Highoak – Abilities & Gear

Two-Weapon Fighting **Feat**

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Combat.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

Appears In : Not New Paths Option: Use Scaling Feats

Weapon Focus (Greatsword) **Feat**

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Resilient **Trait**

Growing up in a violent neighborhood or in the unforgiving wilds often forced you to subsist on food and water from doubtful sources. You've built up your mettle as a result, and gain a +1 trait bonus on Fortitude saves.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Undead Slayer **Trait**

Instructed at a young age in the tenets of the faith of Pharasma, you view the undead as abominations that must be destroyed, so their souls can journey beyond to be judged. You gain a +1 trait bonus on weapon damage against undead.

Appears In : Advanced Player's Guide Traits, Ultimate Campaign

Versatile Human **Unknown**

While they lack some of the training of other humans, the natural talents of versatile humans more than make up for this lack. Replace the +2 bonus to any ability score, the skilled racial trait, and the bonus feat racial trait with dual talent.

Appears In : Advanced Race Guide

Camouflage (Ex) **Class Ability (Ranger)**

A ranger of 12th level or higher can use the Stealth skill to hide in any of his favored terrains, even if the terrain doesn't grant cover or concealment.

Evasion (Ex) **Class Ability (Ranger)**

If exposed to any effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw.

Favored Enemy (Giants +2) (Ex) **Class Ability (Ranger)**

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 +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Favored Enemy (Humans +6) (Ex) **Class Ability (Ranger)**

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 +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Favored Enemy (Undead +2) (Ex) **Class Ability (Ranger)**

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 +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Brand Highoak – Abilities & Gear

Favored Terrain (Cold +6) (Ex) Class Ability (Ranger)

At 3rd level, a ranger may select a type of terrain from the Favored Terrains table. The ranger gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and every five levels thereafter, the ranger may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Favored Terrain (Forest +2) (Ex) Class Ability (Ranger)

At 3rd level, a ranger may select a type of terrain from the Favored Terrains table. The ranger gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and every five levels thereafter, the ranger may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Favored Terrain (Mountain +2) (Ex) Class Ability (Ranger)

At 3rd level, a ranger may select a type of terrain from the Favored Terrains table. The ranger gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and every five levels thereafter, the ranger may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Hunter's Bond (Companions) (1 round) (Ex) Class Ability (Ranger)

This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the ranger's Wisdom modifier (minimum 1). This bonus does not stack with any favored enemy bonuses possessed by his allies; they use whichever bonus is higher.

Quarry (Ex)

Class Ability (Ranger)

An 11th level ranger or 14th level slayer can as a standard action denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, a ranger or slayer can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he gains a +2 insight bonus on attack rolls made against his quarry, and all critical threats against his quarry are automatically confirmed. A ranger or slayer can have no more than one quarry at a time, and the target must be selected as a studied target (if a slayer) or of a type matching a chosen favored enemy (if a ranger). He can dismiss this effect at any time as a free action, but he cannot select a new quarry target for 24 hours. If the character sees proof that his quarry is dead, he can select a new quarry target after 1 hour.

At 19th level, the character's ability to hunt his quarry improves. He can now select a quarry as a free action, and can now take 20 while using Survival to track his quarry, while moving at normal speed without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed.

Swift Tracker (Ex)

Class Ability (Ranger)

An 8th level ranger or 11th level slayer can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. When moving at up to twice his normal speed while tracking, he takes only a -10 penalty instead of the normal -20.

Track +6

Class Ability (Ranger)

A ranger, shifter, or slayer adds 1/2 his level (minimum 1) to Survival skill checks made to follow tracks.

Wild Empathy +13 (Ex)

Class Ability (Ranger)

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 determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Woodland Stride (Ex)

Class Ability (Ranger)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

Bane (Dragon) (+1 dragon-bane thawing longspear) Weapon Power

A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe. Bows, crossbows, and slings so crafted bestow the bane quality upon their ammunition.

Construction

Requirements: Craft Magic Arms and Armor, *summon monster I* ;

Cost +1 Bonus

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Thawing (+1 dragon-bane thawing longspear) Weapon Power

This special ability can only be placed on melee weapons. A *thawing* weapon thrust into a nonmagical frozen object of Medium size or smaller melts the ice from it. When used against a creature with the cold subtype, it deals an extra 1d6 points of damage. The wielder of a *thawing* weapon receives a +2 competence bonus on saving throws against ice-based effects, and the weapon itself is immune to cold damage.

Construction

Requirements Craft Magic Arms and Armor, *heat metal*; **Cost** +1 Bonus

Appears In : Ultimate Equipment

Ring of protection +1 Ring

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 1,000 gp

Potion of feather step Potion or Oil

Feather Step, Fortitude negates (DC 11)

For the duration of this spell, the subject ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain.

Amulet of natural armor +1 Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +1.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 1,000 gp

Belt of physical might +2 (Str, Con) Wondrous Item (Belt)

This belt has a large steel buckle, usually depicting the image of a giant. The belt grants the wearer an enhancement bonus to Strength and Constitution of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. The ability score bonuses are chosen when the belt is created and cannot be changed.

Construction

Requirements: Craft Wondrous Item, *bull's strength*, *bear's endurance*; **Cost** 5,000 gp

Cloak of resistance +5 Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements: Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 12,500 gp

Headband of inspired wisdom +2 Wondrous Item (Headband)

This simple bronze headband is decorated with an intricate pattern of fine green etchings. The headband grants the wearer an enhancement bonus to Wisdom of +2. Treat this as a temporary ability bonus for the first 24 hours the headband is worn.

Construction

Requirements: Craft Wondrous Item, *owl's wisdom*; **Cost** 2,000 gp

Winged boots (3/day) Wondrous Item (Feet)

These boots appear to be ordinary footgear. On command, they sprout wings at the heel and let the wearer fly, without having to maintain concentration, as if affected by a *fly* spell (including a +4 bonus on Fly skill checks). He can fly three per times day for up to 5 minutes per flight.

Construction

Requirements Craft Wondrous Item, *fly*; **Cost** 8,000 gp

Light shield bash

Main hand: **+15/+10/+5, 1d3+14** Crit: x2
 Main w/ offhand: **+11/+6/+1, 1d3+14** Light, B
 Main w/ light off: **+13/+8/+3, 1d3+14**
 Offhand: **+13/+8/+3, 1d3+11**

Favored Enemy (Giants +2) : +2 vs. giants, Favored Enemy (Humans +6) : +6 vs. humans, Favored Enemy (Undead +2) : +2 vs. undead, Quarry: +2 vs. designated quarry

Masterwork handaxe

Main hand: **+16/+11/+6, 1d6+14** Crit: x3
 Main w/ offhand: **+12/+7/+2, 1d6+14** Light, S
 Main w/ light off: **+14/+9/+4, 1d6+14**
 Offhand: **+14/+9/+4, 1d6+11**

Favored Enemy (Giants +2) : +2 vs. giants, Favored Enemy (Humans +6) : +6 vs. humans, Favored Enemy (Undead +2) : +2 vs. undead, Quarry: +2 vs. designated quarry

Unarmed strike

Main hand: **+15/+10/+5,** Crit: x2
1d3+14 nonlethal Light, B, Nonlethal

Main w/ offhand: **+11/+6/+1,**
1d3+14 nonlethal

Main w/ light off: **+13/+8/+3,**
1d3+14 nonlethal

Offhand: **+13/+8/+3, 1d3+11**
nonlethal

Favored Enemy (Giants +2) : +2 vs. giants, Favored Enemy (Humans +6) : +6 vs. humans, Favored Enemy (Undead +2) : +2 vs. undead, Quarry: +2 vs. designated quarry

+3 breastplate

+9

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

Light wooden shield

+1

Max Dex: -, Armor Check: -1
 Spell Fail: 5%, Shield

Gear

Total Weight Carried: 124.2/600 lbs, Light Load (Light: 200 lbs, Medium: 400 lbs, Heavy: 600 lbs)

+1 dragon-bane thawing longspear	9 lbs
+3 breastplate	30 lbs
+5 greatsword	8 lbs
Adamantine warhammer <In: Backpack (26 @ 43.5	5 lbs
Amulet of natural armor +1	-
Arrows x18	0.15 lbs
Backpack (26 @ 43.5 lbs)	2 lbs
Belt of physical might +2 (Str, Con)	1 lb
Belt pouch (5 @ 1 lbs)	0.5 lbs
Chalk <In: Belt pouch (5 @ 1 lbs)>	-
Cloak of resistance +5	1 lb
Club <In: Backpack (26 @ 43.5 lbs)>	3 lbs
Cold iron longsword	4 lbs
Cold weather outfit (Free)	-
Composite longbow (Str +5) (50 @ 7.5 lbs)	3 lbs

Gear

Total Weight Carried: 124.2/600 lbs, Light Load (Light: 200 lbs, Medium: 400 lbs, Heavy: 600 lbs)

Dagger <In: Belt pouch (5 @ 1 lbs)>	1 lb
Flint and steel <In: Backpack (26 @ 43.5 lbs)>	-
Grappling hook <In: Backpack (26 @ 43.5 lbs)>	4 lbs
Headband of inspired wisdom +2	1 lb
Hooded lantern <In: Backpack (26 @ 43.5 lbs)>	2 lbs
Light shield bash	-
Light wooden shield	5 lbs
Masterwork arrows x50 <In: Composite longbow	0.15 lbs
Masterwork handaxe <In: Backpack (26 @ 43.5 lbs)>	3 lbs
Mess kit <In: Backpack (26 @ 43.5 lbs)>	1 lb
Money <In: Belt pouch (5 @ 1 lbs)>	-
Potion of endure elements <In: Backpack (26 @ 43.5	-
Potion of feather step <In: Belt pouch (5 @ 1 lbs)>	-
Potion of resist cold 10 <In: Backpack (26 @ 43.5 lbs)>	-
Potion of restoration, lesser	-
Potion of shield of faith +2 <In: Belt pouch (5 @ 1 lbs)>	-
Ring of protection +1	-
Rope <In: Backpack (26 @ 43.5 lbs)>	10 lbs
Smokestick <In: Backpack (26 @ 43.5 lbs)>	0.5 lbs
Torch x10 <In: Backpack (26 @ 43.5 lbs)>	1 lb
Trail rations x5 <In: Backpack (26 @ 43.5 lbs)>	1 lb
Waterskin	4 lbs
Winged boots (3/day)	1 lb

Special Abilities

[N/A] Bane (Dragon)

A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against the foe.

Camouflage (Ex)

A ranger of 12th level or higher can use the Stealth skill to hide in any of his favored terrains, even if the terrain doesn't grant cover or concealment.

Evasion (Ex)

If exposed to any effect that normally allows you to attempt a Reflex saving throw for half damage, you take no damage with a successful saving throw.

Favored Enemy (Giants +2) (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 +2

Favored Enemy (Humans +6) (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 +2

Favored Enemy (Undead +2) (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 +2

Favored Terrain (Cold +6) (Ex)

At 3rd level, a ranger may select a type of terrain from the Favored Terrains table. The ranger gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this

Favored Terrain (Forest +2) (Ex)

At 3rd level, a ranger may select a type of terrain from the Favored Terrains table. The ranger gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this

Favored Terrain (Mountain +2) (Ex)

At 3rd level, a ranger may select a type of terrain from the Favored Terrains table. The ranger gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this

Hunter's Bond (Companions) (1 round) (Ex)

This bond allows him to spend a move action to grant half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the

Special Abilities

Quarry (Ex)

An 11th level ranger or 14th level slayer can as a standard action denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, a ranger or slayer can take 10 on his Survival skill checks while

Swift Tracker (Ex)

An 8th level ranger or 11th level slayer can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. When moving at up to twice his normal speed while tracking, he takes only a -10

[N/A] Thawing

This special ability can only be placed on melee weapons. A *thawing* weapon thrust into a nonmagical frozen object of Medium size or smaller melts the ice from it. When used against a creature with the cold subtype, it deals an extra

Track +6

A ranger, shifter, or slayer adds 1/2 his level (minimum 1) to Survival skill checks made to follow tracks.

Versatile Human

While they lack some of the training of other humans, the natural talents of versatile humans more than make up for this lack. Replace the +2 bonus to any ability score, the skilled racial trait, and the bonus feat racial trait with dual

Wild Empathy +13 (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 determine the wild

Woodland Stride (Ex)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Tracked Resources

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Dagger	<input type="checkbox"/>
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Potion of endure elements	<input type="checkbox"/>
Potion of feather step	<input type="checkbox"/>
Potion of resist cold 10	<input type="checkbox"/>
Potion of restoration, lesser	<input type="checkbox"/>
Potion of shield of faith +2	<input type="checkbox"/>
Smokestick	<input type="checkbox"/>
Torch	<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"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Winged boots (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Spells & Powers

Ranger spells memorized (CL 10th; concentration +11)

Melee Touch +15 Ranged Touch

2nd—*bear's endurance* (2)

1st—*cheetah's sprint* (2), *delay poison*, *resist energy*

Background

Zilvazaraat - magic item trader.

Title - Brand Highoak (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/10/27

XP Reward: 210000 XP; **Net Cash:** -482 gp, -8 sp

- no notes -