

Brand Highoak

Character Name

Ranger 2

CLASS

2 (1)

Character Level (CR)

1547 / 3300

EXP/NEXT LEVEL

AI

Player Name

Human (Versatile Human) / Humanoid

RACE

21

AGE

Male

GENDER

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

6' 2" / 200 lbs.

HEIGHT / WEIGHT

Neutral Good

Alignment

Normal

VISION

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED														
STR Strength	18	+4	18	+4			HP hit points	20					Walk 20 ft.														
DEX Dexterity	15	+2	15	+2			AC armor class	19	17	12	-10	+6	+1	+2	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0	+0
CON Constitution	17	+3	17	+3			INITIATIVE modifier		+2	+2	+0																
INT Intelligence	10	+0	10	+0			Encumbrance																				
WIS Wisdom	10	+0	10	+0			Light																				
CHA Charisma	11	+0	11	+0			Miss Chance																				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+7	+3	+3	+0	+1	+0	
REFLEX (dexterity)	+5	+3	+2	+0	+0	+0	
WILL (wisdom)	+0	+0	+0	+0	+0	+0	

Conditional Combat Modifiers:
You gain a +2 bonus on Attack rolls and Damage rolls against undead.

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
RANGED attack bonus	+4	+2	+2	+0	+0	+0	
CMB attack bonus	+6	+2	+4	+0			
CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN	
	+6	+6	+6	+6	+6	+6	
CMD	18	18	18	18	18	18	

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6	1d3+4	20/x2	5 ft.

*Shield, Light Wooden	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand		M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4	1d3+2				

*Masterwork Longsword	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam		
1H-P	+7	1d8+4	2W-P-(OH)	+3	1d8+4
1H-O	+7	1d8+2	2W-P-(OL)	+5	1d8+4
2H	+7	1d8+6	2W-OH	+3	1d8+2

Dagger	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	PS	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam		
1H-P	+6	1d4+4	2W-P-(OH)	+2	1d4+4
1H-O	+6	1d4+2	2W-P-(OL)	+4	1d4+4
2H	+6	1d4+4	2W-OH	+4	1d4+2
TH	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
	+4	+2	+0	-2	-4
Dam	1d4+4	1d4+4	1d4+4	1d4+4	1d4+4

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Breastplate	Medium	+6	+3	-4	25
*Shield, Light Wooden	Light	+1	-1	-1	5

TOTAL SKILLPOINTS: 12	MAX RANKS: 2/2				
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	-3	= 2	+ -5	
✓ Acrobatics (Jump)	DEX	-7	= 2	+ -9	
✓ Appraise	INT	0	= 0		
✓ Bluff	CHA	0	= 0		
✓ Climb	STR	4	= 4 + 2	+ -2	
✓ Craft (Untrained)	INT	0	= 0		
✓ Diplomacy	CHA	0	= 0		
✓ Disguise	CHA	0	= 0		
✓ Escape Artist	DEX	-3	= 2	+ -5	
✓ Fly	DEX	-3	= 2	+ -5	
✓ Handle Animal	CHA	5	= 0 + 2	+ 3	
✓ Heal	WIS	0	= 0		
✓ Intimidate	CHA	0	= 0		
✓ Knowledge (Nature)	INT	5	= 0 + 2	+ 3	
✓ Perception	WIS	5	= 0 + 2	+ 3	
✓ Perform (Untrained)	CHA	0	= 0		
✓ Ride	DEX	-3	= 2	+ -5	
✓ Sense Motive	WIS	0	= 0		
✓ Stealth	DEX	1	= 2 + 1	+ -2	
✓ Survival	WIS	5	= 0 + 2	+ 3	
✓ Survival (Follow or identify tracks)	WIS	6	= 0 + 2	+ 4	
✓ Swim	STR	3	= 4 + 1	+ -2	
		=	+ +		
		=	+ +		

Conditional Skill Modifiers:
You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against undead.

Spear		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
	To Hit	Dam		To Hit		Dam
2H	+6	1d8+6		N/A		N/A
Range: 20 ft.		To Hit: +4		Damage: 1d8+4		
	30 ft.	40 ft.		60 ft.		80 ft.
TH	+2	+2		+0		-2
Dam	1d8+4	1d8+4		1d8+4		1d8+4
Special Properties: Extra damage when set against a charging character (pg. 144)						

Club		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
	To Hit	Dam		To Hit		Dam
1H-P	+6	1d6+4		2W-P-(OH)		+2
1H-O	+6	1d6+2		2W-P-(OL)		+4
2H	+6	1d6+6		2W-OH		+2
	10 ft.	20 ft.		30 ft.		40 ft.
TH	+4	+2		+0		-2
Dam	1d6+4	1d6+4		1d6+4		1d6+4

Composite Longbow STR (+1)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
	To Hit	Dam		To Hit		Dam
	30 ft.	40 ft.		Damage: 1d8+1		
TH	+4	+2		+0		-4
Dam	1d8+1	1d8+1		1d8+1		1d8+1
	660 ft.	770 ft.		880 ft.		990 ft.
TH	-6	-8		-10		-12
Dam	1d8+1	1d8+1		1d8+1		1d8+1
Special Properties: Strength bonus to damage						

Masterwork Handaxe		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	20/x3	5 ft.
	To Hit	Dam		To Hit		Dam
1H-P	+7	1d6+4		2W-P-(OH)		+3
1H-O	+7	1d6+2		2W-P-(OL)		+5
2H	+7	1d6+4		2W-OH		+5

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Shield, Light Wooden	Equipped	1	5 / 3	
Masterwork Longsword	Equipped	1	4 / 315	
Outfit (Explorer's)	Equipped	1	8 / 0	
Breastplate	Equipped	1	30 / 200	
Backpack, Common	Equipped	1	2 / 2	
<small>28 lbs., 1 Flint and Steel, 1 Mess Kit, 5 Rations (Trail/Per Day), 1 Rope (Hemp/50 ft.), 10 Torch, 1 Lantern (Hooded), 1 Oil of Magic Weapon</small>				
Flint and Steel	Backpack, Common	1	0 / 1	
Mess Kit	Backpack, Common	1	1 / 0.2	
Rations (Trail/Per Day)	Backpack, Common	5	1 (5) / 0.5 (2.5)	
□□□□□	Backpack, Common	1	10 / 1	
Rope (Hemp/50 ft.)	Backpack, Common	10	1 (10) / 0 (0.1)	
Torch	Backpack, Common	10	1 (10) / 0 (0.1)	
<small>□□□□□ □□□□□ Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.</small>				
Lantern (Hooded)	Backpack, Common	1	2 / 7	
<small>Bright illumination (30'), shadowy illumination (60'), 6 hr./pint Bright Illumination: 30 ft., Duration: 6 hr./pint, Shadowy Illumination: 60 ft.</small>				
Oil of Magic Weapon	Backpack, Common	1	0 / 50	
<small>Gives a weapon a +1 enhancement bonus on attack and damage rolls for 1 minute.</small>				
Belt Pouch	Equipped	1	0.5 / 1	
<small>1 lbs., 2 Chalk (1 Piece), 1 Dagger</small>				
Chalk (1 Piece)	Belt Pouch	2	0 (0) / 0 (0)	
Dagger	Belt Pouch	1	1 / 2	
Waterskin (Filled)	Equipped	1	4 / 1	
Arrows (20)	Equipped	1	3 / 1	
Spear	Carried	1	6 / 2	
<small>Extra damage when set against a charging character (pg. 144)</small>				
Club	Carried	1	3 / 0	
Composite Longbow STR (+1)	Carried	1	3 / 200	
<small>Strength bonus to damage</small>				
Masterwork Handaxe	Carried	1	3 / 306	
TOTAL WEIGHT CARRIED/VALUE		92.5 lbs.	1,094.8gp	

WEIGHT ALLOWANCE			
Light	100	Medium	200
Heavy	300	Push / Drag	1500
Lift over head	300	Lift off ground	600

MONEY
Total= 0 gp [Unspent Funds = 0.67 gp]

MAGIC

Languages
Common

Other Companions

Traits
Resilient [Paizo Inc. - Advanced Player's Guide, p.328]

Growing up in a violent neighborhood or in the unforgiving wilds often forced you to subsist on food and water from doubtful sources. You gain a +1 trait bonus on Fortitude saves.

Undead Slayer (Pharasma)
[Paizo Inc. - Advanced Player's Guide, p.333]

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.

Special Attacks
Undead (Ex) [Paizo Inc. - Core Rulebook, p.64]

You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against undead. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

Special Qualities
Combat Style Feat (Ex) [Paizo Inc. - Core Rulebook, p.65]

At 2nd level, a ranger must select one of two combat styles to pursue: archery or two weapon combat. The ranger's expertise manifests in the form of bonus feats at 2nd, 6th, 10th, 14th, and 18th level. He can choose feats from his selected combat style, even if he does not have the normal prerequisites. If the ranger selects archery, he can choose from the following list whenever he gains a combat style feat: Far Shot, Point Blank Shot, Precise Shot, and Rapid Shot. At 6th level, he adds Improved Precise Shot and Manyshot to the list. At 10th level, he adds Pinpoint Targeting and Shot on the Run to the list. If the ranger selects two-weapon combat, he can choose from the following list whenever he gains a combat style feat: Double Slice, Improved Shield Bash, Quick Draw, and Two-Weapon Fighting. At 6th level, he adds Improved Two-Weapon Fighting and Two-Weapon Defense to the list. At 10th level, he adds Greater Two-Weapon Fighting and Two-Weapon Rend to the list. The benefits of the ranger's chosen style feats apply only when he wears light, medium, or no armor. He loses all benefits of his combat style feats when wearing heavy armor. Once a ranger selects a combat style, it cannot be changed.

Dual Talent
[Paizo Inc. - Advanced Race Guide, p.72]

Some humans are uniquely skilled at maximizing their natural gifts. These humans pick two ability scores and gain a +2 racial bonus in each of those scores. This racial trait replaces the +2 bonus to any one ability score, the bonus feat, and the skilled traits.

Humanoid Traits (Ex)
[Paizo Inc. - Core Rulebook, p.308]

Humanoids breathe, eat, and sleep.

Track (Ex)
[Paizo Inc. - Core Rulebook, p.64]

You gain +1 to Survival checks made to follow tracks.

Versatile Human
[Paizo Inc. - Advanced Race Guide, p.]

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.

Wild Empathy (Ex)
[Paizo Inc. - Core Rulebook, p.50/64]

You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+2 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, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

Feats
Power Attack [Paizo Inc. - Core Rulebook, p.131]

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

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. 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.

Two-Weapon Fighting (Granted)

[Paizo Inc. - Core Rulebook, p.136]

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

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 Chapter 8.

Proficiencies

Aldori Dueling Sword, Amentum, Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Pitchfork, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspine, Sibat, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), War Razor, Waraxe (Dwarven), Warhammer, Wushu Dart

Brand Higoak

Human (Versatile Human)

RACE

21

AGE

Male

GENDER

VISION

Neutral Good

ALIGNMENT

Ambidextrous

DOMINANT HAND

6' 2"

HEIGHT

200 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography: