

Brand Highoak

Male versatile human ranger 17 - CR 16

Neutral Good Humanoid (Human); Deity: **Pharasma**; Age: 21; Height: 6' 2"; Weight: 200 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	24/28	+7/+9	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	18/22	+4/+6	
INT INTELLIGENCE	10	0	
WIS WISDOM	10/14	0/+2	
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)	+22 =	+10	+6	+5	+1		

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, **Witchbreaker:** +2 bonus vs. hexes, spells, spell-like & supernatural abilities of witches & hags

REFLEX (DEXTERITY)	+18 =	+10	+3	+5			
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Witchbreaker: +2 bonus vs. hexes, spells, spell-like & supernatural abilities of witches & hags

WILL (WISDOM)	+14 =	+5	+2	+5	+2		
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Witchbreaker: +2 bonus vs. hexes, spells, spell-like & supernatural abilities of witches & hags

Energy Resistance, Cold (20) Spell Resistance (27)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 33 =	+12		+3		+5	+3		

Touch AC 16	Flat-Footed AC 30
	BAB Strength Size Misc

CM Bonus +26 =	+17	+9	-	-
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See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense 42 = 10	+17	+9	+3	-
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Base Attack +17	HP 217
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Favored Enemy (Dragons +2): +2 vs. dragons, **Favored Enemy (Giants +2):** +2 vs. giants, **Favored Enemy (Humans +8):** +8 vs. humans, **Favored Enemy (Undead +2):** +2 vs. undead, **Quarry:** +2 vs. designated quarry, **Outflank:** +2 bonus when flanking foe with ally w/this feat

Initiative +3	Damage / Current HP
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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



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (3)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (0)	1	
Favored Enemy (Dragons +2): +2 vs. dragons, Favored Enemy (Giants +2): +2 vs. giants, Favored Enemy (Humans +8): +8 vs. humans, Favored Enemy (Undead +2): +2 vs. undead				
Climb	+23	STR (9)	14	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+0	DEX (3)	-	
Fly	+7	DEX (3)	7	
Handle Animal	+18	CHA (0)	15	
Heal	+2	WIS (2)	-	
Intimidate	+4	CHA (0)	1	
Knowledge (engineering)	+1	INT (0)	1	
Knowledge (nature)	+13	INT (0)	10	
Perception	+22	WIS (2)	17	
Favored Enemy (Dragons +2): +2 vs. dragons, Favored Enemy (Giants +2): +2 vs. giants, Favored Enemy (Humans +8): +8 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	+16	DEX (3)	13	
Sense Motive	+2	WIS (2)	-	
Favored Enemy (Dragons +2): +2 vs. dragons, Favored Enemy (Giants +2): +2 vs. giants, Favored Enemy (Humans +8): +8 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	+22	WIS (2)	17	
Favored Enemy (Dragons +2): +2 vs. dragons, Favored Enemy (Giants +2): +2 vs. giants, Favored Enemy (Humans +8): +8 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: +8 to track				
Swim	+14	STR (9)	5	
Endurance: +4 to resist nonlethal damage from exhaustion				

Activated Abilities & Adjustments

Ability Score (Permanent): +2
 Furious Focus
 Natural Armor Bonus: +1
 Nine Lives
 Spell Resistance: +27

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.

Feats

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.

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.

Outflank

Flanking bonus increases to +4 if the other flanker also has this feat, and ally gets an AoO if you score a critical hit against the target.

Power Attack -5/+10

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

Quick Draw

Draw weapon as a free action (or move if hidden weapon). Throw at full rate of attacks.

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.

Witchbreaker

Gain a +2 bonus on saves against effects from hags and witches; can potentially break their mind-affecting effects on allies with successful critical hits.

Traits

Resilient

+1 Fort saves.

Undead Slayer

+1 weapon damage vs. undead.

+5 greatsword

Both hands: **+32/+27/+22/+17**, Crit: 17-20/x2
2d6+18 2-hand, S

Favored Enemy (Dragons +2) : +2 vs. dragons, **Favored Enemy (Giants +2)** : +2 vs. giants, **Favored Enemy (Humans +8)** : +8 vs. humans, **Favored Enemy (Undead +2)** : +2 vs. undead, **Quarry**: +2 vs. designated quarry, **Outflank**: +2 bonus when flanking foe with ally w/this feat

Experience & Wealth

Experience Points: **850000**/1,200,000

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

Adamantine warhammer

Main hand: **+27/+22/+17/+12**, **1d8+9** Crit: x3
Both hands: **+27/+22/+17/+12**, 1-hand, B

1d8+13

Main w/ offhand: **+23/+18/+13/+8**,
1d8+9

Main w/ light off: **+25/+20/+15/+10**,
1d8+9

Offhand: **+23/+18/+13**, **1d8+4**

Favored Enemy (Dragons +2) : +2 vs. dragons, **Favored Enemy (Giants +2)** : +2 vs. giants, **Favored Enemy (Humans +8)** : +8 vs. humans, **Favored Enemy (Undead +2)** : +2 vs. undead, **Quarry**: +2 vs. designated quarry, **Outflank**: +2 bonus when flanking foe with ally w/this feat

Cold iron longsword

Main hand: **+26/+21/+16/+11**, Crit: 19-20/x2
1d8+9 1-hand, S

Both hands: **+26/+21/+16/+11**,
1d8+13

Main w/ offhand: **+22/+17/+12/+7**,
1d8+9

Main w/ light off: **+24/+19/+14/+9**,
1d8+9

Offhand: **+22/+17/+12**, **1d8+4**

Favored Enemy (Dragons +2) : +2 vs. dragons, **Favored Enemy (Giants +2)** : +2 vs. giants, **Favored Enemy (Humans +8)** : +8 vs. humans, **Favored Enemy (Undead +2)** : +2 vs. undead, **Quarry**: +2 vs. designated quarry, **Outflank**: +2 bonus when flanking foe with ally w/this feat

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

Ranged, both hands: Crit: x3
+20/+15/+10/+5, **1d8+5** Rng: 110'
2-hand, P

Favored Enemy (Dragons +2) : +2 vs. dragons, **Favored Enemy (Giants +2)** : +2 vs. giants, **Favored Enemy (Humans +8)** : +8 vs. humans, **Favored Enemy (Undead +2)** : +2 vs. undead, **Quarry**: +2 vs. designated quarry, **Outflank**: +2 bonus when flanking foe with ally w/this feat

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.

Outflank Feat

You look for every edge when flanking an enemy.

Prerequisites: Base attack bonus +4.

Benefit: Whenever you and an ally who also has this feat are flanking the same creature, your flanking bonus on attack rolls increases to +4. In addition, whenever you score a critical hit against the flanked creature, it provokes an attack of opportunity from your ally.

Appears In : Advanced Player's Guide

Brand Highoak – Abilities & Gear

Power Attack -5/+10 **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.

Quick Draw **Feat**

You can draw weapons faster than most.

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

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.

Witchbreaker **Feat**

You are trained to be resilient to and disrupt the magic of hags and witches.

Prerequisite: Iron Will.

Benefit: You gain a +2 bonus on saving throws against the hexes, spells, spell-like abilities, and supernatural abilities of hags and witches. In addition, whenever you confirm a critical hit against a hag or a witch, any of your allies affected by a mind-affecting effect from that creature can attempt a new saving throw against the effect as an immediate action.

Appears In : People of the North, Ultimate Wilderness

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 Pharama, 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

Energy Resistance, Cold (20) **Unknown**

You have the specified Energy Resistance against Cold attacks.

Spell Resistance (27) **Unknown**

You have Spell Resistance.

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.

Brand Highoak – Abilities & Gear

Favored Enemy (Dragons +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 (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 +8) (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.

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.

Brand Highoak – Abilities & Gear

Hide in Plain Sight (Su) Class Ability (Ranger)

You can use the Stealth skill even while being observed. As long as you are within 10 feet of some sort of shadow, you can hide yourself from view in the open without having anything to actually hide behind. You cannot, however, hide in your own shadow.

Hunter's Bond (Companions) (2 rounds) (E 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.

Improved Evasion (Ex) Class Ability (Ranger)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw and half damage on a failed saving throw.

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 +8 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 +17 (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.

Arrow catching (+2 arrow catching light steel shield) Armor Power

A shield with this ability attracts ranged weapons to it. It has a deflection bonus of +1 against ranged weapons because projectiles and thrown weapons veer toward it. Additionally, any projectile or thrown weapon aimed at a target within 5 feet of the shield's wearer diverts from its original target and targets the shield's bearer instead. If the wielder has total cover relative to the attacker, the projectile or thrown weapon is not diverted. Additionally, those attacking the wearer with ranged weapons ignore any miss chances that would normally apply. Projectiles and thrown weapons that have an enhancement bonus higher than the shield's base AC bonus are not diverted to the wearer (but the shield's increased AC bonus still applies against these weapons). The wielder can activate or deactivate this ability with a command word.

Construction

Requirements: Craft Magic Arms and Armor, *entropic shield*; **Cost** +1 Bonus

Ring of cold resistance (major) Ring

Rings of this type come in a wide variety of designs and colorations, typically related to the types of energy they defend against. These rings continually protect the wearer from damage from cold damage. Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt.

A major ring of energy resistance grants 20 points of resistance.

Construction

Requirements: Forge Ring, *resist energy*; **Cost** 14,000 gp

Ring of protection +3 Ring

This ring offers continual magical protection in the form of a deflection bonus of +3 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** 9,000 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 +4 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 +4.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 16,000 gp

Brand Highoak – Abilities & Gear

Belt of physical might +4 (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 +4. 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** 20,000 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 +4 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 +4. 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** 8,000 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

Dagger

Main hand: **+26/+21/+16/+11, 1d4+9**

Crit: 19-20/x2
Rng: 10'
Light, P/S

Main w/ offhand: **+22/+17/+12/+7, 1d4+9**

Main w/ light off: **+24/+19/+14/+9, 1d4+9**

Offhand: **+24/+19/+14, 1d4+4**

Ranged: **+20/+15/+10/+5, 1d4+9**

Ranged w/ offhand: **+16/+11/+6/+1, 1d4+9**

Ranged w/ light off: **+18/+13/+8/+3, 1d4+9**

Ranged offhand: **+18/+13/+8, 1d4+4**

Favored Enemy (Dragons +2) : +2 vs. dragons, **Favored Enemy (Giants +2)** : +2 vs. giants, **Favored Enemy (Humans +8)** : +8 vs. humans, **Favored Enemy (Undead +2)** : +2 vs. undead, **Quarry** : +2 vs. designated quarry, **Outflank** : +2 bonus when flanking foe with ally w/this feat

Gauntlet (from armor)

Main hand: **+26/+21/+16/+11, 1d3+9** Crit: x2
Main w/ offhand: **+22/+17/+12/+7, 1d3+9** Light, B

Main w/ light off: **+24/+19/+14/+9, 1d3+9**

Offhand: **+24/+19/+14, 1d3+4**

Favored Enemy (Dragons +2) : +2 vs. dragons, **Favored Enemy (Giants +2)** : +2 vs. giants, **Favored Enemy (Humans +8)** : +8 vs. humans, **Favored Enemy (Undead +2)** : +2 vs. undead, **Quarry** : +2 vs. designated quarry, **Outflank** : +2 bonus when flanking foe with ally w/this feat

Light shield bash

Main hand: **+26/+21/+16/+11, 1d3+9** Crit: x2
Main w/ offhand: **+22/+17/+12/+7, 1d3+9** Light, B

Main w/ light off: **+24/+19/+14/+9, 1d3+9**

Offhand: **+24/+19/+14, 1d3+4**

Favored Enemy (Dragons +2) : +2 vs. dragons, **Favored Enemy (Giants +2)** : +2 vs. giants, **Favored Enemy (Humans +8)** : +8 vs. humans, **Favored Enemy (Undead +2)** : +2 vs. undead, **Quarry** : +2 vs. designated quarry, **Outflank** : +2 bonus when flanking foe with ally w/this feat

Light shield bash

Main hand: **+26/+21/+16/+11, 1d3+9** Crit: x2
Main w/ offhand: **+22/+17/+12/+7, 1d3+9** Light, B

Main w/ light off: **+24/+19/+14/+9, 1d3+9**

Offhand: **+24/+19/+14, 1d3+4**

Favored Enemy (Dragons +2) : +2 vs. dragons, **Favored Enemy (Giants +2)** : +2 vs. giants, **Favored Enemy (Humans +8)** : +8 vs. humans, **Favored Enemy (Undead +2)** : +2 vs. undead, **Quarry** : +2 vs. designated quarry, **Outflank** : +2 bonus when flanking foe with ally w/this feat

Masterwork handaxe

Main hand: **+27/+22/+17/+12, 1d6+9** Crit: x3
Main w/ offhand: **+23/+18/+13/+8, 1d6+9** Light, S

Main w/ light off: **+25/+20/+15/+10, 1d6+9**

Offhand: **+25/+20/+15, 1d6+4**

Favored Enemy (Dragons +2) : +2 vs. dragons, **Favored Enemy (Giants +2)** : +2 vs. giants, **Favored Enemy (Humans +8)** : +8 vs. humans, **Favored Enemy (Undead +2)** : +2 vs. undead, **Quarry** : +2 vs. designated quarry, **Outflank** : +2 bonus when flanking foe with ally w/this feat

Unarmed strike

Main hand: **+26/+21/+16/+11, 1d3+9 nonlethal** Crit: x2
Light, B, Nonlethal

Main w/ offhand: **+22/+17/+12/+7, 1d3+9 nonlethal**

Main w/ light off: **+24/+19/+14/+9, 1d3+9 nonlethal**

Offhand: **+24/+19/+14, 1d3+4 nonlethal**

Favored Enemy (Dragons +2) : +2 vs. dragons, **Favored Enemy (Giants +2)** : +2 vs. giants, **Favored Enemy (Humans +8)** : +8 vs. humans, **Favored Enemy (Undead +2)** : +2 vs. undead, **Quarry** : +2 vs. designated quarry, **Outflank** : +2 bonus when flanking foe with ally w/this feat

+2 arrow catching light steel shield

+3 Max Dex: -, Armor Check: -
Spell Fail: 5%, Shield

+2 mithral chain shirt

+6 Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Celestial plate armor

+12 Max Dex: +6, Armor Check: -3
Spell Fail: 20%, Medium, Slows

Light wooden shield

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

Gear

Total Weight Carried: 125.7/1200 lbs, Light Load (Light: 400 lbs, Medium: 800 lbs, Heavy: 1200 lbs)

+2 arrow catching light steel shield	6 lbs
+2 mithral chain shirt	12.5 lbs
+5 greatsword	8 lbs
Adamantine warhammer <In: Backpack (24 @ 40.5	5 lbs
Amulet of natural armor +4	-
Arrows x18	0.15 lbs
Backpack (24 @ 40.5 lbs)	2 lbs
Belt of physical might +4 (Str, Con)	1 lb
Belt pouch (4 @ 1 lbs)	0.5 lbs
Celestial plate armor	25 lbs
Chalk <In: Belt pouch (4 @ 1 lbs)>	-
Cloak of resistance +5	1 lb
Cold iron longsword	4 lbs
Cold weather outfit (Free)	-
Composite longbow (Str +5) (50 @ 7.5 lbs)	3 lbs
Dagger <In: Belt pouch (4 @ 1 lbs)>	1 lb
Flint and steel <In: Backpack (24 @ 40.5 lbs)>	-
Grappling hook <In: Backpack (24 @ 40.5 lbs)>	4 lbs
Headband of inspired wisdom +4	1 lb

Gear

Total Weight Carried: 125.7/1200 lbs, Light Load (Light: 400 lbs, Medium: 800 lbs, Heavy: 1200 lbs)

Hooded lantern <In: Backpack (24 @ 40.5 lbs)>	2 lbs
Light shield bash	-
Light shield bash	-
Light wooden shield	5 lbs
Masterwork arrows x50 <In: Composite longbow	0.15 lbs
Masterwork handaxe <In: Backpack (24 @ 40.5 lbs)>	3 lbs
Mess kit <In: Backpack (24 @ 40.5 lbs)>	1 lb
Money <In: Belt pouch (4 @ 1 lbs)>	-
Potion of endure elements <In: Backpack (24 @ 40.5	-
Potion of feather step <In: Belt pouch (4 @ 1 lbs)>	-
Potion of good hope	-
Potion of haste	-
Ring of cold resistance (major)	-
Ring of protection +3	-
Rope <In: Backpack (24 @ 40.5 lbs)>	10 lbs
Smokestick <In: Backpack (24 @ 40.5 lbs)>	0.5 lbs
Torch x10 <In: Backpack (24 @ 40.5 lbs)>	1 lb
Trail rations x5 <In: Backpack (24 @ 40.5 lbs)>	1 lb
Waterskin	4 lbs
Winged boots (3/day)	1 lb

Special Abilities

[N/A] Arrow catching

A shield with this ability attracts ranged weapons to it. It has a deflection bonus of +1 against ranged weapons because projectiles and thrown weapons veer toward it. Additionally, any projectile or thrown weapon aimed at a target within

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.

Favored Enemy (Dragons +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 (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 +8) (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

Hide in Plain Sight (Su)

You can use the Stealth skill even while being observed. As long as you are within 10 feet of some sort of shadow, you can hide yourself from view in the open without having anything to actually hide behind. You cannot, however, hide

Special Abilities

Hunter's Bond (Companions) (2 rounds) (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

Improved Evasion (Ex)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw and half damage on a failed saving throw.

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

Track +8

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 +17 (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

Arrows

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Dagger

□

Masterwork arrows

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Potion of endure elements

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Potion of feather step

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Potion of good hope

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Potion of haste

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Smokestick

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Torch

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Trail rations

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Winged boots (3/day)

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Languages

Common

Spells & Powers

Ranger spells memorized (CL 14th; concentration +16)

Melee Touch +26 Ranged Touch +20

4th—*freedom of movement*

3rd—*darkvision*, *named bullet*^{UC}

2nd—*cat's grace*, *greensight*^{UW}, *locate weakness*^{UC},
protection from energy

1st—*cheetah's sprint*, *compel hostility*^{UC}, *resist energy*,
savage maw^{ARG}

Background

Zilvazaraat - magic item trader.

Title - Brand Highoak (Adventure Journal)

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

XP Reward: 850000 XP; **Net Cash:** -482 gp, -8 sp

- no notes -