

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 +21 =	+17	+9	-	-
	BAB	Strength	Dexterity	Size

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense 42 = 10	+17	+9	+3	-
	BAB	Strength	Dexterity	Size

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

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

Damage / Current HP

Skill Name	Total	Ability	Ranks	Temp
Acrobatics +0	+0	DEX (3)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise +0	+0	INT (0)	-	
Bluff +1	+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	+23	STR (9)	14	
Diplomacy +0	+0	CHA (0)	-	
Disguise +0	+0	CHA (0)	-	
Escape Artist +0	+0	DEX (3)	-	
Fly +7	+7	DEX (3)	7	
Handle Animal +18	+18	CHA (0)	15	
Heal +2	+2	WIS (2)	-	
Intimidate +4	+4	CHA (0)	1	
Knowledge (engineering) +1	+1	INT (0)	1	
Knowledge (nature) +13	+13	INT (0)	10	
Perception +22	+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	+16	DEX (3)	13
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Sense Motive +2	+2	WIS (2)	-
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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

Stealth +4	+4	DEX (3)	1
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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

Survival +22	+22	WIS (2)	17
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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, **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	+14	STR (9)	5
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Endurance: +4 to resist nonlethal damage from exhaustion

Activated Abilities & Adjustments

Ability Score (Permanent): +2
 Furious Focus
 Natural Armor Bonus: +1
 Nine Lives
 Power Attack -5/+10
 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/+22/+17/+12**, Crit: 17-20/x2
2d6+33 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: **+22/+17/+12/+7**, **1d8+19** Crit: x3

Both hands: **+22/+17/+12/+7**, **1d8+23** 1-hand, B

Main w/ offhand: **+18/+13/+8/+3**,

1d8+19

Main w/ light off: **+20/+15/+10/+5**,

1d8+19

Offhand: **+18/+13/+8**, **1d8+14**

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: **+21/+16/+11/+6**, Crit: 19-20/x2

1d8+19 1-hand, S

Both hands: **+21/+16/+11/+6**,

1d8+23

Main w/ offhand: **+17/+12/+7/+2**,

1d8+19

Main w/ light off: **+19/+14/+9/+4**,

1d8+19

Offhand: **+17/+12/+7**, **1d8+14**

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

Dagger

Main hand: **+21/+16/+11/+6, 1d4+19**

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

Main w/ offhand: **+17/+12/+7/+2, 1d4+19**

Main w/ light off: **+19/+14/+9/+4, 1d4+19**

Offhand: **+19/+14/+9, 1d4+14**

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: **+21/+16/+11/+6, 1d3+19** Crit: x2
Main w/ offhand: **+17/+12/+7/+2, 1d3+19** Light, B

Main w/ light off: **+19/+14/+9/+4, 1d3+19**

Offhand: **+19/+14/+9, 1d3+14**

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: **+21/+16/+11/+6, 1d3+19** Crit: x2
Main w/ offhand: **+17/+12/+7/+2, 1d3+19** Light, B

Main w/ light off: **+19/+14/+9/+4, 1d3+19**

Offhand: **+19/+14/+9, 1d3+14**

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: **+21/+16/+11/+6, 1d3+19** Crit: x2
Main w/ offhand: **+17/+12/+7/+2, 1d3+19** Light, B

Main w/ light off: **+19/+14/+9/+4, 1d3+19**

Offhand: **+19/+14/+9, 1d3+14**

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: **+22/+17/+12/+7, 1d6+19** Crit: x3
Main w/ offhand: **+18/+13/+8/+3, 1d6+19** Light, S

Main w/ light off: **+20/+15/+10/+5, 1d6+19**

Offhand: **+20/+15/+10, 1d6+14**

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: **+21/+16/+11/+6, 1d3+19 nonlethal**

Crit: x2
Light, B, Nonlethal

Main w/ offhand: **+17/+12/+7/+2, 1d3+19 nonlethal**

Main w/ light off: **+19/+14/+9/+4, 1d3+19 nonlethal**

Offhand: **+19/+14/+9, 1d3+14 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

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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 +21 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.