

Strider



Male human ranger 1 - CR 1/2

Neutral Good Humanoid (Human); Deity: **Erastil**; Age: **21**;
Height: **6'**; Weight: **150 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	14	+2	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5 =	+2	+2		+1		
REFLEX (DEXTERITY)	+5 =	+2	+3				
WILL (WISDOM)	+2 =		+2				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18 =	+5		+3					

Touch AC	Flat-Footed AC
13	15

CM Bonus	BAB	Strength	Dexterity	Size
+2 =	+1	+1	-	-

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

CM Defense	BAB	Strength	Dexterity	Size
15 = 10	+1	+1	+3	-

Base Attack	HP
+1	12

Favored Enemy (Humans +2): +2 vs. humans

Initiative	Damage / Current HP
+3	

Speed
30 / 20 ft

Composite longbow (Str +0)

Ranged, both hands: **+4, 1d8** Crit: x3
Rng: 110'
2-hand, P

Favored Enemy (Humans +2): +2 vs. humans

Punching dagger

Main hand: **+2, 1d4+1** Crit: x3
Light, P

Favored Enemy (Humans +2): +2 vs. humans

Scale mail

+5

Max Dex: +3, Armor Check: -4
Spell Fail: 25%, Medium, Slows

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (3)	1	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
Favored Enemy (Humans +2): +2 vs. humans				
Climb	+1	STR (1)	1	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	-1	DEX (3)	-	
Fly	-1	DEX (3)	-	
Heal	+2	WIS (2)	-	
Intimidate	+4	CHA (0)	1	
Perception	+6	WIS (2)	1	
Favored Enemy (Humans +2): +2 vs. humans				
Ride	+3	DEX (3)	1	
Sense Motive	+2	WIS (2)	-	
Favored Enemy (Humans +2): +2 vs. humans				
Spellcraft	+4	INT (0)	1	
Stealth	+3	DEX (3)	1	
Survival	+6	WIS (2)	1	
Favored Enemy (Humans +2): +2 vs. humans, Track: +1 to track				
Swim	-3	STR (1)	-	

Feats

- Armor Proficiency (Light)
- Armor Proficiency (Medium)
- Deadly Aim -1/+2
- Martial Weapon Proficiency - All
- Point-Blank Shot
- Shield Proficiency
- Simple Weapon Proficiency - All

Traits

Rostlander

Special Abilities

- Favored Enemy (Humans +2) (Ex)
- Track +1
- Wild Empathy +1 (Ex)

Strider – Abilities & Gear

Deadly Aim -1/+2

Feat

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 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.

Point-Blank Shot

Feat

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Rostlander

Trait

You were raised in the south of Brevoy, a land of dense forests and rolling plains, of crystalline rivers and endless sapphire skies. You come from hearty stock and were raised with simple sensibilities of hard work winning well-deserved gains, the importance of charity and compassion, and the value of personal and familial honor. Yours is the country of the Aldori swordlords and the heroes who refused to bend before the armies of a violent conqueror. You care little for matters of politics and nobles or of deception and schemes. As you are thoroughly Brevic, the call for champions willing to expand your land's influence into the Stolen Lands has inflamed your sense of patriotism and honor, and so you have joined an expedition to quest southward.

Benefit: Your hardy nature grants you a +1 trait bonus on all Fortitude saves.

Appears In: Kingmaker

Favored Enemy (Humans +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.

Track +1

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 +1 (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.

Title - Strider (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2019/03/03

XP Reward: 0 XP; **Net Cash:**

- no notes -