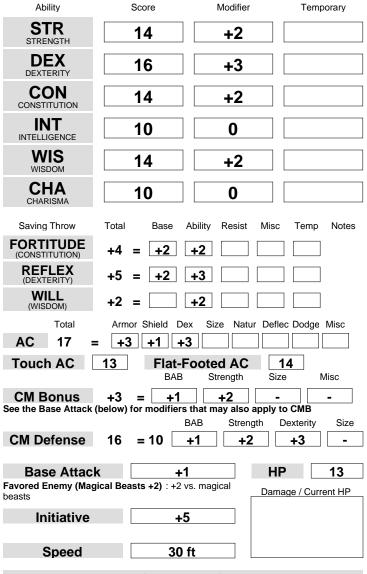
## Zaria Farrisun

# Female Human Ranger (Horse Lord) 1, Andoran faction - CR 1/2

Neutral Good Humanoid (Human); Deity: **Erastil**; Age: **19**; Height: **5' 4"**; Weight: **140lb**.; Eyes: **Brown**; Hair: **Blonde** 



#### Longsword

Mainhand: +3, 1d8+2 Both Hands: +3, 1d8+3 Crit: 19-20/x2 1-Hand, S

Favored Enemy (Magical Beasts +2) : +2 vs. magical beasts

#### **Buckler**

+1

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

#### Studded leather armor

+3

Max Dex: +5, Armor Check: -1 Spell Fail: 15%, Light

## **Character Number:**



Skill Name	Total	Ability	Ranks	Temp
<sup>0</sup> Acrobatics	+1	DEX (3)	-	
Appraise	+0	INT (0)	-	
Bluff	+0	CHA (0)	-	
Favored Enemy (Magical Beasts +2) : +2 vs. magical beasts				
<sup>0</sup> Climb	+4	STR (2)	1	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
<sup>0</sup> Escape Artist	+1	DEX (3)	-	
<sup>0</sup> Fly	+1	DEX (3)	-	
Handle Animal	+4	CHA (0)	1	
Horse Lord: +2 bonus with your animal companion				
Heal	+2	WIS (2)	-	
Intimidate	+0	CHA (0)	-	
Perception	+6	WIS (2)	1	
Favored Enemy (Magical Beasts +2) : +2 vs. magical beasts				
<sup>♥</sup> Ride	+6	DEX (3)	1	
Horse Lord: +2 bonus on your animal companion				
Sense Motive	+2	WIS (2)	-	
Favored Enemy (Magical Beasts +2) : +2 vs. magical beasts				
<sup>♥</sup> Stealth	+5	DEX (3)	1	
Survival	+6	WIS (2)	1	
Favored Enemy (Magical Beasts +2): +2 vs. magical beasts, Track: +1 to track				
Swim	+4	STR (2)	1	

## Feats, Traits & Flaws

Armor Proficiency (Light)
Armor Proficiency (Medium)
Martial Weapon Proficiency - All
Militia Veteran (any town or village) (Ride)
Mounted Combat (1/round)
Point Blank Shot
Reactionary
Shield Proficiency
Simple Weapon Proficiency - All

## **Special Abilities**

Favored Enemy (Magical Beasts +2) (Ex) Track +1 Wild Empathy +1 (Ex)

## Gear

Total Weight Carried: 51.04/175lbs, Light Load (Light: 58lbs, Medium: 116lbs, Heavy: 175lbs)

Buckler Bash

Buckler Explorer's outfit (Free) Longsword

Money
Pathfinder's kit
Studded leather armor

Tracked Resources

Mounted Combat (1/round)

Languages

Common

**Spells & Powers** 

Ranger (Horse Lord) Spell DC: 12 + spell level

CL: 0 (vs. SR: +0, Concentration: +2) Melee Touch +3 Ranged Touch +4

Maximum Ranger (Horse Lord) spells per day:

Companions

Wildflower (Horse, light), Horse - CL2 - CR 1

STR **16** (+3), DEX **14** (+2), CON **17** (+3), INT **2** (-4), WIS **13** (+1), CHA **7** (-2); Fortitude **+6**, Reflex **+5**, Will **+1** 

HP: 15/15; Init: +2; Speed: 50 feet

Attack Bonus: +0; Armor Class: 11 / 11 Tch / 9Fl

Fly +0, Perception +6, Stealth -2

Hooves x2 (Horse) Melee -2 x2, 1d4+1, x2

Special: Endurance, Low-Light Vision, Riding [Trick], Run, Scent (Ex)

# **Experience & Wealth**

Experience Points: **0**/3 Current Cash: **2 GP** Andoran: **Fame: 0, PP: 0** 

5 lbs

4 lbs

0.04 lbs

22 lbs

20 lbs