

## 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**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>14</b>	<b>+2</b>	
<b>DEX</b> DEXTERITY	<b>16</b>	<b>+3</b>	
<b>CON</b> CONSTITUTION	<b>14</b>	<b>+2</b>	
<b>INT</b> INTELLIGENCE	<b>10</b>	<b>0</b>	
<b>WIS</b> WISDOM	<b>14</b>	<b>+2</b>	
<b>CHA</b> CHARISMA	<b>10</b>	<b>0</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+4</b>	=	<b>+2</b>	<b>+2</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+5</b>	=	<b>+2</b>	<b>+3</b>			
<b>WILL</b> (WISDOM)	<b>+2</b>	=		<b>+2</b>			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>17</b>	=	<b>+3</b>	<b>+1</b>	<b>+3</b>				

<b>Touch AC</b> <b>13</b>	<b>Flat-Footed AC</b> <b>14</b>
BAB	Strength
Size	Misc

<b>CM Bonus</b> <b>+3</b>	=	<b>+1</b>	<b>+2</b>	<b>-</b>	<b>-</b>
BAB	Strength	Dexterity	Size		

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

<b>CM Defense</b> <b>16</b>	=	<b>10</b>	<b>+1</b>	<b>+2</b>	<b>+3</b>	<b>-</b>
BAB	Strength	Dexterity	Size			

<b>Base Attack</b>	<b>+1</b>	<b>HP</b>	<b>13</b>
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Favored Enemy (Magical Beasts +2) : +2 vs. magical beasts

<b>Initiative</b>	<b>+5</b>	Damage / Current HP
<b>Speed</b>	<b>30 ft</b>	

### Longsword

Mainhand: **+3, 1d8+2** Crit: 19-20/x2  
 Both Hands: **+3, 1d8+3** 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
<b>Acrobatics</b>	<b>+1</b>	DEX (3)	-	
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Bluff</b>	<b>+0</b>	CHA (0)	-	
Favored Enemy (Magical Beasts +2) : +2 vs. magical beasts				
<b>Climb</b>	<b>+4</b>	STR (2)	1	
<b>Diplomacy</b>	<b>+0</b>	CHA (0)	-	
<b>Disguise</b>	<b>+0</b>	CHA (0)	-	
<b>Escape Artist</b>	<b>+1</b>	DEX (3)	-	
<b>Fly</b>	<b>+1</b>	DEX (3)	-	
<b>Handle Animal</b>	<b>+4</b>	CHA (0)	1	
Horse Lord: +2 bonus with your animal companion				
<b>Heal</b>	<b>+2</b>	WIS (2)	-	
<b>Intimidate</b>	<b>+0</b>	CHA (0)	-	
<b>Perception</b>	<b>+6</b>	WIS (2)	1	
Favored Enemy (Magical Beasts +2) : +2 vs. magical beasts				
<b>Ride</b>	<b>+6</b>	DEX (3)	1	
Horse Lord: +2 bonus on your animal companion				
<b>Sense Motive</b>	<b>+2</b>	WIS (2)	-	
Favored Enemy (Magical Beasts +2) : +2 vs. magical beasts				
<b>Stealth</b>	<b>+5</b>	DEX (3)	1	
<b>Survival</b>	<b>+6</b>	WIS (2)	1	
Favored Enemy (Magical Beasts +2) : +2 vs. magical beasts, Track: +1 to track				
<b>Swim</b>	<b>+4</b>	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	5 lbs
Explorer's outfit (Free)	-
Longsword	4 lbs
Money	0.04 lbs
Pathfinder's kit	22 lbs
Studded leather armor	20 lbs

## 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 / 9 FI

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**