

Python

Male Half-Orc Ranger (Urban Ranger) 1, Qadira faction

- CR 1/2

Chaotic Neutral Humanoid (Human, Orc); Deity: **Ydersius**;

Age: **18**; Height: **5' 10"**; Weight: **207lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	14	+2	
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)	+4	=	+2	+2			
REFLEX (DEXTERITY)	+4	=	+2	+2			
WILL (WISDOM)	+2	=		+2			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17	=	+5		+2				

Touch AC 12	Flat-Footed AC 15
BAB	Strength
Size	Misc

CM Bonus +4	=	+1	+3	-	-
See the Base Attack (below) for modifiers that may also apply to CMB					
BAB	Strength	Dexterity	Size		

CM Defense 16	=	10	+1	+3	+2	-
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Base Attack	+1	HP	13
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Favored Enemy (Humans +2) : +2 vs. humans

Initiative	+2	Damage / Current HP
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Speed	30 / 20 ft
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Heavy crossbow

Ranged: **-1, 1d10**

Ranged, both hands: **+3, 1d10**

Crit: 19-20/x2

Rng: 120'

2-hand, P

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

Spiked chain

Both hands: **+4, 2d4+4**

Crit: x2

2-hand, P, Disarm, Trip

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

Scale mail

+5

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

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (2)	-	
Speed less than 30' : -4 jump				
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (0)	-	
Favored Enemy (Humans +2) : +2 vs. humans				
Climb	+3	STR (3)	1	
Diplomacy	+0	CHA (0)	-	
Disable Device	+0	DEX (2)	1	
Disguise	+1	CHA (0)	-	
Escape Artist	-2	DEX (2)	-	
Fly	-2	DEX (2)	-	
Heal	+2	WIS (2)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (local)	+4	INT (0)	1	
Favored Enemy (Humans +2) : +2 vs. humans				
Perception	+6	WIS (2)	1	
Favored Enemy (Humans +2) : +2 vs. humans, Scavenger : +2 to find hidden objects (inc. secret doors and traps), determine whether food is spoiled, or identify a potion by taste				
Ride	-2	DEX (2)	-	
Sense Motive	+2	WIS (2)	-	
Favored Enemy (Humans +2) : +2 vs. humans				
Stealth	+2	DEX (2)	1	
Survival	+6	WIS (2)	1	
Favored Enemy (Humans +2) : +2 vs. humans, Track : +1 to track				
Swim	-1	STR (3)	-	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Blood Vengeance
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All

Traits

Keeper of the Veil (Disguise)
Serpentine Squeeze

Special Abilities

Darkvision (60 feet)
Favored Enemy (Humans +2) (Ex)
Orc Ferocity (1/day)
Scavenger
Track +1
Wild Empathy +1 (Ex)

Gear

Total Weight Carried: 72.24/230lbs, Light Load
(Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)

Crossbow bolts x10	0.1 lbs
Heavy crossbow	8 lbs
Money	0.24 lbs
Pathfinder's kit	22 lbs
Scale mail	30 lbs
Spiked chain	10 lbs
Traveller's outfit (Free)	-

Tracked Resources

Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Orc Ferocity (1/day)	<input type="checkbox"/>

Languages

Common

Orc

Spells & Powers

Ranger (Urban Ranger) Spell DC: 12 + spell level

CL: 0 (vs. SR: +0, Concentration: +2)

Melee Touch +4 Ranged Touch +3

Maximum Ranger (Urban Ranger) spells per day:

Experience & Wealth

Experience Points: **0/3**

Current Cash: **12 GP**

Qadira: **Fame: 0, PP: 0**