

# Willow

Male Elf Ranger 2  
Chaotic Good

Strength	13 (+1)	Size:	Medium
Dexterity	14 (+2)	Height:	5' 3"
Constitution	12 (+1)	Weight:	120 lb
Intelligence	14 (+2)	Skin:	Pale
Wisdom	12 (+1)	Eyes:	Green
Charisma	14 (+2)	Hair:	Blond; Wavy; Beardless

Total Hit Points: 12

Speed: 30 feet

Armor Class: 14 = 10 +2 [leather] +2 [dexterity]

Touch AC: 12  
Flat-footed: 12

Initiative modifier: +2 = +2 [dexterity]  
Fortitude save: +4 = 3 [base] +1 [constitution]  
Reflex save: +5 = 3 [base] +2 [dexterity]  
Will save: +1 = 0 [base] +1 [wisdom]  
Attack (handheld): +3 = 2 [base] +1 [strength]  
Attack (unarmed): +3 = 2 [base] +1 [strength]  
Attack (missile): +4 = 2 [base] +2 [dexterity]  
Grapple check: +3 = 2 [base] +1 [strength]

Light load: 50 lb. or less  
Medium load: 51-100 lb.  
Heavy load: 101-150 lb.  
Lift over head: 150 lb.  
Lift off ground: 300 lb.  
Push or drag: 750 lb.

Languages: Common Draconic Elven Orc

Longsword [1d8, crit 19-20/x2 4 lb, one-handed, slashing]

Longbow [1d8, crit x3, range inc. 100 ft, 3 lb, piercing]

Leather armor [light; +2 AC; max dex +6; check penalty 0; 15 lb.]

Feats:

Point Blank Shot

Rapid Shot [ranger archery track]

Track [free to rangers]

Traits:

<i>Skill Name</i>	<i>Key Ability</i>	<i>Skill Modifier</i>	<i>Ability Modifier</i>	<i>Ranks</i>	<i>Misc. Modifier</i>
Appraise	Int	2 =	+2		
Balance	Dex*	2 =	+2		
Bluff	Cha	2 =	+2		
Climb	Str*	1 =	+1		
Concentration	Con	1 =	+1		
Craft_1	Int	2 =	+2		
Craft_2	Int	2 =	+2		
Craft_3	Int	2 =	+2		
Diplomacy	Cha	2 =	+2		
Disguise	Cha	2 =	+2		
Escape Artist	Dex*	2 =	+2		
Forgery	Int	2 =	+2		
Gather Information	Cha	2 =	+2		
Handle Animal	Cha	3 =	+2	+1	
Heal	Wis	3 =	+1	+2	
Hide	Dex*	6 =	+2	+4	
Intimidate	Cha	2 =	+2		
Jump	Str*	1 =	+1		
Knowledge (dungeoneering)	Int	4 =	+2	+2	
Knowledge (nature)	Int	4 =	+2	+2	
Listen	Wis	8 =	+1	+5	+2 [elf]
Move Silently	Dex*	7 =	+2	+5	
Perform_1	Cha	2 =	+2		
Perform_2	Cha	2 =	+2		
Perform_3	Cha	2 =	+2		
Perform_4	Cha	2 =	+2		
Perform_5	Cha	2 =	+2		
Profession	Wis	2 =	+1	+1	
Ride	Dex	3 =	+2	+1	
Search	Int	8 =	+2	+4	+2 [elf]
Sense Motive	Wis	1 =	+1		
Spot	Wis	8 =	+1	+5	+2 [elf]
Survival	Wis	5 =	+1	+4	

Swim	Str <sup>**</sup>	4 =	+1	+3
Use Rope	Dex	3 =	+2	+1

\* = check penalty for wearing armor

Elf:

- +2 dexterity / -2 constitution (already included)
- Immune to magical sleep
- +2 racial bonus to saves vs. enchantments
- Low-light vision
- Proficient with longsword, rapier, longbow & shortbow
- +2 racial bonus on listen, search, and spot checks
- Notice secret doors

Ranger:

- Favored enemies
- Track as bonus feat (already included)
- Combat Style
- Endurance
- Wild empathy (roll level + charisma bonus)
- Endurance (level 3)
- Animal Companion (level 4)
- Woodland Stride (level 7)
- Swift Tracker (level 8)
- Evasion (level 9)
- Camouflage (level 13)
- Hide in Plain Sight (level 17)
- High wisdom gains bonus spells daily

Favored Enemies:

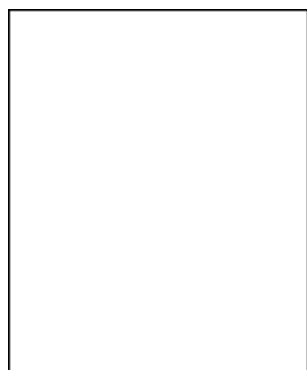
- Humanoids (human) +2

This ranger chose the archery track.

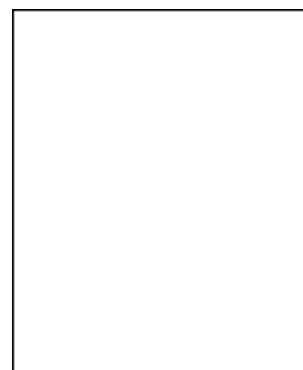
*Class HP rolled*

Level 1: Ranger 8

Level 2: Ranger 2



Portrait



Insignia

Willow's Equipment:

22 lb Weapons / Armor / Shield (from above)

3 lb Arrows (quiver of 20) x1

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25 lb Total

More about Willow: