

## Ezdravacro Gelliora

Player: Sven

Male human (Varisian) ranger (infiltrator) 9 - CR 8

True Neutral Humanoid (Human); Deity: **Pharasma**; Age: 19; Height: 5' 4"; Weight: 140lb.; Eyes: **silvery grey**; Hair: **black**; Skin: **bronze**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	14	+2	
<b>DEX</b> DEXTERITY	20/22	+5/+6	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	14	+2	
<b>CHA</b> CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+8	=	+6	+2			
<b>REFLEX</b> (DEXTERITY)	+12	=	+6	+6			
<b>WILL</b> (WISDOM)	+5	=	+3	+2			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 23	=	+5		+6		+1	+1	
<b>Touch AC</b> 17								
<b>CM Bonus</b> +11	=	+9	+2	-	-			

CM Defense	Total	BAB	Strength	Dexterity	Size
28	= 10	+9	+2	+6	-

29 vs. Trip

<b>Base Attack</b>	+9	<b>HP</b>	95
<b>Initiative</b>	+6	Damage / Current HP	
<b>Speed</b>	30 ft		

### Dagger

Main hand: **+11/+6, 1d4+2** Crit: 19-20/x2  
Rng: 10'  
Ranged: **+12/+7, 1d4+8** Light, P/S

### Ezdra's Bow

Ranged, both hands: **+14/+9, 1d8+9** Crit: x3  
Rng: 110'  
2-hand, P

### Mithral (Silver) Dagger +1

Main hand: **+12/+7, 1d4+3** Crit: 19-20/x2  
Rng: 10'  
Ranged: **+13/+8, 1d4+9** Light, P/S

### Throwing axe

Main hand: **+11/+6, 1d6+2** Crit: x2  
Rng: 10'  
Ranged: **+12/+7, 1d6+8** Light, S



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+15</b>	DEX (6)	8	
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Bluff</b>	<b>+0</b>	CHA (0)	-	
<b>Climb</b>	<b>+12</b>	STR (2)	7	
<b>Craft (bows)</b>	<b>+10</b>	INT (0)	5	
<b>Diplomacy</b>	<b>+0</b>	CHA (0)	-	
<b>Disable Device</b>	<b>+11</b>	DEX (6)	3	
<b>Disguise</b>	<b>+0</b>	CHA (0)	-	
<b>Escape Artist</b>	<b>+6</b>	DEX (6)	-	
<b>Fly</b>	<b>+6</b>	DEX (6)	-	
<b>Handle Animal</b>	<b>+9</b>	CHA (0)	6	
<b>Heal</b>	<b>+8</b>	WIS (2)	1	
<b>Intimidate</b>	<b>+4</b>	CHA (0)	1	
<b>Knowledge (dungeoneering)</b>	<b>+4</b>	INT (0)	1	
<b>Knowledge (geography)</b>	<b>+4</b>	INT (0)	1	
<b>Knowledge (history)</b>	<b>+2</b>	INT (0)	1	
<b>Knowledge (local)</b>	<b>+3</b>	INT (0)	2	
<b>Knowledge (nature)</b>	<b>+4</b>	INT (0)	1	
<b>Knowledge (nobility)</b>	<b>+1</b>	INT (0)	1	
<b>Knowledge (religion)</b>	<b>+5</b>	INT (0)	1	
<b>Linguistics</b>	<b>+1</b>	INT (0)	1	
<b>Perception</b>	<b>+13</b>	WIS (2)	8	
<b>Profession (scribe)</b>	<b>+6</b>	WIS (2)	1	
<b>Ride</b>	<b>+10</b>	DEX (6)	1	
<b>Sense Motive</b>	<b>+2</b>	WIS (2)	-	
<b>Stealth</b>	<b>+15</b>	DEX (6)	6	
<b>Survival</b>	<b>+13</b>	WIS (2)	8	
<b>Swim</b>	<b>+11</b>	STR (2)	1	

## Feats

### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Deadly Aim -3/+6

Trade a penalty to ranged attacks for a bonus to ranged damage.

### Endurance

+4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

### Improved Precise Shot

Ignore AC bonuses and miss chance from anything less than total cover/concealment.

### Manyshot

You can shoot two arrows as the first attack of a full attack action.

### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

### Point-Blank Shot

+1 to attack and damage rolls with ranged weapons at up to 30 feet.

### Precise Shot

You don't get -4 to hit when shooting or throwing into melee.

### Rapid Shot

You get an extra attack with ranged weapons. Each attack is at -2.

### Shield Proficiency

You can use a shield and take only the standard penalties.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Snap Shot (Combat)

While wielding a ranged weapon with which you have Weapon Focus, you threaten squares within 5 feet of you.

### Weapon Focus (Longbow)

You gain a +1 bonus on all attack rolls you make using the selected weapon.

## Traits

### Little Favored Enemy - Construct

Favored Enemy bonus +1 vs. constructs

### Log Roller (forest)

+1 to Acrobatics, +1 CMD vs. Trip.

### Subject of Study (Abberations)

Professor Lorrimer approached you as part of his studies, as he had heard that you had survived a recent encounter with a strange monster or had another fateful encounter. Interested in the conditions of the run-in and the means by

### Undead Slayer

+1 weapon damage vs. undead.

## +1 mithral chain shirt

**+5**

Max Dex: +6, Armor Check: -  
Spell Fail: 10%, Light

## Gear

### Total Weight Carried: 44/175 lbs, Encumbrance Ignored

(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

+1 mithral chain shirt	12.5 lbs
Amulet of natural armor +1	-
Antitoxin <In: Belt pouch (12 @ 2 lbs)>	-
Arrow, Adamant x10	0.15 lbs
Arrow, Cold Iron x10	0.15 lbs
Arrow, Silver x10	0.15 lbs
Arrows x30 <In: Backpack (86 @ 32.5 lbs)>	0.15 lbs
Arrows x10 <In: Backpack (86 @ 32.5 lbs)>	0.15 lbs
Artisan's tools, masterwork (Craft [bows])	5 lbs

## Experience & Wealth

Experience Points: 76000/105000

Current Cash: **You have no money!**

## Gear

**Total Weight Carried: 44/175 lbs,**

**Encumbrance Ignored**

**(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)**

Backpack (86 @ 32.5 lbs) <In: Dropped to ground	2 lbs
Bedroll <In: Backpack (86 @ 32.5 lbs)>	5 lbs
Belt of incredible dexterity +2	1 lb
Belt pouch (12 @ 2 lbs)	0.5 lbs
Bloodblock x2 <In: Belt pouch (12 @ 2 lbs)>	-
Blunt arrow, Adamant x10	0.15 lbs
Blunt arrow, Cold Iron x10	0.15 lbs
Blunt arrow, Silver x10	0.15 lbs
Blunt arrows x30 <In: Backpack (86 @ 32.5	0.15 lbs
Blunt arrows x10	0.15 lbs
Bracers of armor +2	1 lb
Chalk x3 <In: Backpack (86 @ 32.5 lbs)>	-
Dagger x2	1 lb
Explorer's outfit (Free)	-
Ezdra's Bow	3 lbs
Flint and steel <In: Backpack (86 @ 32.5 lbs)>	-
Healer's kit <In: Backpack (86 @ 32.5 lbs)>	1 lb
Holy water <In: Belt pouch (12 @ 2 lbs)>	1 lb
Mithral (Silver) Dagger +1	0.5 lbs
Nushadir <In: Backpack (86 @ 32.5 lbs)>	1 lb
Potion of cure light wounds <In: Belt pouch (12 @ 2	-
Potion of cure moderate wounds x3	-
Potion of cure serious wounds	-
Potion of restoration, lesser	-
Ring of protection +1	-
Ring of swimming	-
Silk rope <In: Backpack (86 @ 32.5 lbs)>	5 lbs
Smelling salts <In: Belt pouch (12 @ 2 lbs)>	-
Tent, small <In: Dropped to ground (2 @ 54.5	20 lbs
Thieves' tools, masterwork	2 lbs
Throwing axe x2	2 lbs
Thunderstone <In: Belt pouch (12 @ 2 lbs)>	1 lb
Tindertwig x5 <In: Belt pouch (12 @ 2 lbs)>	-
Torch x4 <In: Backpack (86 @ 32.5 lbs)>	1 lb
Waterskin <In: Backpack (86 @ 32.5 lbs)>	4 lbs
Weapon blanch (cold iron) <In: Backpack (86 @	0.5 lbs
Weapon blanch (silver) <In: Backpack (86 @ 32.5	0.5 lbs
Whetstone <In: Backpack (86 @ 32.5 lbs)>	1 lb

## Special Abilities

### Adaptation (90 minutes/day) (Ex)

At 3rd level, an infiltrator learns how to copy the unusual abilities of his prey. He chooses one type of creature he has selected as a favored enemy, such as "aberrations." The ranger selects one ability or feat from the adaptation list

### Adaptation: Darkvision 60' (Ex)

At 3rd level, an infiltrator learns how to copy the unusual abilities of his prey. He chooses one type of creature he has selected as a favored enemy, such as "aberrations." The ranger selects one ability or feat from the adaptation list

### Adaptation: Iron Will (Ex) +2

At 3rd level, an infiltrator learns how to copy the unusual abilities of his prey. He chooses one type of creature he has selected as a favored enemy, such as "aberrations." The ranger selects one ability or feat from the adaptation list

## Special Abilities

### Adaptation: Skill Focus (Stealth) (Ex) +3

At 3rd level, an infiltrator learns how to copy the unusual abilities of his prey. He chooses one type of creature he has selected as a favored enemy, such as "aberrations." The ranger selects one ability or feat from the adaptation list for

### Animal Companion Link (Ex)

You can handle the animal companion as a free action, or push it as a move action, even if you doesn't have any ranks in the Handle Animal skill. The link grants a +4 circumstance bonus on all wild empathy checks and Handle Animal

### Evasion (Ex)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw.

### Favored Enemy (Humans +2) (Ex)

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

### Favored Enemy (Undead +4) (Ex)

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

### Share Spells with Companion (Ex)

The druid may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A druid may cast spells on her animal companion even if the spells normally do not affect creatures of the

### Swift Tracker (Ex)

An 8th level ranger or 11th level slayer can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. When moving at up to twice his normal speed while tracking, he takes only a -10

### Track +4

A ranger or slayer adds 1/2 his level (minimum 1) to Survival skill checks made to follow tracks.

### Wild Empathy +9 (Ex)

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

### Woodland Stride (Ex)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

## Tracked Resources

Adaptation (90 minutes/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Antitoxin	<input type="checkbox"/>
Arrow, Adamant	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Arrow, Cold Iron	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Arrow, Silver	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
(+20 in Saddlebag)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Bloodblock	<input type="checkbox"/> <input type="checkbox"/>
Blunt arrow, Adamant	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Blunt arrow, Cold Iron	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Blunt arrow, Silver	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Blunt arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
(+20 in Saddlebag)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Blunt arrows	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/> <input type="checkbox"/>
Healer's kit	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Tracked Resources

Holy water	<input type="checkbox"/>
Mithral (Silver) Dagger +1	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of cure serious wounds	<input type="checkbox"/>
Potion of restoration, lesser	<input type="checkbox"/>
Smelling salts	<input type="checkbox"/>
Throwing axe	<input type="checkbox"/> <input type="checkbox"/>
Thunderstone	<input type="checkbox"/>
Tindertwig	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common	Thassilonian
Hallit	Varisian

## Spells & Powers

**Ranger (Infiltrator) spells memorized (CL 6th; concentration +8)**

**Melee Touch +11/+6 Ranged Touch +12/+7**

**2nd—chameleon stride<sup>APG</sup>, eagle eye<sup>APG</sup>**

**1st—gravity bow<sup>APG</sup> (2), residual tracking<sup>APG</sup>**

## Companions

**Bärchen (Animal Companion), Wolf - CL6 - CR 5**

**STR 15 (+2), DEX 17 (+3), CON 16 (+3), INT 2 (-4), WIS 12 (+1), CHA 6 (-2); Fortitude +8, Reflex +8, Will +3**

**HP: 61/61; Init: +3; Speed: 50 feet**

**Attack Bonus: +4; Armor Class: 19 / 13 Tch / 16 Fl**

**Perception +7, Stealth +7, Survival +3**

**Bite (Wolf) Melee +4, 1d6+9, x2**

**Special: +4 to Survival when tracking by Scent, Attack Any Target [Trick], Blind-Fight, Devotion +4 (Ex), Evasion (Ex), Guarding [Trick], Heel [Trick], Low-Light Vision, Power Attack -2/+4, Scent (Ex), Stay [Trick], Track [Trick], Trip (Ex)**

## Situational Modifiers

**Bluff**

**Favored Enemy (Humans +2) : +2 vs. humans, Favored Enemy (Undead +4) : +4 vs. undead**

**Constitution Check**

**Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath**

**Fortitude Save**

**Endurance: +4 vs. hot or cold environments and to resist damage from suffocation**

**Knowledge (dungeoneering)**

**Favored Enemy (Humans +2) : +2 vs. humans, Favored Enemy (Undead +4) : +4 vs. undead**

**Knowledge (geography)**

**Favored Enemy (Humans +2) : +2 vs. humans, Favored Enemy (Undead +4) : +4 vs. undead**

**Knowledge (history)**

**Favored Enemy (Humans +2) : +2 vs. humans, Favored Enemy (Undead +4) : +4 vs. undead**

**Knowledge (local)**

**Favored Enemy (Humans +2) : +2 vs. humans, Favored Enemy (Undead +4) : +4 vs. undead**

## Situational Modifiers

### Knowledge (nature)

**Favored Enemy (Humans +2)** : +2 vs. humans, **Favored Enemy (Undead +4)** : +4 vs. undead

### Knowledge (nobility)

**Favored Enemy (Humans +2)** : +2 vs. humans, **Favored Enemy (Undead +4)** : +4 vs. undead

### Knowledge (religion)

**Favored Enemy (Humans +2)** : +2 vs. humans, **Favored Enemy (Undead +4)** : +4 vs. undead

### Perception

**Favored Enemy (Humans +2)** : +2 vs. humans, **Favored Enemy (Undead +4)** : +4 vs. undead

### Sense Motive

**Favored Enemy (Humans +2)** : +2 vs. humans, **Favored Enemy (Undead +4)** : +4 vs. undead

### Survival

**Favored Enemy (Humans +2)** : +2 vs. humans, **Favored Enemy (Undead +4)** : +4 vs. undead, **Track**: +4 to track

### Swim

**Endurance**: +4 to resist nonlethal damage from exhaustion