Armor Prof: Light & Med. and shield	Many shot - s	shoot to	wo arr	ows pe	er atta	ck (PC	INIT	9] =	5	MOD +	4	MISC MOD	
Favored Terrain (Ex) +2 Geography, Perception, Stealth, Survival Skill checks	Rapid Shot - r	nake o	ne extr	a rang	ed atta	ick (PC	HERO		1					
-Forest, Jungle, Swamp, Plains (PCR-65)	Far Shot - dec	rease r	anged	penalti	es by l	nalf (PC	SR		Г	R				
Track (Ex) + IvI/2 survival check to tracking	Point Blank S	Shot +1	attacl	k, dam	age (F	PCR-13	31)	RESISTANCE	es					
ARMOR & ARMOR &	WEAPONS	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT	POOL POINT	rs					
ARMOR barkskin hide armor +3		7	4	0	0	Med	15.0							
Shield light wooden +2		3		0	0	Lt	5.0							

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
long sword +3, +4 vs fire	+15+3	1d8+5+3	19-20,x2		S	4.0	
long bow of the forester +3 w/ bramble arrows +2	+15+1+3+2	1d8+5+1+3+2	20,x3	100	Р	6.0	1d4 bleed dam until heal check
dagger	+15	1d4+5	19-20,x2	10	S/P	1.0	

	FEATS & SPECIAL ABILITIES			FEATS & SPECIAL ABILITIES											
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	EQUIPMENT & MAGIC ITEMS						E	QUII	PME	ENT & N	AGIC	ITEMS			
*	ITEM	QTY / USES	WGT N/A	WEIGHT	#		n hide armor +		ЕМ				QTY / USES	WGT N/A	WEIGHT
	daggers (x2)] [- no arn	nor penalties to	o ste	alth	etc.					
] [- +5 cor	ncealment, ste	alth	in fa	vored to	errain				
	quiver				⇃⇂										
					┦┞	light wo	oden shield +2	2							<u> </u>
_					┨┝	 	1.0.4					DD 10			
_					┨┝	long sw	ord +3, +4 vs f	ire c	reat	ures, by	passes	DR 10			
\vdash		+			┨┞	long he	ow of the fores	tor 4	.3						
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					┧┝╴	110 poi	idity Whom one	, ouiii	9 411	ougiiie	mago				
					1	ring of s	speak with pla	nts (cont	inuous)					
					1		· · · · · · · · · · · · · · · · · · ·								
] [bramble	e arrows +2 att	tack	+ 10	d4 bleed	l dam/rr	nd	20		
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	WORN MAGIC ITEM EQUIPMENT						BAGS & CO	NIT	MINI	EDC					
	EQUIPMENT SLOTS FOR MAGIC ITEMS	光			CONTAIN	ER	BAGS & CC	N L	MINI		LUME/WEIGH	T LIMIT/NOT	ES		WEIGHT
	BELT:														
	BODY:														
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НЕ	:ADBAND:	SILVER													
	NECK:	COPPER									10	ADS &	LIET		
	RING:							LC	GHT DAD	MEDIUM LOAD	HEAVY LOAD	AL	LIFT ABOVE HEAD	GROUND	DRAG & PUSH
	RING:	ARMOR &		CARRIE			TOTAL	\vdash	33	267	400		400	800	2000
SH	OULDERS:	WEAPONS	CURREN		IPMENT	MISC	TOTAL		0	0		MODIFIED LOAD	0	0	0
	WRIST:	31.0	0.0		0.0		31.0	CUF	RRENT	LOAD	LIGHT	И м	EDIUM 🗖	HEAV	vy 🗆

			SPELLS PER DAY				RI (OODLINES & PATRONS					SDELL	S DI	ER DAY		
61.4				1. <u>-</u> ,, [40	BLOODLINE/P/		JODLINES & PATRONS					SPELL	.5 P	EK DAT	. =>./=	
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SAVI	E DC	LEVEL	TOTAL CLASS BONUS		SPELLS KNOWN	BLOODLINE/PA	ATRON				SAVE DC	LEVEL	TOTAL	CLASS	ABILITY S BONUS	MISC	SPELLS KNOWN
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	•	9th]L L		SPECIALITY				l		9th					
CLOSE: 25FT + 5FT / 2 LV	50		MEDIUM: 100ft + 10ft / LVL 200	LONG: 400ft + 40ft / LVL	800	FOC	USED				OSE: FT +	25	MEDIUN 100ft - 10ft / L	⊦ I 1	100	LONG: 400ft + 40ft / LV	400
JF1 / Z LV		TOTAL	CLASS ARILITY OTH		NT POINTS	PROHI	BITED			JF1 /	2 LVL	TOTAL	CLASS	_	BILITY OTHE	,	RRENT POINTS
SPE	LL	0				PROHI	BITED				PELL POINTS	0					
								SPELLS									
LEVEL 1	PREP	USED	Abundant Ammuni	tion - Ro		AME & DESCRIPTION	mmı		sсноо conjura			ration nin/IVI	perso		none	sr no	REFERENCE UC-
1			and the second s					g or a 10' radius spread	necroma			stant	clos	_	none	yes	StLC
<u> </u>			Detect Poison - De	divination instant				clos	_	none	no	PCR					
1			Detect Snares and	divinat			,10min/l				no	PCR					
1				evocat	_		stant	mediu	-	none	no	Gam					
1			Deadeye's Arrow - create an arrow made of crackling electricity, which you may fire as a weapon or use as a beacon Entangle - Plants entangle everyone in 40-ft. radius.								1 min/lvl		long		reflex	no	PCR
1			Gravity Bow - Arro	transmut	ation	1 min/lvl		perso	nal	none	no	APG					
1			Longshot - Grants a +10-foot bonus to the range increment for any ranged weapon fired.								1 n	nin/lvl	perso	nal	none	no	UC
1			Read Weather - forecast the weather at your location for the next 48 hours								in	stant	personal		none	no	FoB
1			Pass without Trace - One subject/level leaves no tracks							ation	1	hr/lvl	touc	h	will	yes	PCR
1			Residual Tracking	- Tell crea	ature's	appearance l	oy foc	otprint	divinat	ion	in	stant	touc	h	none	no	APG
1			Detect Animals or I	Plants - D	Detects	kinds of anim	nals o	r plants	divinat	ion	10	min/lvl	long	9	none	no	PCR
																\perp	
<u> </u>																	
2			·					creature in the previous round	conjura			stant	long	_	none	yes	APG
2			Bloodhound - Give			· ·	<u> </u>		transmut			hr/lvl	perso		none	no	APG
2			Campfire Wall - Cr						evocat			hr/lvl	clos	-	none	yes	APG
2							stead	of hindering you and your allies.	abjurat			nin/lvl	clos	_	none	no	UC
2			Greensight - See the				0.000	ounition the chility to signature	transmut			min/lvl nd/lvl	touc	-	will	no	RG
2								nunition the ability to ricochet.	evocat				clos	_	will none	yes	UC PCR
2			Speak with Plants - You can talk to plants and plant creatures. Wilderness Soldiers - Nearby plants aid you in combat from 30' rad							divination 1 min/lvl transmutation 1 rnd/lvl				-	none	no	UC
┝			doi/1000 Goldlei	ss Soldiers -Nearby plants aid you in combat from 30' rad									30'		110116	1.0	