

26	Lawful Neut	ral	Iomed	dae			Usaro, Mwang			100	ROIL					A III						
AGE	ALIGNMENT Southern, A	uran.	DEITY Ignan, C	Common	ı. Polvalot.	Char	HOMELAND & BACKGRO	UND OCCUPATI	ION					Original by								
								FPOINT	·c					CLAS								
ABILITY S	1.0	мор 4	18	ENHANCE	MISC	ЕМР	CURRENT		HP GAINED	HD		_	LASS NAI	ME	3 KE	BAB	SKILL	FC HPS		REF	WILL	
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co	N 16	3	16													\sqcup			_			ـــــ
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WI	s 14	2	14				TEMPORARY HP									Ш		_	_	_	_	Щ
		-	10	-2	2		Т	OTAL HE	86	FAVOR		Rang	jer	то	TALS	7	63	7	5	5	2	7
CHA 10 0 10 -2 2 ABILITY SCORE &								CONDITIONS	& MISCELLANEOUS	TRACKING						1	SKIL		ANKS A	DILLEY :	RANKS TOTAL	63 MISC
	AL NOTES													CROBATICS •	•	DI	EX 1	11	4	7	KAINED	MISC
ARMOR	CLASS TOTAL		ARMOR	SHIELD	DEX	KS &	DEFENSE DODGE NATURAL	DEFLECT	MISC TEMP				*□ A *□ B	LUFF		II CH	_	0		3 0		
AC	26	=10+	9	0	7					ARM	OR CHECK	0	* ☑ C	CLIMB +			TR	9	2	4	3	
TOU	ICH 17	=10+			7		一			ī	MAXIMUM DEX	10		RAFT: DIPLOMACY		11 CH	_	0		3		
FLAT-F			9	0		_			=	┪	SPELL	15%		ISABLE DEV	ICE +	DI	_			7		
T-FAIT-I	19	=10+	_ 3					_الــــا	OMBAT NOTES & M	DODIFIERS	FAILURE	10 /0		SCAPE ARTIS	T +	CH DI	_	7	Ŧ	7		
SAVING TI	HROWS TOTAL	CLAS	S BASE	ABILITY	ENHANCE	MISC	TEMP SECON	d attack					*□ F		,, •	DI		7		7		
FOI	RT 8		5	3					way.					HANDLE ANII	MAL	CH	_	6	3	0	3	
REF 12 5 7								*☑ HEAL *☑ INTIMIDATE			W CH	_	8	7	0	3	4					
WII			2	2					✓ KN: dungeoneering✓ KN: geography				_	7	1	3	3					
WII	4								9 4		1	A 1		N: geograph N: nature	ıy		_	l1 l3	7	3	3	
ATTAC			ACK BONUS	ТЕМР	ABILITY	SIZE	міѕс		A Par					N: nobility		11	_	6	3	3		
ATTACK MO			7		4			NO.	1		10		□ K			11	NT _	+		3		
RANC ATTACK MC			7								1			INGUISTICS			NT			3		
СМ	IB 14	7	DEX	(7			THE RE	50	1	26			ERCEPTION ERFORM:		W CH	_	0	7	2	3	
CMD 28 =10+ B/B DODGE & STR &										11/2	2		☑ Prof:			w	_			2		
-	20	-10+		DENCECT	DEX		1000	222	All In such	15 (S) - (s)				IDE +	<i>,</i> -	DI W	_	7 5	3	7 2		
					FEAT	S & F	EATURES							LEIGHT OF H		DI	_	5	3	7		
Race:	Nkosi (Lion	folk) (S	SB-73)	CLASS FE	ATURES, RACIAL	TRAITS, F	EATS, AND CHARACTER FI		10 skills 6 -	+ Int N	/lod		_	PELLCRAFT		II DI	_	8	7	7	3	
Type: Monstrous Humanoid + shapechanger							Woodland Strice					at speed		URVIVAL			_	12	7	2	3	
	r: Perception						Weapon & Arr	- * ☑ Swim +			S" CH	_	9	2	4 0	3						
	Form (Su): Ca					day)	Track: +lvl/2			JSE WIAGIC L		STR		+		0						
	r's Max (Ex):				000 (0 111/2/	day)	Wild Empathy				do of ar	a animal			STR	E	\perp					
	ite: Smoke Cre			+4 Dox	+2 Int +2	Cho	Exotic Weapo					Tariiriai	□ ST				Н	+				
	outsider + a		· · · · · ·				Weapon Foci				STR	F	1									
	Sight (Ex): So						Weapon Fines	`	MARI	K A 🗖 TO SHOV	W A CLASS S	STR SKILL. CLA	ASS SKIL	LS WITH	RANKS G	AIN A +3	TRAINED	BONUS				
	- , ,						Dazzling Display		•	* SKILL CA	AN BE USED	UNTRAII			R CHECK							
	y Form (Ex) co				-				SLC	OW MEDIU		т 🗆 📙		5,00			51,00					
	· ·				allacks/sp	elis	Intimidating Pr			SPEED			35	3		VIM T	CLIMB	MISC				
	5, perfect ma				(at will: long p	ango)	Power attack			7	╒═╣└	<u> </u>	7	DEX	<u> </u>		MISC					
	. ,						Combat Style			INIT		٦,			MOD	^т		MOD				
	Neapon: Cloud			•	Tire dam, 5	rnas	Endurance:			HERO												
	alth in smoke					_	Favored Terr					SR DR										
Air Mas	stery: Airborne	roes: -	ı attack	and dan	nage vs sm	оке	Hunter's Bond (E	⊏x) - grant	ravored enen	RE	SISTANC	ES										
					ARMO	R&	WEAPONS						PQ	OL POIN	TS	$\overline{}$						
				ME & DESCRIF	PTION																	
ARMOR E	nhanced brea	stplate	+3 (ma	ax dex=	10, penalty	<i>y</i> =0)		9	10 0	15	Lt	20.0	_									
SHIELD																						
	WEAPO	N NAME &	DESCRIPTIO	ON			ATTACK MODIFIERS	s		MAGE		CRITICA		RANGE	TYPE	WEIGHT	<u> </u>		АММ	O & NOT	S	
bite							+12		1d6+4 20/x2						Р		_					
dueling	g sword of sr	noke -	+3 attac	ck + 2d6	6 fire dam		+14+1+3		1d8+4	1d8+4+2d6 fire 19-20					S		_					

FEATS & SPECIAL ABILITIE					F	EATS	& SPECI	AL ABI	LITIES					
favored enemy: +2 Bluff, Knowledge, Perception, Sense Motive, Surviva	USES/DAY	USED				NA	МЕ				USES/DAY	USED		
+2 vs outsiders (evil); +4 vs primates			┨╟									_		
+2 vs outsiders (evil), +4 vs primates			┨┝									_		
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EQUIPMENT & MAGIC ITES	MS Ic	TY / USES	WGT N/A	WEIGHT	*		E	QUIPN ITEM	MENT &	MAGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT
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WORN MAGIC ITEM EQUIPMENT							BAGS & CO	NTAI	NERS					
EQUIPMENT SLOTS FOR MAGIC ITEMS	#				CONTAINE	ER			V	OLUME/WEIG	HT LIMIT/NOT	ES		WEIGHT
BELT:	\vdash													\vdash
BODY:														
CHEST:	\vdash													┼
EYES:				CIII	DENC	'V				TREA	CURE C	ADDIED		
FEET:			CARRIE		CARRIE	WGT N/A	STORED	#			SURE CA	ARRIED		WEIGHT
HANDS: PLATINUM								\coprod						<u> </u>
HEAD:		OLD						\coprod						
HEADBAND:	S	ILVER												
NECK:	NECK: COPPER									16	ADS &	LIET		
RING:								LIGHT	MEDIUM	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
RING:			C	ARRIE	D WE	IGHT		101		303	N	303	606	1515
SHOULDERS:		MOR &	CURRENC		IIPMENT	MISC	TOTAL	0	0		MODIFIED LOAD	0	0	0
WRIST:	_	20.0	0.0	1	0.0		20.0	CURRE	NT LOAD	LIGHT		EDIUM 🗖	HFA:	VY 🗆
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		SPEL	LS PER	R DAY					SPELLS PER DAY														
CLASS		Ranger LEVEL 7							BLOODLINE/PATI	RON			С	LASS						LEVEI	-	٦	
					ABILITY BONUS		SPELLS		BLOODLINE/PATI	RON							TOTAL	CL		ABILITY BONUS		SPELLS KNOWN	_
12	LEVE	์ [TOTAL	CLASS	BONUS	MISC	T KNOWN	1		_				ı	SAVE DC	LEVEL	TOTAL	7	155	BONUS	MISC	KNOWN	ı
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25FT + FT / 2 LVL	40		100FT 10FT /	+ 17	0	400FT + 40FT / LV	680	0	FOCUS	25i 5ft /	T+	25	100	DFT + r / LVL	100		LONG: 400FT + 40FT / LV	400)				
60-1	TOTAL CLASS ABILITY OTHER CURRENT POINTS								PROHIBI ⁻			TOTAL	CI	.ASS	ABILITY	ОТНЕ	e cu	RRENT POIN	15				
SPEL POINTS		0				_ _			PROHIBI ⁻	TED				S	PELL POINTS	0	⅃Ĺ						_
											SPELLS												
1	PREP U	SED	Anima	al Mess	senaer	- Send	ds a Ti		ne & description Animal to a spe	ecific	place.		school Enchantr		D	URATION	R/	ANGE		SAVE	SR	REFERENC	Ε
1									e to you.			_	Enchantr										_
1									HD of animals			-	Enchantr										_
1			Charr	n Anim	nal - M	akes o	ne anir	mal	your friend.			Enchantr	ment									_	
1			Hide		Enchantr	ment									_								
1			Hide from animals - animals can't perceive one subject/level. Speak with animals - You can communicate with animals.											ion									_
1			Summon Nature's Ally I - Summons creature to fight for you.											ition									
1			Hunte	er's Hov	wl - Tr	eat ene	emies a	as fa	avored for 1 ro	ge	Necroma	ancy											
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