

Bryan G. Stephens
Player Name

Ayrn Mordun Valyar
Character Name

Low-Light Vision
VISION

Yet Another



Character Generator

Elf
Race

Region

Medium
Size

6 ft 6 in
Height

175 lbs
Weight

Green eyes and Black Hair
Hair/Eyes

10th Ranger
Level/Class

Neutral Good
Alignment

Deity

145 years
Age

Male
Gender

STR 16 +3

DEX 20 +5

CON 12 +1

INT 15 +2

WIS 14 +2

CHA 16 +3

HP 84

SPEED

30 ft 6 sq
BASE SPEED

x4
RUN

ft
SWIM

ft
CLIMB

ft
FLY

INIT +5

= 5

+ []

ft
BURROW

WOUNDS TEMP HP NON-LETHAL

DAMAGE REDUCTION

ENERGY RESISTANCE

AC 24

Total

10+

8

+ 0

+ 5

+ 0

+ 0

+ 1

+ 0

TOUCH 16

FLATFOOTED

19

FORT 11

TOTAL

= 7

+ 1

+ 0

+ 3

+ []

REFLEX 14

TOTAL

= 7

+ 5

+ 0

+ 2

+ []

WILL 7

TOTAL

= 3

+ 2

+ 0

+ 2

+ []

CONDITIONAL MOD

BAB 10

SPELL RESISTANCE

CMD 29

TOTAL

= 10

+ 3

+ 5

+ 0

+ 1

+ 10

CMB 13

TOTAL

= 10

+ 3

+ 0

+ 0

+2 Iron, Cold Keen Rapier / +2 Iron, Cold Keen Rapier			
Two-weapon Fighting		ATTACK BONUS	Critical
		+15 / +10/[+15 / +10]	15-20/x2/[15-20/x2]
TYPE	RANGE	AMMUNITION	DAMAGE
P/[P]			1d6+5/[1d6+5]
SPECIAL PROPERTIES			
Keen: Weapon has increased critical range Keen: Weapon has increased critical range			

+2 Iron, Cold Keen Rapier			
One-handed		ATTACK BONUS	Critical
		+17 / +12	15-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
P			1d6+5
SPECIAL PROPERTIES			
Keen: Weapon has increased critical range			

+2 Darkwood Thundering Longbow, composite (+4)			
Ranged		ATTACK BONUS	Critical
		+16 / +11	x3
TYPE	RANGE	AMMUNITION	DAMAGE
P	110	Arrows (60)	1d8+5
SPECIAL PROPERTIES			
Thundering: Weapon does an additional points of sonic damage on a critical hit and may deafen target (Will DC 14)			

+2 Shock Greatsword			
Two-handed		ATTACK BONUS	Critical
		+15 / +10	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
S			2d6+6
SPECIAL PROPERTIES			
Shock: Weapon does an additional 1d6 points electricity damage			

SKILLS						
CLASS	SKILL NAME	ABIL SCORE	TOTAL	ABIL MOD	RANKS	MISC
X	Acrobatics	DEX	15	5	10	0
X	Appraise	INT	2	2	0	0
X	Bluff	CHA	3	3	0	0
C	Climb	STR	3	3	0	0
X	Diplomacy	CHA	13	3	10	0
X	Disguise	CHA	3	3	0	0
X	Escape Artist	DEX	5	5	0	0
X	Fly	DEX	5	5	0	0
C	Handle Animal	CHA	7	3	1	3
C	Heal	WIS	2	2	0	0
C	Intimidate	CHA	3	3	0	0
C	Knowledge (geography)	INT	8	2	3	3
C	Knowledge (nature)	INT	15	2	10	3
X	Knowledge (nobility)	INT	10	2	8	0
C	Perception	WIS	17	2	10	5
X	Perform (Dance)	CHA	5	3	2	0
C	Ride	DEX	15	5	7	3
X	Sense Motive	WIS	2	2	0	0
C	Spellcraft	INT	8	2	3	3
C	Stealth	DEX	17	5	9	3
C	Survival	WIS	15	2	10	3
C	Swim	STR	9	3	3	3

CUSTOM TEXT
Birthday: May 11, 4571
• Grundar, Tarcil, Caleb, Miki, Vashra, Fyonia, Hagrood, Barry

LANGUAGES
Elven, Common, Sylvan, Dwarven

PROTECTION

ARMOR		TYPE	ARMOR BONUS	MAX DEX BONUS
+2 Mithral Breastplate (Medium)		Light	+8	+5
ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
+0	15%	4	15.0	

SHIELD		SHIELD BONUS	MAX DEX	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES						

OTHER POSSESSIONS							
QUAN	ITEM	LOCATION	WGT	QUAN	ITEM	LOCATION	WGT
1	+2 Studded Leather	Bag of Holding type II	20				
1	+2 Iron, Cold Returning Axe, throwing	Carried	2				
1	+2 Iron, Cold Keen Rapier	Carried	2				
1	+2 Shock Greatsword	Carried	8				
1	+2 Darkwood Thundering Longbow, composite (+4)	Carried	1.5				
1	+2 Iron, Cold Keen Rapier	Carried	2				
60	Arrows	Efficient Quiver	9				
1	Potion of Cat's Grace	Efficient Quiver	0				
1	Efficient Quiver	Carried	2				
1	Bag of Holding type II	Carried	25				
				Armor, Shield and Slotted Items			16
				Total Weight Carried			58.5
* Weight is modified by its location							

SLOTS			
BELT		HEADBAND	
BODY		NECK	
CHEST		RING (LEFT)	Ring of Protection +1
EYES		RING (RIGHT)	
FEET	Boots of Speed	SHOULDERS	Cloak of Resistance +2
HANDS		WRIST	Bracers of Archery, Lesser
HEAD			

WEALTH [0 lbs]			
PP	GP	SP	CP
MISC			

EXPERIENCE / LEVEL	
Current XP	
11th Level	155,000

ENCUMBRANCE		
76 <small>LIGHT LOAD</small>	153 <small>MEDIUM LOAD</small>	230 <small>HEAVY LOAD</small>
230 <small>OVER HEAD</small>	460 <small>LIFT OFF GROUND</small>	1,150 <small>PUSH/ DRAG</small>

ABILITIES

Elf Traits (Core 22)

- **Elven Immunities:** Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.
- **Elven Magic:** Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.
- **Keen Senses:** Elves receive a +2 racial bonus on Perception skill checks.*
- **Weapon Familiarity:** Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word “elven” in its name as a martial weapon.
- **Low-Light Vision:** You can see twice as far in conditions of dim light.

Favorite Class Options

- Choose a weapon from the following list: longbow, longsword, rapier, shortbow, short sword, or any weapon with “elven” in its name. Add a +1 circumstance bonus on critical hit confirmation rolls with that weapon.

Traits

- **Armor Expert (APG 327):** When you wear armor of any sort, reduce that suits armor check penalty by 1*, to a minimum check penalty of 0.
- **Noble Born (Garess) (APKM 11):** You ignore the movement penalty for the first 5 feet of rocky difficult terrain you move through per round. In addition, you gain a +2 trait bonus on Appraise checks to assess the value of natural stones or metals.
- **Forlorn (APG 331):** You gain a +1 trait bonus on Fortitude saving throws*.

Class Features

- **Armor and Shield Proficiency:** You are proficient in Light and Medium Armor. You are proficient with shields (excluding tower shields.) *
- **Weapon Proficiency:** You are proficient with all Simple and Martial Weapons.
- **Favored Enemy (Ex) (Core 64):** You gain a bonus on Bluff, Knowledge, Perception, Sense Motive, Survival checks and attack and damage rolls against the following types of creatures:
 - Humanoid (human): (+6)
 - Fey: (+2)
 - Magical Beast: (+2)
- **Track (Ex) (Core 64):** You add +5 to Survival skill checks made to follow tracks.
- **Wild Empathy (Ex) (Core 64):** You can improve the initial attitude of an animal (like a Diplomacy check to improve the attitude of a person). Your Wild Empathy Check is 1d20 + 13
- **Favored Terrain (Core 65):** You gain a bonus on initiative checks, Knowledge (geography), Perception, Stealth, and Survival skill checks when you are in one of the following terrains: Forest (+2) Planes (+4)
- **Hunter's Bond (Core 66):** You receive an animal companion.
- **Woodland Stride (Core 66):** You may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Enchanted or magically manipulated areas still affect you.
- **Swift Tracker (Core 67):** You can move at your normal speed

* Denotes bonuses or penalties already included in the calculations

ABILITIES (continued)

while using Survival to follow tracks without penalty. You only take a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

- Evasion (Core 67): If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you take no damage. A helpless character does not gain the benefit of evasion.

Feats

- Weapon Finesse (Core 136): With a light weapon, elven curve blade, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls*. If you carry a shield, its armor check penalty applies to your attack rolls*.
- Two-Weapon Fighting (Core 136): Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.*
- Double Slice (Core 122): Add your Strength bonus to damage rolls made with your off-hand weapon.*
- Quick Draw (Core 131): You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon as a move action.
- Improved Two Weapon Fighting (Core 128): In addition to the standard single extra attack you get with an off-hand weapon, you get a second attack with it, albeit at a -5 penalty.*
- Leadership (Core 129): This feat enables you to attract a loyal cohort and a number of devoted subordinates who assist you.
- Critical Focus (Core 120): You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.
- Greater Two-Weapon Fighting (Core 126): You get a third attack with your off-hand weapon, albeit at a -10 penalty.*
- Armor Proficiency, Medium (Core 118): You are proficient wearing medium armor.
- Armor Proficiency, Light (Core 118): You are proficient wearing light armor.
- Endurance (Core 122): You may sleep in light or medium armor without becoming fatigued. You gain a +4 bonus on the following checks and saves:
 - Swim checks to resist nonlethal damage from exhaustion
 - to continue running
 - to avoid nonlethal damage from a forced march
 - to hold your breath
 - to avoid nonlethal damage from starvation or thirst
 - saves to avoid nonlethal damage from hot or cold environments
 - saves to resist damage from suffocation.
- Shield Proficiency (Core 133): When you use a shield, the shield's armor check penalty only applies to Strength- and Dexterity-based skills.*

Magic Items

- Boots of Speed (Core 503): You can move as if affected by a haste spell for up to 10 rounds/day
- Ring of Protection +1 (Core 481): This ring provides a +1 deflection bonus*
- Cloak of Resistance +2 (Core 507): Gives a +2 resistance bonus to all saves*.
- Bracers of Archery, Lesser (Core 504): You can use any bow (not including crossbows) as if you were proficient in its use.* If you already have proficiency with any type of bow, you gains a +1 competence bonus* on attack rolls whenever

** Denotes bonuses or penalties already included in the calculations*

CLASS ABILITIES/MAGIC ITEMS

Arrows (+20)

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Boots of Speed

<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"/>	<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"/>	<input type="checkbox"/>	<input type="checkbox"/>
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/day

Handwritten Notes

Bryan G. Stephens

Player Name

Ayrn Mordun Valyar

Character Name

+2 Iron, Cold Returning Axe, throwing / +2 Iron, Cold Keen Rapier		ATTACK BONUS	CRITICAL
Two-weapon Fighting		+13 / +8 / [+13 / +8]	x2 / [15-20/x2]
TYPE	RANGE	AMMUNITION	DAMAGE
S/[P]	10		1d6+5/[1d6+5]
SPECIAL PROPERTIES			
Returning: Weapon returns to the thrower Keen: Weapon has increased critical range			

+2 Iron, Cold Returning Axe, throwing		ATTACK BONUS	CRITICAL
Thrown		+17 / +12	x2
TYPE	RANGE	AMMUNITION	DAMAGE
S	10		1d6+5
SPECIAL PROPERTIES			
Returning: Weapon returns to the thrower			

Weapon 7		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 8		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

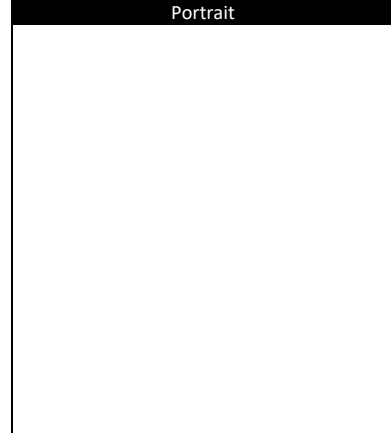
Weapon 9		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 10		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

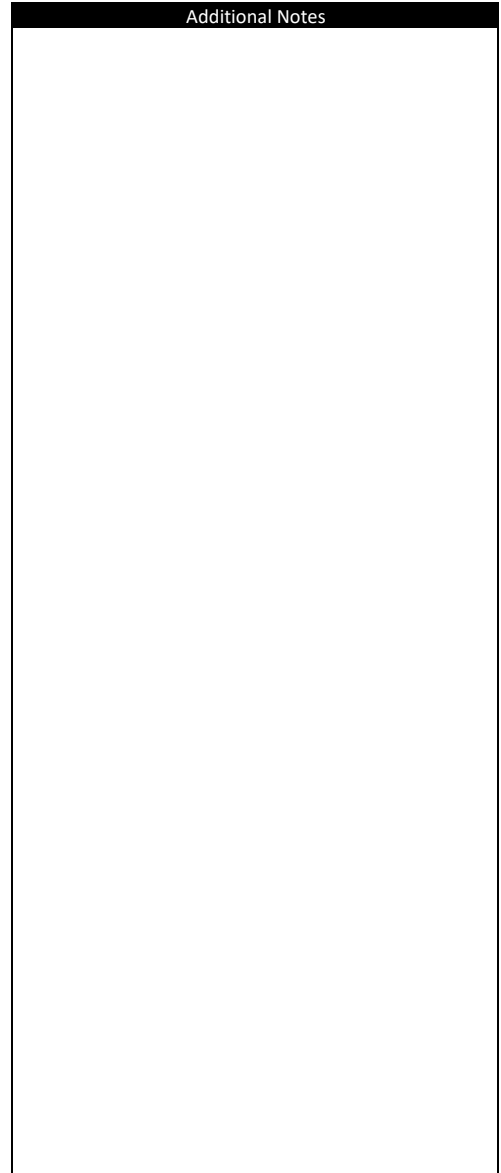
Weapon 11		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 12		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Portrait



Additional Notes



ABILITIES (continued)

using that type of bow.

- Efficient Quiver (Core 511): This container appears as a typical quiver but has 3 compartments. Retrieving anything from the quiver is quick.
- Bag of Holding type II (Core 500): A bag opening into nondimensional space. Capacity is 500 lbs or 70 cubic feet.

ABILITIES (continued)

CONDITIONAL MODIFIERS

Appraise:

- +2 trait - to assess the value of natural stones or metals (Noble Born (Garess))

- +4 - for checks with your animal companion (Link)

Attack Rolls:

- +4 circumstance - to confirm critical hits (Critical Focus)
- +6 - vs Humanoid (human) (Favored Enemy)
- +2 - vs Fey (Favored Enemy)
- +2 - vs Magical Beast (Favored Enemy)

Bluff:

- +6 - vs Humanoid (human) (Favored Enemy)
- +2 - vs Fey (Favored Enemy)
- +2 - vs Magical Beast (Favored Enemy)

Constitution checks:

- +4 - to continue running or holding your breath, or to avoid non-lethal damage from a forced march, starvation or thirst. (Endurance)

Damage:

- +6 - vs Humanoid (human) (Favored Enemy)
- +2 - vs Fey (Favored Enemy)
- +2 - vs Magical Beast (Favored Enemy)

Fortitude:

- +4 - to resist damage from suffocation or to avoid non-lethal damage from hot or cold environments. (Endurance)

Handle Animal:

- +4 - for checks with your animal companion (Link)

Initiative:

- +2 - while in Forest terrain (Favored Terrain)
- +4 - while in Planes terrain (Favored Terrain)

Knowledge:

- +6 - vs Humanoid (human) (Favored Enemy)
- +2 - vs Fey (Favored Enemy)
- +2 - vs Magical Beast (Favored Enemy)

Knowledge (geography):

- +2 - while in Forest terrain (Favored Terrain)
- +4 - while in Planes terrain (Favored Terrain)

Perception:

- +6 - vs Humanoid (human) (Favored Enemy)
- +2 - vs Fey (Favored Enemy)
- +2 - vs Magical Beast (Favored Enemy)
- +2 - while in Forest terrain (Favored Terrain)
- +4 - while in Planes terrain (Favored Terrain)

Saving Throws:

- +2 racial - vs enchantment spells and effects (Elven Immunities)

Sense Motive:

- +6 - vs Humanoid (human) (Favored Enemy)
- +2 - vs Fey (Favored Enemy)
- +2 - vs Magical Beast (Favored Enemy)

Spellcraft:

- +2 racial - to identify properties of magic items (Elven Magic)

Stealth:

- +2 - while in Forest terrain (Favored Terrain)
- +4 - while in Planes terrain (Favored Terrain)

Survival:

- +6 - vs Humanoid (human) (Favored Enemy)
- +2 - vs Fey (Favored Enemy)
- +2 - vs Magical Beast (Favored Enemy)
- +2 - while in Forest terrain (Favored Terrain)
- +4 - while in Planes terrain (Favored Terrain)
- +5 - to follow tracks (Track)

Wild Empathy:

Spell Sheet

Character Name: Ayrn Mordun Valyar

Class: Ranger (7th)

Level	Spells per day									
	0	1	2	3	4	5	6	7	8	9
Ranger (7th)	3	2								

Concentration Check: 1d20 + 9

Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
	1	Resist Energy	13	abjuration	touch	Fort neg (h)	The subject gains resist energy 20 against the energy type chosen (acid, cold, electricity, fire, or sonic)	Core 334
		Area	Comp	Casting Time	Duration	SR		
			V, S, DF	1 SA	70 min.			
	1	Residual Tracking	13	divination	touch	none	By touching a footprint, you receive a clear mental image of the person or creature that made it. The image has the exact same appearance as the creature that made the footprint at the moment it made the imprint, including any telling features or expressions, any gear or equipment, or anything else the creature was carrying at the time.	APG 238
		Area	Comp	Casting Time	Duration	SR		
			V, S, M	1 min	instantaneous	no		
	1	Delay Poison	13	conjuraction (healing)	touch	Fort neg (h)	The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired.	Core 265
		Area	Comp	Casting Time	Duration	SR		
			V, S, DF	1 SA	7 hour(s)	yes (h)		
	2	Barkskin	14	transmutation	touch	none	The target gains a +3 enhancement bonus to the creature's existing natural armor bonus. The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor.	Core 246
		Area	Comp	Casting Time	Duration	SR		
			V, S, DF	1 SA	70 min.	yes (h)		
	2	Hide Campsite	14	illusion (glamer)	40 ft.	Will disbelief (if unattended with)	You make the area around a campsite appear to be a thicket of untouched and forbidding foliage, or some other unwelcoming feature matching the surrounding terrain. Creatures outside the area cannot sense any activity going on inside the area. Those inside the area can see out normally.	APG 227
		Area	Comp	Casting Time	Duration	SR		
		one 20-ft. cube	V, S, M	10 mins	14 hours (D)	no		

Farrah

Thyacine (Tasmanian tiger)

Medium

Ayrn Mordun Valyar

Low-light vision

Companion Name

Species

Size

Character Name

Senses



Animal Companion

STR	19	+4
DEX	15	+2
CON	18	+4
INT	2	-4
WIS	13	+1
CHA	7	-2

TRICKS

Stay, Flank, Heel, Attack, Defend, Down, Guard

HP 50

INIT

TOTAL DEX MOD. MISC MOD.
+2 = +2 +

WOUNDS	NON-LETHAL

SPEED

30 ft	6 sq	x4			
BASE SPEED	RUN	SWIM	CLIMB	FLY	

PROTECTIVE ITEM

	AC BONUS	MAX DEX
ACP	WEIGHT	SPECIAL PROPERTIES

AC 19 Total TOUCH 12

FLAT FOOTED 17

FORT	9	BAB	4
REFLEX	7	CMD	20
WILL	3	CMB	8

CONDITIONAL MODIFIERS

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ENCUMBRANCE

174	350	525	525	1050	2625	0
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	OVER HEAD	LIFT OFF GROUND	PUSH/PULL	WEIGHT CARRIED

ATTACKS

NAME	ATTACK	DAMAGE	NOTES
Bite (Primary)	+9	1d8+6	Crit: 19-20

SKILLS

SKILL NAME	ABIL SCORE	TOTAL	ABIL MOD	RANKS	MISC
C Acrobatics	DEX	+7	+2	2	+3
C Climb	STR	+4	+4		
X Escape Artist	DEX	+2	+2		
C Fly	DEX	+2	+2		
X Intimidate	CHA	-2	-2		
C Perception	WIS	+1	+1		
C Stealth	DEX	+7	+2	2	+3
X Survival	WIS	+3	+1	2	
C Swim	STR	+4	+4		

ABILITIES

Animal Companion Features

- Link (Ex) (Core 52): You can handle your animal companion as a free action, or push it as a move action, even if you don't have any ranks in the Handle Animal skill. You gain a +4 circumstance bonus on all wild empathy checks and Handle Animal checks.
- Share Spells (Ex) (Core 52): You may cast a spell with a target of "You" on your animal companion (as a spell with a range of touch) instead of on yourself.
- Evasion (Ex) (Core 53): If an animal companion is subjected to an attack that normally allows a Reflex save for half damage, it takes no damage if it makes a successful saving throw.
- Devotion (Ex) (Core 53): An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

Feats

- Improved Natural Armor (Best 315): Your natural armor is increased by +1.*
- Improved Natural Attack (Bite) (Best 315): You do additional damage with this natural attack*.
- Weapon Focus (Bite) (Core 136): You gain a +1 bonus on all attack rolls you make using the selected attack*.

Tricks

- Attack: The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able.
- Defend: The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend another specific character.
- Down: The animal breaks off from combat or otherwise backs down.
- Flank: You can instruct an animal to attack a foe you point to and always attempt to be adjacent to (and threatening) that foe.
- Guard: The animal stays in place and prevents others from approaching.
- Heel: The animal follows you closely, even to places where it normally wouldn't go.
- Stay: The animal stays in place, waiting for you to return.

* Denotes bonuses or penalties already included in the calculations

Magic Items: