

Guardians of Air

Wild Elf, Citizen of Elsirnor 1st / Ranger 5th (Neutral Good)
Str 14, Dex 14, Con 10, Int 10, Wis 14, Cha 12

Hit Points (hp)	32	Initiative	+6	Grapple	+7	Damage Reduction
		Speed (Foot)	30 ft.	Spell Fail	0%	Spell Resistance

Attacks	Weapon	Attacks	Damage	Critical	Description
Ranged	Composite Longbow (+2 Str)+2	+8/+8	1d8+4	20 (x3)	Desc: Made for a strength ratings of +2
Two-Handed	Bastard Sword+2	+9	1d10+5	19-20 (x2)	Desc: Used Two-Handed unless special training

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	22	12 / 20	Elven Chain+2 / None		+6	+8	+5

Skills		Abilities	
Appraise	0	== Racial Traits: Wild Elf ==	
Balance	0	Low-Light Vision (Ex): Double seeing distance in low light	
Bluff	1	Immune to sleep spells and effects (Ex)	
Climb	0	+2 racial bonus on saves against enchantment spells and effects	
Concentration	0	+2 racial bonus on Will saves against spells and spell like effects	
Decipher Script	-	+2 racial bonus on Listen, Search & Spot Checks	
Diplomacy	1	Automatic Search check when passing within 5 ft. of hidden doors	
Disable Device	-	== Class Features: Citizen of Elsinor 1st ==	
Disguise	1	Weapon Proficiency	
Escape Artist	0	Exmus:	
Forgery	0	- Cast 1 chosen Orison spell 2/day	
Gather Information	1	Academia:	
Handle Animal	10	- Cast 1 chosen Cantrip spell 2/day	
Heal	2	Apprenticia:	
Hide	0	- + Expert Level 1	
Intimidate	1	Armitagia:	
Jump	0	- +1 Bonus Feat	
Listen	15	== Class Features: Ranger 5th ==	
Move Silently	0	Bonus Feats: Endurance, Track	
Open Lock	-	Wild Empathy (Ex): 1d20+8	
Ride	10	Combat Style (Ex): Rapid Shot	
Search	5	Animal Companion (Ex)	
Sense Motive	2	Favored Enemy (Ex): bonus on Bluff, Listen, Sense Mot., Spot, Survival	
Sleight of Hand	-	• Humanoid (reptilian) +3 skill bonus; +3 damage bonus	
Speak Language	2	• Undead +3 skill bonus; +3 damage bonus	
Spellcraft	-	== Conditional Skill Bonuses ==	
Spot	15	+2 on Survival in aboveground natural env. [Knowledge - Nature]	
Survival	10+2	== CHARACTER STATUS ==	
Swim	0	No errors detected	
Tumble	-		
Use Magic Device	-		
Use Rope	2		
Knowledge - Nature	10		

No Picture Provided

Languages
Common, Elf, Dwarf

Money
gp

<h3>Feats</h3> <p>Improved Initiative +4 bonus on Initiative checks</p> <p>Run Run at 5 times normal speed, +4 bonus on running Jump</p> <p>Wpn Focus: Composite Longbow +1 bonus on attack rolls with: Composite Longbow (+2 Str)</p> <p>Alertness +2 bonus to Listen and Spot checks</p> <p>Track Use Survival skill to track</p> <p>Endurance +4 bonus on checks or saves to resist nonlethal damage</p> <p>Rapid Shot Get one extra ranged attack per round, but at -2 on all your attacks</p>	<h3>Equipment</h3> <p>Bastard Sword, Composite Longbow (+2 Str), , , , , , , , , ,</p> <hr/> <h3>Magic Items</h3> <p>Amulet of Natural Armor +3</p> <hr/> <h3>Citizen of Elsirnor</h3> <p>Detect Magic 2/day</p> <p>Cure Minor Wounds 2/day</p> <p>Expert: Scouting</p> <p>Bonus Feat: Weapon Focus</p>
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Ranger

Range

Long: 480'

EFFECTIVE
LEVEL

2

Total

$$=$$

2

Base

Adj.

1

SPELL LEVEL:

0

1s

2r

3

d

th

5th

6th

7th

8th

9f

Spells Known:

Difficulty Class:

12

13

LEGEND

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*: See text, **crt**: Creature, **chk**: check, **conc**: Concentration, **dis**: Discharged, **disb**: Disbelief, **(D)**ismissible, **HD**: Hit Die, **HP**: Hit Points, **hr**: Hour, **max**: Maximum, **min**: Minute, **neg**: Negate, **obj**: Object, **part**: Partial, **rad**: Radius, **rd**: Round, **(S)**hapeable, **temp**: Temporary, **vs**: Versus, **wpn**: Weapon

The Only Sheet v7.50.7REGISTERED to Christopher Boucher

Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
LEVEL 1:												
<input type="checkbox"/>	1	Alarm	A	VSF/DF	1 action	Close	20' radius emanation	4 hr (D)	None	No	Wards an area	p.197