

Bojask



Male Human Ranger (Urban Ranger) 5 - CR 4
 Neutral Evil Humanoid (Human); Age: **21**; Height: **5' 10"**;
 Weight: **180lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	8	-1	
WIS WISDOM	12	+1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+6	=	+4	+2			
REFLEX (DEXTERITY)	+6	=	+4	+2			
WILL (WISDOM)	+2	=	+1	+1			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 19	=	+6	+1	+2				

Touch AC **12** **Flat-Footed AC** **17**

CM Bonus	BAB	Strength	Size	Misc
+8	=	+5	+3	-

CM Defense	BAB	Strength	Dexterity	Size
20	=	10	+5	+3

Total	Damage / Current HP
HP 56	

Base Attack	+5	Initiative	+2
		Speed	30 ft

+1 Battleaxe

Mainhand: **+10, 1d8+4** Crit: 20/x3
 Both Hands: **+10, 1d8+5** 1-Hand, S
 Main w/ Offhand: **+6, 1d8+4**
 Main w/ Light Off.: **+8, 1d8+4**
 Offhand: **+6, 1d8+4**

+1 Handaxe

Mainhand: **+9, 1d6+4** Crit: 20/x3
 Main w/ Offhand: **+5, 1d6+4** Light, S
 Main w/ Light Off.: **+7, 1d6+4**
 Offhand: **+7, 1d6+4**



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (2)	-	
Appraise	-1	INT (-1)	-	
Bluff	+0	CHA (0)	-	
Climb	+6	STR (3)	1	
Diplomacy	+0	CHA (0)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+1	DEX (2)	-	
Fly	+1	DEX (2)	-	
Handle Animal	+10	CHA (0)	4	
Heal	+5	WIS (1)	1	
Intimidate	+8	CHA (0)	5	
Knowledge (Nature)	+2	INT (-1)	3	
Perception	+8	WIS (1)	4	
Ride	+5	DEX (2)	1	
Sense Motive	+2	WIS (1)	1	
Spellcraft	+3	INT (-1)	1	
Stealth	+8	DEX (2)	4	
Survival	+9	WIS (1)	5	
Swim	+6	STR (3)	1	

Gear

Total Weight Carried: 42/230lbs, Light Load
(Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)

+1 Battleaxe	6 lbs
+1 Handaxe	3 lbs
+2 Chain Shirt	25 lbs
Artisan's Outfit (Free)	-
Axe, Throwing x4	2 lbs
Potion of Bull's Strength	-
Potion of Cure Moderate Wounds	-
Ring of Protection, +2	-

Axe, Throwing

Mainhand: +8, 1d6+3	Crit: 20/x2
Main w/ Offhand: +4, 1d6+3	Rng: 10'
Main w/ Light Off.: +6, 1d6+3	Light, S
Offhand: +6, 1d6+3	
Ranged: +7, 1d6+3	
Ranged w/ Offhand: +3, 1d6+3	
Ranged w/ Light Off.: +5, 1d6+3	
Ranged Offhand: +5, 1d6+3	

Unarmed Strike

Mainhand: +8, 1d3+3	Crit: 20/x2
Main w/ Offhand: +4, 1d3+3	Light, B, Nonlethal
Main w/ Light Off.: +6, 1d3+3	
Offhand: +6, 1d3+3	

+2 Chain Shirt

+6

Max Dex: +4, Armor Check: -1
Spell Fail: 20%, Light

Feats, Traits & Flaws

Armor Proficiency (Light)
Armor Proficiency (Medium)
Double Slice
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All
Skill Focus: Handle Animal
Two-weapon Defense
Two-weapon Fighting
Weapon Focus: Battleaxe

Special Abilities

Enemies: Animals (+2 bonus) (Ex)
Enemies: Humanoids (Human) (+4 bonus) (Ex)
Hunting Companions (1 rounds) (Ex)
Terrains: Urban (+2 bonus) (Ex)
Track +2
Trapfinding +2
Wild Empathy +5 (Ex)

Tracked Resources

Axe, Throwing	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of Bull's Strength	<input type="checkbox"/>

Experience & Wealth

Current Cash: **118 GP**

Tracked Resources

Potion of Cure Moderate Wounds

Languages

Common

Spells & Powers

Ranger (Urban Ranger) Spell DC: 11 + spell level

CL: 2 (vs. SR: +2, Concentration: +3)

Melee Touch +8 Ranged Touch +7

Maximum Ranger (Urban Ranger) spells per day: **2x1**

Ranger (Urban Ranger) 1: Charm Animal (DC 12), Lead Blades (DC 12)