

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Hat of Anonymity	Equipped	1	0 / 50,050
<small>(Hat (Skill Bonus (Competence) (Hide +10)/Nondetection/Wizard/5th)), Competence bonus to selected skill of Hide+10</small>			
Chain Shirt	Equipped	1	25 / 100
Outfit (Explorer's)	Equipped	1	8 / 0
Belt of Wide Earth	Equipped	1	0 / 0
<small>Double carry capacity</small>			
Bag of Tricks (Gray)	Equipped	1	0 / 900
<small>Bag of Badger</small>			
Longbow (Composite +0)	Carried	1	3 / 100
Longsword	Carried	1	4 / 15
TOTAL WEIGHT CARRIED/VALUE	32 lbs.	51,165gp	
WEIGHT ALLOWANCE			
Light 66	Medium 133	Heavy 200	
Lift over head 200	Lift off ground 400	Push / Drag 1000	
MONEY			
Total= 0 gp [Unspent Funds = 151 gp]			
MAGIC			
Languages			
Common, Elven			
Other Companions			

Special Attacks	
Favored Enemy - Humanoid (Human) (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
Gain a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.	
Favored Enemy - Outsider (Evil) (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
Gain a +4 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +4 bonus on weapon damage rolls against such creatures.	

Special Qualities	
Archery Combat Style	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
Animal Companion (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
At 4th level, a ranger gains an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf. If the campaign takes place wholly or partly in an aquatic environment, the following creatures may be added to the ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger on his adventures as appropriate for its kind. This ability functions like the druid ability of the same name, except that the ranger's effective druid level is one-half his ranger level. A ranger may select from the alternative lists of animal companions just as a druid can, though again his effective druid level is half his ranger level. Like a druid, a ranger cannot select an alternative animal if the choice would reduce his effective druid level below 1st.	
Combat Style (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
At 2nd level, a ranger must select one of two combat styles to pursue: archery or two-weapon combat. This choice affects the character's class features but does not restrict his selection of feats or special abilities in any way. If the ranger selects archery, he is treated as having the Rapid Shot feat, even if he does not have the normal prerequisites for that feat. If the ranger selects two-weapon combat, he is treated as having the Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.	
Endurance	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
A ranger gains Endurance as a bonus feat at 3rd level.	
Favored Enemy (Ex)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]
At 1st level, a ranger may select a type of creature from among those given on Table: Ranger Favored Enemies. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.	

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2. If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table. If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Improved Combat Style (Ex) **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

At 6th level, a ranger's aptitude in his chosen combat style (archery or two-weapon combat) improves. If he selected archery at 2nd level, he is treated as having the Manyshot feat, even if he does not have the normal prerequisites for that feat. If the ranger selected two-weapon combat at 2nd level, he is treated as having the Improved Two-Weapon Fighting feat, even if he does not have the normal prerequisites for that feat. As before, the benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Spells **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

Beginning at 4th level, a ranger gains the ability to cast a small number of divine spells, which are drawn from the ranger spell list. A ranger must choose and prepare his spells in advance (see below). To prepare or cast a spell, a ranger must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a ranger's spell is 10 + the spell level + the ranger's Wisdom modifier. Like other spellcasters, a ranger can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Ranger. In addition, he receives bonus spells per day if he has a high Wisdom score. When Table: The Ranger indicates that the ranger gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell level. The ranger does not have access to any domain spells or granted powers, as a cleric does. A ranger prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to cast a cure spell in its place. A ranger may prepare and cast any spell on the ranger spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Through 3rd level, a ranger has no caster level. At 4th level and higher, his caster level is one-half his ranger level.

Track **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

A ranger gains Track as a bonus feat.

Weapon and Armor Proficiency **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

A ranger is proficient with all simple and martial weapons, and with light armor and shields (except tower shields).

Wild Empathy (Ex) **[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]**

A ranger can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The ranger rolls 1d20 and adds his ranger level and his Charisma bonus to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time. The ranger can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but he takes a -4 penalty on the check.

Feat Bonus **[Wizards of the Coast - Revised (v.3.5) System Reference Document]**

1 extra feat at 1st level.

Human Racial Traits (Ex) **[Wizards of the Coast - Revised (v.3.5) System Reference Document]**

4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.

Skill Bonus **[Wizards of the Coast - Revised (v.3.5) System Reference Document]**

4 extra skill points at 1st level and 1 extra skill point at each additional level.

Feats

Improved Initiative **[Wizards of the Coast - Revised (v.3.5) System Reference Document]**

	Reference Document, Feats]
You get a +4 bonus on initiative checks.	
Point Blank Shot	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.	
Precise Shot	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.	
Rapid Shot	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round takes a -2 penalty. You must use the full attack action to use this feat.	
Endurance	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.	
Track	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.	
Manyshot (Granted)	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats]
As a standard action, you may fire many arrows at a single opponent within 30 feet.	

Proficiencies

Axe (Throwing), Battleaxe, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, GUISARME, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

Templates

Base Race Type

Base Race Type ~ Humanoid

Ranger Spells

LEVEL	0	1	2	3	4
PER DAY	—	2	—	—	—

LEVEL 1 / Per Day:2 / Caster Level:3

Name	School	Time	Duration	Range	Source
Alarm [V, S, F/DF] TARGET: 20-ft.-radius emanation centered on a point in space; EFFECT: Wards an area for 6 hours. [SR:No]	Abjuration	1 standard action	6 hours [D]	Close (30 ft.)	RSRD:SpellsA-B
Animal Messenger [V, S, M] TARGET: One Tiny animal; EFFECT: Sends a Tiny animal to a specific place. [SR:Yes; DC:14, None; see text]	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	3 days	Close (30 ft.)	RSRD:SpellsA-B
Calm Animals [V, S] TARGET: Animals within 30 ft. of each other; EFFECT: Calms 2d4 + 3 HD of animals. [SR:Yes; DC:14, Will negates; see text]	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	3 minutes	Close (30 ft.)	RSRD:SpellsC
Charm Animal [V, S] TARGET: One animal; EFFECT: Makes one animal your friend. [SR:Yes; DC:14, Will negates]	Enchantment (Charm) [Mind-Affecting]	1 standard action	3 hours	Close (30 ft.)	RSRD:SpellsC
Delay Poison [V, S, DF] TARGET: Creature touched; EFFECT: Stops poison from harming subject for 3 hours. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]	Conjuration (Healing)	1 standard action	3 hours	Touch	RSRD:SpellsD-E
Detect Animals or Plants [V, S] TARGET: Cone-shaped emanation; EFFECT: Detects kinds of animals or plants. [SR:No]	Divination	1 standard action	Concentration, up to 30 minutes [D]	Long (520 ft.)	RSRD:SpellsD-E
Detect Poison [V, S] TARGET: One creature, one object, or a 5-ft. cube; EFFECT: Detects poison in one creature or small object. [SR:No]	Divination	1 standard action	Instantaneous	Close (30 ft.)	RSRD:SpellsD-E
Detect Snares and Pits [V, S] TARGET: Cone-shaped emanation; EFFECT: Reveals natural or primitive traps. [SR:No]	Divination	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	RSRD:SpellsD-E
Endure Elements [V, S, DF] TARGET: Creature touched; EFFECT: Exist comfortably in hot or cold environments. [SR:Yes (harmless); DC:14, Will negates (harmless)]	Abjuration	1 standard action	24 hours	Touch	RSRD:SpellsD-E
Entangle [V, S, DF] TARGET: Plants in a 40-ft.-radius spread; EFFECT: Plants entangle everyone in 40-ft.-radius circle. [SR:No; DC:14, Reflex partial; see text]	Transmutation	1 standard action	3 minutes [D]	Long (520 ft.)	RSRD:SpellsD-E
Hide from Animals [S, DF] TARGET: 3 creatures touched; EFFECT: Animals can't perceive 3 subjects. [SR:Yes; DC:14, Will negates (harmless)]	Abjuration	1 standard action	30 minutes [D]	Touch	RSRD:SpellsH-L
Jump [V, S, M] TARGET: Creature touched; EFFECT: Subject gets +10 enhancement bonus on Jump checks. [SR:Yes; DC:14, Will negates (harmless)]	Transmutation	1 standard action	3 minutes [D]	Touch	RSRD:SpellsH-L
Longstrider [V, S, M] TARGET: You; EFFECT: Increases your speed. [SR:No]	Transmutation	1 standard action	3 hours [D]	Personal	RSRD:SpellsH-L
Magic Fang [V, S, DF] TARGET: Living creature touched; EFFECT: One natural weapon of subject creature gets +1 on attack and damage rolls. [SR:Yes (harmless); DC:14, Will negates (harmless)]	Transmutation	1 standard action	3 minutes	Touch	RSRD:SpellsM-O
Pass without Trace [V, S, DF] TARGET: 3 creatures touched; EFFECT: 3 subjects leaves no tracks. [SR:Yes (harmless); DC:14, Will negates (harmless)]	Transmutation	1 standard action	3 hours [D]	Touch	RSRD:SpellsP-R
Read Magic [V, S, F] TARGET: You; EFFECT: Read scrolls and spellbooks. [SR:No]	Divination	1 standard action	30 minutes	Personal	RSRD:SpellsP-R
Resist Energy [V, S, DF] TARGET: Creature touched; EFFECT: Ignores first 10 points of damage/attack from specified energy type. [SR:Yes (harmless); DC:14, Fortitude negates (harmless)]	Abjuration	1 standard action	30 minutes	Touch	RSRD:SpellsP-R
Speak with Animals [V, S] TARGET: You; EFFECT: You can communicate with animals. [SR:No]	Divination	1 standard action	3 minutes	Personal	RSRD:SpellsS
Summon Nature's Ally I [V, S, DF] TARGET: One summoned creature; EFFECT: Calls creature to fight. [SR:No]	Conjuration (Summoning)	1 round	3 rounds [D]	Close (30 ft.)	RSRD:SpellsS

* =Domain/Specialty Spell

Fitz

Human

RACE

18

AGE

Male

GENDER

VISION

None

ALIGNMENT

Right

DOMINANT HAND

5' 1"

HEIGHT

126 lbs.

WEIGHT

Green

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

