

## Faun Ranger

### Male faun ranger 2 (Faun +3) - CL5 - CR 3

Chaotic Good Fey; Deity: **Erastil**; Age: **24**; Height: **6' 1"**;  
Weight: **155 lb.**; Eyes: **brown**; Hair: **brown**; Skin: **light**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>14</b>	<b>+2</b>	
<b>DEX</b> DEXTERITY	<b>16</b>	<b>+3</b>	
<b>CON</b> CONSTITUTION	<b>13</b>	<b>+1</b>	
<b>INT</b> INTELLIGENCE	<b>11</b>	<b>0</b>	
<b>WIS</b> WISDOM	<b>14</b>	<b>+2</b>	
<b>CHA</b> CHARISMA	<b>17</b>	<b>+3</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+5</b>	<b>=</b>	<b>+4</b>	<b>+1</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+9</b>	<b>=</b>	<b>+6</b>	<b>+3</b>			
<b>WILL</b> (WISDOM)	<b>+5</b>	<b>=</b>	<b>+3</b>	<b>+2</b>			

#### Damage Reduction (2/cold iron)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>20</b>	<b>=</b>	<b>+4</b>		<b>+3</b>		<b>+3</b>		

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
<b>13</b>	<b>17</b>				

CM Bonus	+5	=	+3	+2	-	-
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See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	18	=	10	+3	+2	+3	-
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Base Attack	+3	HP	28
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Favored Enemy (Humans +2): +2 vs. humans

Initiative	+3	Damage / Current HP
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Speed	30 ft
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#### Darkwood composite shortbow

Ranged, both hands: **+7, 1d6+2** Crit:  $\times 3$   
Rng: 70'  
2-hand, P

Favored Enemy (Humans +2): +2 vs. humans

#### Masterwork short sword

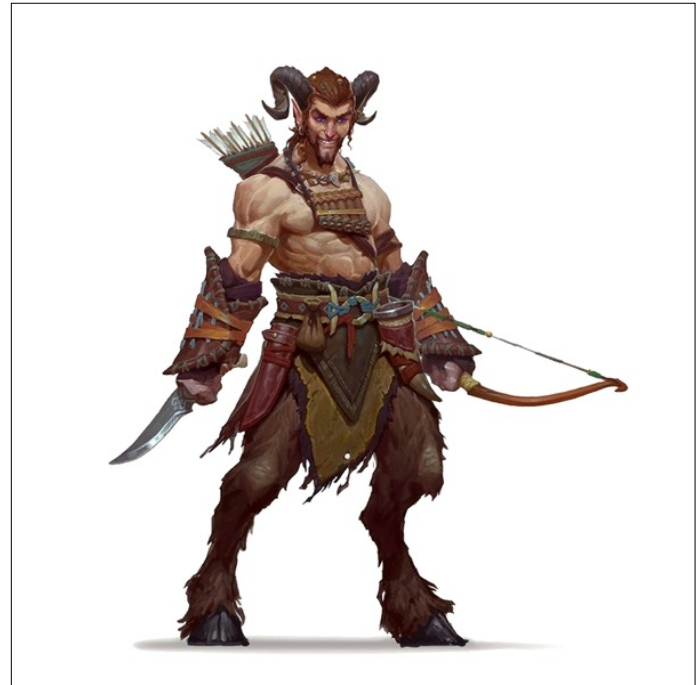
Main hand: **+7, 1d6+2** Crit: 19-20/ $\times 2$   
Light, P

Favored Enemy (Humans +2): +2 vs. humans

#### +1 studded leather

**+4**

Max Dex: +5, Armor Check: -  
Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+8</b>	DEX (3)	2	
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Bluff</b>	<b>+9</b>	CHA (3)	3	
Favored Enemy (Humans +2): +2 vs. humans				
<b>Climb</b>	<b>+6</b>	STR (2)	1	
<b>Craft (bows)</b>	<b>+6</b>	INT (0)	1	
<b>Diplomacy</b>	<b>+3</b>	CHA (3)	-	
<b>Disguise</b>	<b>+3</b>	CHA (3)	-	
<b>Escape Artist</b>	<b>+3</b>	DEX (3)	-	
<b>Fly</b>	<b>+3</b>	DEX (3)	-	
<b>Handle Animal</b>	<b>+10</b>	CHA (3)	4	
<b>Heal</b>	<b>+2</b>	WIS (2)	-	
<b>Intimidate</b>	<b>+3</b>	CHA (3)	-	
<b>Knowledge (nature)</b>	<b>+4</b>	INT (0)	1	
<b>Perception</b>	<b>+10</b>	WIS (2)	5	
Favored Enemy (Humans +2): +2 vs. humans				
<b>Perform (wind instruments)</b>	<b>+11</b>	CHA (3)	3	
<b>Ride</b>	<b>+3</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+7</b>	WIS (2)	2	
Favored Enemy (Humans +2): +2 vs. humans				
<b>Stealth</b>	<b>+11</b>	DEX (3)	5	
<b>Survival</b>	<b>+7</b>	WIS (2)	2	
Favored Enemy (Humans +2): +2 vs. humans, Track: +1 to track				
<b>Swim</b>	<b>+6</b>	STR (2)	1	

#### Feats

##### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

## Feats

### Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

### Point-Blank Shot

+1 to attack and damage rolls with ranged weapons at up to 30 feet.

### Precise Shot

You don't get -4 to hit when shooting or throwing into melee.

### Rapid Shot

You get an extra attack with ranged weapons. Each attack is at -2.

### Shield Proficiency

You can use a shield and take only the standard penalties.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

## Masterwork buckler



**+0**

Max Dex: -, Armor Check: -  
Spell Fail: 5%, Shield

## Gear

### Total Weight Carried: 67.5/175 lbs, Encumbrance Ignored

(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

+1 studded leather	20 lbs
Arrows x40  <In: Darkwood composite shortbow>	0.15 lbs
Artisan's tools, masterwork (Craft [bows]) <In: Backpack>	5 lbs
Backpack (14 @ 28 lbs)	2 lbs
Bedroll <In: Backpack (14 @ 28 lbs)>	5 lbs
Belt pouch (6 @ 3 lbs)	0.5 lbs
Darkwood composite shortbow 	1 lb
Flint and steel <In: Backpack (14 @ 28 lbs)>	-
Masterwork buckler	5 lbs
Masterwork short sword	2 lbs
Mess kit <In: Backpack (14 @ 28 lbs)>	1 lb
Money <In: Belt pouch (6 @ 3 lbs)>	-
Musical instrument, masterwork: Panpipes <In: Belt pouch (6 @ 3 lbs)>	3 lbs
Potion of cat's grace <In: Belt pouch (6 @ 3 lbs)>	-
Potion of cure light wounds x3 <In: Belt pouch (6 @ 3 lbs)>	-
Silk rope <In: Backpack (14 @ 28 lbs)>	5 lbs
Torch x5 <In: Backpack (14 @ 28 lbs)>	1 lb
Trail rations x3 <In: Backpack (14 @ 28 lbs)>	1 lb
Waterskin <In: Backpack (14 @ 28 lbs)>	4 lbs

## Special Abilities

### Favored Enemy (Humans +2) (Ex)

At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on

### Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

### Panpipes (3/day) (Su)

Three times per day, a faun can use its masterwork panpipes to augment its spell-like abilities. Doing so is a swift action that increases the DC of the next spell-like ability it uses on its turn by +2.

## Experience & Wealth

Current Cash: **You have no money!**

## Special Abilities

### Track +1

A ranger, shifter, or slayer adds 1/2 his level (minimum 1) to Survival skill checks made to follow tracks.

### Wild Empathy +5 (Ex)

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier to determine the

## Spell-Like Abilities

### Ghost Sound (At will)

### Hideous Laughter (1/day)

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### Sleep (1/day)

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## Tracked Resources

### Arrows

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### Panpipes (3/day) (Su)

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### Potion of cat's grace

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### Potion of cure light wounds

☐

### Torch

☐

### Trail rations

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## Languages

Common

Sylvan

## Spells & Powers

### Ranger spells memorized (CL 0th; concentration +2)

Melee Touch +6 Ranged Touch +6

## Situational Modifiers

### Bluff

Favored Enemy (Humans +2): +2 vs. humans

### Perception

Favored Enemy (Humans +2): +2 vs. humans

### Sense Motive

Favored Enemy (Humans +2): +2 vs. humans

### Survival

Favored Enemy (Humans +2): +2 vs. humans, Track: +1 to track

## Faun Ranger – Abilities & Gear

### Point-Blank Shot **Feat**

You are especially accurate when making ranged attacks against close targets.

**Benefit:** You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

### Precise Shot **Feat**

You are adept at firing ranged attacks into melee.

**Prerequisite:** Point-Blank Shot.

**Benefit:** You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

**Appears In:** Not New Paths Option: Use Scaling Feats

### Rapid Shot **Feat**

You can make an additional ranged attack.

**Prerequisites:** Dex 13, Point-Blank Shot.

**Benefit:** When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a –2 penalty when using Rapid Shot.

### Weapon Finesse **Feat**

You are trained in using your agility in melee combat, as opposed to brute strength.

**Benefit:** With a light weapon, 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.

**Special:** Natural weapons are considered light weapons.

### Damage Reduction (2/cold iron) **Unknown**

You have Damage Reduction against all except Cold Iron attacks.

### Low-Light Vision **Racial Ability, Senses**

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

### Panpipes (3/day) (Su) **Racial Ability (Faun)**

Three times per day, a faun can use its masterwork panpipes to augment its spell-like abilities. Doing so is a swift action that increases the DC of the next spell-like ability it uses on its turn by +2.

### Favored Enemy (Humans +2) (Ex) **Class Ability (Ranger)**

At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy. 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 below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) 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.

### Track +1 **Class Ability (Ranger)**

A ranger, shifter, or slayer adds 1/2 his level (minimum 1) to Survival skill checks made to follow tracks.

### Wild Empathy +5 (Ex) **Class Ability (Ranger)**

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier 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 druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.