VANARK TORK-Neutral HALF-ORC MALE worshiper of MIELIKKI

Last Updated: September 27, 2024

Class/Level: Mire Ranger/4

Appearance a 5’ 10” tall, muscular built, 190 lbs. 24 year old with light green skin, shoulder length black hair and dark brown eyes. Looking more human than orc, his orcish features appear in his large brow, skin color, slightly pointed partially rotatable ears and his slightly protruding bottom incisors.

Home Region- Kern Kingdom

Speed- 30 ft Initiative: +1 BAB=+4 Grapple: +8

Hit Points- **30**--8 ++Con(+1) =9 2nd 8+1 = +18 3rd 5+1=21 4th 5+1

Languages Common, Orc, Giant

Abilities Saving Throws Total Base Mod Magic Misc

STR 18 (+4) \*Fortitude +5 +4 +1 +0 +0

INT 10 (+0)

WIS 12 (+1) \*Reflex +5 +4 +1 +0 +0

DEX 13 (+1)

CHA 10 (+0) \*Will +2 +1 +1 +0 +0

CON 12 (+1)

Armor Class

Total Base Armor Shield Dex Nat Dodge Magic Misc

10 +3 +0 +1 +0 +1 +0 +1 dastana

**+16**

AC touch-+14 AC flat-footed-+14

Protective AC Max Check Spell

Item bonus Dex penalty Failure Speed WT Notes

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MW Studded Leather +3 +5 +0 20% 30 15

MW Dastana +1 - +0 5% 30 5

Dodge feat +1 AC

Weapon TO HIT DAMAGE CRIT RANGE TYPE

2MWDuan Jian +10 1d6+4 S/P 17-20/x2 5’ light

+8 when Two-Weapon Fighting with 2 Duan Jian

Light Hammer +8 1d4+4 B x2 5’ light

+6 when using Two-Weapon Fighting with it

Gutblade +8 1d4+4 18-20/x2 5’ light

+6 when using Two-Weapon Fighting with it

ShortBow +5 1d6 P x3 60’ range

!!!!!!!Weapon damage bonus +2 against orcs!!!!!

A-mazz Wolf animal companion

HD 4d8 hp 28 AC = 17 = (Dex +3, Natural +4) Touch = 13 FF =14

STR 15 DEX 16 INT 3 WIS 12 CON 15 CHA 6 BAB +3

Speed 50’ SAVES Fort +6 Ref +6 Will +2

BITE +7 to hit 1d6 +1 damage

SKILLS- Hide +3 Listen +3 Move Silently +4 Spot +3

Survival +1 (+5 when Tracking by Scent)

FEATS- Track Weapon Focus (Bite) Weapon Finesse (Bite)

SPECIAL ATTACK- Trip Strength check 1d20 +2

SPECIAL QUALTIES Low Light Vision Scent Knows All Tricks

**SKILL POINTS- 42 1st/24 2nd/6 3rd/6 4th/6**

**SKILLS: Total Ability Mod Points Ranks Misc**

**+0 appraise INT +0 0 0**

**+4 balance DEX +1 0 0**

**+0 bluff CHA +0 0 0**

**+5 climb STR +4 1 1**

**+1 concentration CON +1 0 0**

**+2 craft(gutter) INT +0 2 2**

**no decipher script INT +0 0 0**

**+0 diplomacy CHA +0 0 0**

**no disable device INT +0 0 0**

**+0 disguise CHA +0 0 0**

**+1 escape artist DEX +1 0 0**

**+0 forgery INT +0 0 0**

**+0 gather information CHA +0 0 0**

**\*+2 handle animal CHA +0 2 2**

**\*+2 heal WIS +1 1 1**

**+8 hide DEX +1 7 7**

**+0 intimidate CHA +0 0 0**

**+5 jump STR +4 1 1**

**no knowledge, arcana INT +0 0 0**

**no knowledge, architect/engineer INT +0 0 0**

**+3 knowledge, dungeoneering INT +0 3 3**

**+2 knowledge, geography INT +0 2 2**

**no knowledge, history INT +0 0 0**

**no knowledge, local INT +0 0 0**

**+5 knowledge, nature INT +0 3 3 +2 synergy**

**no knowledge, nobility/royalty INT +0 0 0**

**no knowledge, religion INT +0 0 0**

**no knowledge, the planes INT +0 0 0**

**+9 listen WIS +1 7 7 +1 class**

**++3 move silently DEX +1 2 1**

**no open lock DEX +1 0 0**

**no perform CHA +0 0 0**

**+1 professionfurrier WIS +1 0 0**

**+2 ride DEX +1 1 1**

**+1 search INT +0 2 1**

**+1 sense motive WIS +1 0 0**

**no sleight of hand DEX +1 0 0**

**no spellcraft INT +0 0 0**

**+9 spot WIS +1 7 7 +1 class**

**+9 survival WIS +1 7 7 +1 class**

**+5 swim STR +4 1 1**

**+5 tumble DEX +1 0 0**

**no use magic device CHA +0 0 0**

**\*+3 use rope DEX +1 0 0**

**no speak languages n/a 0**

**RED-RANGER CLASS SKILLS, +2 bonus on favourite enemies= orcs**

**FEATS, FLAWS AND ABILITIES**

**MIRE RANGER-**+1 class bonus to Listen, Spot and Survival skill checks

**Level 1-** Replace Wild Empathy with Spiritual Connection=speak to animals/plants as spell 3x/day

**Level 1-**1stFavourite enemy = orcs- **-+**2 bonus to Bluff, Listen, sense Motive, Spot, Survival when used against humans. Bonus of +2 weapon damage against orcs

**Level 2-** Comat Style- Two-Weapon Fighting

**Level 4-** Gain Animal Companion- effective druid level equals ranger level -1

**FLAWS-1)-Careless-** 1/game session, allow prisoner to escape

**2)-Shaky-**take a -2 penalty to ranged attacks

**FEATS**

**Flaw-1 Bonus Feat-Dodge-** +1 dodge bonus to AC

**Flaw-2 Bonus Feat-Improved Critical(Duan Jian)-** double the critical range of named weapon

**Level 1 Ranger Bonus Feat-**Track

**1st level Feat- Combat Reflexes-** make a number of additional attacks of opportunity equal to your Dexterity bonus.

**Ranger 1 Bonus Feat-Track-**use the Survival skill to find and follow tracks. If fail, retry after 1 hour (outdoors) or 10 minutes (indoors**)**

**Ranger 3 Bonus Feat-Endurance-** Gain +4 to various Fort. checks, sleep in light armor with no penalty.

**3rd Level Feat=Weapon Focus(Duan Jian)-** )-+1 bonus to attack with named weapon

**GEAR**

**WT Item**

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**0 HEAD: OPEN SLOT**

**0 FACE: OPEN SLOT**

**0 NECK: OPEN SLOT**

**0 SHOULDER: OPEN SLOT**

**0 BODY: OPEN SLOT**

**0 TORSO: OPEN SLOT**

**0 WAIST: OPEN SLOT**

**0 FEET: OPEN SLOT**

**0 WRISTS: OPEN SLOT**

**0 HANDS: OPEN SLOT**

**0 RING1: OPEN SLOT**

**0 RING2: OPEN SLOT**

**ON PERSON**

**20 studded leather armor**

**4 2 Duan Jian**

**2 light hammer back**

**1 gutblade**

**5 bedroll**

**2 backpack**

**1 waterskin empty (1gp)**

**2 shortbow**

**3 quiver arrows x10**

**IN BACKPACK**

**5 oils x5 (0.5gp)**

**0 vials powder water x6 (3gp)**

**0 tindertwigs x5 (5gp)**

**5 rations dehydrated food days x10 (5gp)**

**0 empty sack (0.igp)**

**5 silk rope 50’ (10gp)**

**0 torches x5 (0.05gp**

**0 fishhook with string (0.1gp)**

**3 quiver arrows x20 (1gp)**

**WEALTH**

**pp =0**

**gp =0**

**sp =0**

**cp =0**