Good? Evil? Chaos? Law? They are meaningless. From my heart, I do what is right

**Bunsen Daburner Neutral Human Male worshiper of Mielikki**

**Character** **Level 3**

Last Updated: September 27, 2024

**Class/Level**: Ranger/2 Fighter(Kensai)/1

Appearance a 6’ 0” tall, slender, 155 lbs. 22 year old with tawny skin, sandy-brown hair and dark brown eyes, he is much stronger than he appears; more of an Apollo than a Hercules. His fingers and palms have calloused leathery skin from many years of using a bow and wielding weapons.

Home Region- Cormyr Speed- 30 ft

Initiative: +3 BAB=+3

Hit Points- 9 +1d8+Con =5+1 = +15 +1d10 +1 = 21

Languages Common

Abilities Saving Throws Total Base Mod Magic Misc

STR 15 (+2) \*Fortitude +4 +3 +1 +0 +0

INT 10 (+0)

WIS 12 (+1) \*Reflex +6 +3 +3 +0 +0

DEX 16 (+3)

CHA 10 (+0) \*Will +3 +0 +1 +0 +2 feat

CON 13 (+1)

Armor Class

Total Base Armor Shield Dex Nat Deflect Magic Misc

10 +3 +0 +3 +0 +0 +0 +0

+16

AC touch-+13 AC flat-footed-+13 Grapple +4

Protective AC Max Check Spell

Item Type bonus Dex penalty Failure Speed WT Notes

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**Studded Leather** light +3 +5 -1 20% 30 15

**armor**

**Weapon** **TO HIT DAMAGE CRIT RANGE TYPE**

**MW Composite** +2 STR +8(+9 in 30’) **1d8 +3(+4 in 30’)** X3 110’ P

**Longbow ( ) hit and damage bonus when within 30’**

**Rapid shot** +5(+6)

**Short sword** +4 **1d6+2**  19-20/x2 - P

**MW Short Sword +5 1d6+2**  19-20/x2 - P

**Dagger** +4 **1d4+2**  19-20/x2 - P/S

Thrown +5 1d4

**Light** +4 1d4+2 X2 - - **Hammer** +5 1d4 X2 20’ B

All ranged attacks, +1 to hit and damage when within 30’

Weapon damage bonus +2 against humans

**SKILL POINTS**- 35 1st/28 2nd/7 3rd/3

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

+0 appraise INT +0 0 0

**+4 balance**  DEX +3 0 0 -1 ACP +2S

&+0 bluff CHA +0 0 0

\*+3 climb STR +2 1 1 -1 ACP

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

**\*+2 craft(Bowmaking)** 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

+2 escape artist DEX +3 0 0 -1 ACP

+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

\*+4 hide DEX +3 2 2 -1 ACP

+0 intimidate CHA +0 0 0

**\*+6 jump** STR +2 5 5 -1 ACP

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

\*+3 knowledge, nature INT +0 3 3

no knowledge, nobility/royalty INT +0 0 0

no knowledge, religion INT +0 0 0

no knowledge, the planes INT +0 0 0

&\*+3 listen WIS +1 2 2

++3 move silently DEX +3 2 1 -1 ACP

+3 open lock DEX +3 1 0

no perform CHA +0 0 0

\*+2 profession(bowmaking WIS +1 1 1

\*+4 ride DEX +3 1 1

+0 search INT +0 0 0

&+1 sense motive WIS +1 0 0

+2 sleight of hand DEX +3 1 0 -1 ACP

no spellcraft INT +0 0 0

&+1 spot WIS +1 0 0

&\*+5 survival WIS +1 4 4

**\*+2 swim** STR +2 2 2 -1 ACP x2

**+5 tumble** DEX +3 1 0 -1 ACP +2S

no use magic device CHA +0 0 0

\*+3 use rope DEX +3 0 0

no speak languages n/a 0

**RED-RANGER CLASS SKILLS, BOTH RANGER/KENSAI CLASS SKILLS, KENSAI CLASS SKILLS**

**&- +2 bonus when used on humans**

**GEAR** Total WT load= 57 + Body weight = 155 = Scale weight = 212

load: light = 66 medium = 135 heavy = 200

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 (25gp)

Shield +2 to Ac when using weapon one handed

2 short sword left (10gp)

2 MW short sword right (310gp)

2 light hammer back (1gp)

1 dagger right(2gp)

5 bedroll (0.1gp)

2 backpack (2gp)

1 waterskin empty (1gp)

3 MW composite longbow +2 STR (gp)

3 quiver arrows x10 (1gp)

Wand CLW charges 2

2 potions CLW, 1 potion CMW

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 sunrod x3 (6gp)

0 torches x5 (0.05gp

0 fishhook with string (0.1gp)

3 quiver arrows x20 (1gp)

3 Quiver arrows x20 from Bill-ee

0 flask alchemist fire

**WEALTH**

pp = 0

gp = 127

sp = 1

cp = 5

**FEATS AND ABILITIES**

**1st level Feat- Point Blank Shot-**get a bonus of +1 to hit and to damage with ranged weapons at range of up to 30 feet.

**Human Bonus Feat- Precise Shot-**use range weapon into a melee with no firing into melee penalty

**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)

**Favourite Enemy-Humans**-+2 bonus to Bluff, Listen, sense Motive, Spot, Survival when used against humans. Bonus of +2 weapon damage against humans.

**Wild Empathy (Ex)-**Improve the attitude of animals

1d20 + ranger level +CHA bonus

Improve the attitude of magical beasts who have a non-zero intelligence 1d20 +ranger level +CHA bonus -4

**2nd Level Ranger 2 Combat Mastery-Archery-**gain Rapid Shot feat-full attack action- gain one extra attack with ranged weapon at full BAB but all attacks in that round at -2 penalty

**3rd Level Fighter(Kensai)1-** Chosen martial weapon- composite long bow- +1 to hit, +1 damage

**3rd Level Feat=**Iron Will-+2 bonus to Will saves