

# Zecora the Faun

Character Name

Ranger 4

CLASS

4 (4)

6000 / 10000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME ABILITY EQUIPPED SCORE ABILITY MODIFIER ABILITY DAMAGE PENALTY

<b>STR</b> Strength	16	+3		
<b>DEX</b> Dexterity	18	+4		
<b>CON</b> Constitution	16	+3		
<b>INT</b> Intelligence	13	+1		
<b>WIS</b> Wisdom	18	+4		
<b>CHA</b> Charisma	13	+1		

SAVING THROWS TOTAL BASE SAVE ABILITY MAGIC MISC EPIC TEMP

<b>FORTITUDE</b> (constitution)	+7	+4	+3	+0	+0	+0	
<b>REFLEX</b> (dexterity)	+8	+4	+4	+0	+0	+0	
<b>WILL</b> (wisdom)	+5	+1	+4	+0	+0	+0	

TOTAL BASE ATTACK BONUS STAT SIZE MISC EPIC TEMP

<b>MELEE</b> attack bonus	+7	+4	+3	+0	+0	0	
<b>RANGED</b> attack bonus	+8	+4	+4	+0	+0	0	
<b>GRAPPLE</b> attack bonus	+7	+4	+3	+0	+0	+0	

*Longbow +4 (Composite)		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	P	M	20/x3	5 ft.
Range: 30 ft.		To Hit: +13		Damage: 1d8+5		
110 ft.	220 ft.	330 ft.	440 ft.	550 ft.		
TH +12	+10	+8	+6	+4		
Dam 1d8+4	1d8+4	1d8+4	1d8+4	1d8+4	1d8+4	
660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.		
TH +2	+0	-2	-4	-6		
Dam 1d8+4	1d8+4	1d8+4	1d8+4	1d8+4	1d8+4	

\*: weapon is equipped  
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Leather	Light	+2	+6	+0	10
*Bracers of Armor +4		+4		+0	0
*Ring of Protection +2		+2		+0	0

# Zecora

Player Name

Faun / Humanoid

RACE

0

Female

AGE

GENDER

None

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

0' 0" / 0 lbs.

HEIGHT / WEIGHT

Chaotic Good

Alignment

Normal

VISION

WOUNDS/CURRENT HP SUBDUAL DAMAGE DAMAGE REDUCTION SPEED

<b>HP</b> hit points	44							Walk 50 ft.		
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<b>AC</b> armor class	20	16	16	=	10	4	0	4	0	0	2	0	0	0	0	0	0	0
	TOTAL	FLAT	TOUCH		BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	DODGE	Morale	Insight	Sacred	Profane	MISC	

<b>INITIATIVE</b> modifier	+4	+4	+0		10	+0	0
	TOTAL	DEX MODIFIER	MISC MODIFIER		MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY

Encumbrance Light

TOTAL SKILLPOINTS: 49 MAX RANKS: 7/3.5

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Appraise	INT	1	=	1	
✓ Balance	DEX	4	=	4	
✓ Bluff	CHA	1	=	1	
✓ Climb	STR	3	=	3	
✓ Climb (Using a rope)	STR	5	=	3	+ 2
✓ Concentration	CON	3	=	3	
✓ Craft (Bowmaking)	INT	2	=	1	+ 1
✓ Craft (Leatherworking)	INT	2	=	1	+ 1
✓ Craft (Trapmaking)	INT	2	=	1	+ 1
✓ Craft (Untrained)	INT	1	=	1	
✓ Diplomacy	CHA	1	=	1	
✓ Disguise	CHA	1	=	1	
✓ Escape Artist	DEX	4	=	4	
✓ Escape Artist (Escape from rope bonds)	DEX	6	=	4	+ 2
✓ Forgery	INT	1	=	1	
✓ Gather Information	CHA	1	=	1	
✓ Heal	WIS	9	=	4	+ 5
✓ Hide	DEX	10	=	4	+ 1 + 5
✓ Intimidate	CHA	1	=	1	
✓ Jump	STR	12	=	3	+ 1 + 8
✓ Knowledge (Nature)	INT	10	=	1	+ 7 + 2
✓ Listen	WIS	15	=	4	+ 1 + 10
✓ Move Silently	DEX	15	=	4	+ 1 + 10
✓ Perform (Untrained)	CHA	1	=	1	
✓ Ride	DEX	4	=	4	
✓ Search	INT	8	=	1	+ 7
✓ Sense Motive	WIS	4	=	4	
✓ Spot	WIS	16	=	4	+ 7 + 5
✓ Survival	WIS	11	=	4	+ 7
✓ Survival (Find or follow tracks)	WIS	13	=	4	+ 7 + 2
✓ Survival (Natural environments)	WIS	13	=	4	+ 7 + 2
✓ Swim	STR	7	=	3	+ 4
✓ Swim (Avoid taking nonlethal fatigue damage)	STR	11	=	3	+ 4 + 4
✓ Use Rope	DEX	9	=	4	+ 5
			=		+ +
			=		+ +

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
<b>Innate ( Skill Bonus (Competence) (Listen +10, Move Silently +10, Spot +5, Hide +5))</b> <small>Competence bonus to selected skill of Listen +10</small>	Equipped	1	0 / 0
<b>Bracers of Armor +4</b>	Equipped	1	1 / 16,000
<b>Longbow +4 (Composite)</b>	Equipped	1	3 / 32,400
<b>Ring of Feather Falling</b>	Equipped	1	0 / 2,200
<b>Ring of Protection +2</b>	Equipped	1	0 / 8,000
<b>Outfit (Explorer's)</b>	Equipped	1	8 / 0
<b>Leather</b>	Equipped	1	15 / 10
<b>Efficient Quiver</b> <small>22.5 lbs., 3 Arrows (50)</small>	Equipped	1	2 / 1,800
<b>Arrows (50)</b>	Efficient Quiver	3	7.5 (22.5) / 2.5 (7.5)
□□□□ □□□□			
<b>Innate (Tree Stride/Druid/9th)</b>	Carried	1	0 / 0
<b>Hawk Amulet</b> <small>(Amulet)</small>	Carried	1	0 / 10,000
<b>Potion of Neutralize Poison</b>	Carried	1	0 / 750
<b>Potion of Cure Serious Wounds</b>	Carried	1	0 / 750
<b>Potion of Cure Moderate Wounds</b>	Carried	2	0 (0) / 300 (600)
□□ □□			
<b>Potion of Cure Light Wounds</b>	Carried	2	0 (0) / 50 (100)
□□ □□			
<b>Potion of Cat's Grace</b>	Carried	2	0 (0) / 300 (600)
□□ □□			
<b>Oil of taggit</b> <small>Ingested DC 15, Init.:0, Sec.: unconsciousness</small>	Carried	1	0 / 90
<b>Giant wasp poison</b> <small>Injury DC 18, Init.:1d6 DEX, Sec.:1d6 DEX</small>	Carried	1	0 / 210
<b>Ring of Sustenance</b>	Carried	1	0 / 2,500
<b>Velvet Purse (Small)</b> <small>This is a small velvet purse.</small>	Carried	1	0 / 0
<b>Ring of the Silver Tower</b> <small>This silver ring has a peacock-feather-colored stone and designates a favored customer of the Silver Tower brothel in Blackpool.</small>	Carried	1	0 / 0
<b>Privy Ring</b> <small>This is one of a set of 8 Privy Rings found in the Scratchy Chest</small>	Carried	1	0 / 0
<b>Leather Purse</b> <small>A purse made of leather (small)</small>	Carried	1	0 / 0
<b>TOTAL WEIGHT CARRIED/VALUE</b>	21 lbs.		76,017.5gp

WEIGHT ALLOWANCE			
Light	76	Medium	153
Heavy	230		
Lift over head	230	Lift off ground	460
		Push / Drag	1150

MONEY	
	Total= 0 gp

MAGIC	
Languages	
Common, Orc, Sylvan	

Other Companions	

Special Attacks	
<b>Favored Enemy - Humanoid (Human) (Ex)</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]</b>
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.	

Special Qualities	
<b>Archery Combat Style</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document]</b>
<b>Animal Companion (Ex)</b>	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]</b>
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)	
	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]</b>

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	
	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]</b>

A ranger gains Endurance as a bonus feat at 3rd level.

Favored Enemy (Ex)	
	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]</b>

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.

Spells	
	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]</b>

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	
	<b>[Wizards of the Coast - Revised (v.3.5) System Reference Document, classesII]</b>

A ranger gains Track as a bonus feat.

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

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

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

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.

## Feats

### 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.

### 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.

## Proficiencies

Axe (Throwing), Battleaxe, 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

## Magic Item Spell-like Abilities

Name	School	Time	Duration	Range	Source
At Will <b>Feather Fall</b>	Transmutation	1 free action	Until landing or 1 rounds	Close (25 ft.)	RSRD:SpellsF-G

[V] **TARGET:** 1 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart; **EFFECT:** Objects or creatures fall slowly. [SR:Yes (object); DC:10, Will negates (harmless) or Will negates (object)]

\* =Domain/Speciality Spell

## Ranger Spells

LEVEL	0	1	2	3	4
PER DAY	—	1	—	—	—

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

Name	School	Time	Duration	Range	Source
☐☐☐☐ <b>Alarm</b>	Abjuration	1 standard action	4 hours [D]	Close (30 ft.)	RSRD:SpellsA-B
[V, S, F/DF] <b>TARGET:</b> 20-ft.-radius emanation centered on a point in space; <b>EFFECT:</b> Wards an area for 4 hours. [SR:No]					
☐☐☐☐ <b>Animal Messenger</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	2 days	Close (30 ft.)	RSRD:SpellsA-B
[V, S, M] <b>TARGET:</b> One Tiny animal; <b>EFFECT:</b> Sends a Tiny animal to a specific place. [SR:Yes; DC:15, None; see text]					
☐☐☐☐ <b>Calm Animals</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	2 minutes	Close (30 ft.)	RSRD:SpellsC
[V, S] <b>TARGET:</b> Animals within 30 ft. of each other; <b>EFFECT:</b> Calms 2d4 + 2 HD of animals. [SR:Yes; DC:15, Will negates; see text]					
☐☐☐☐ <b>Charm Animal</b>	Enchantment (Charm) [Mind-Affecting]	1 standard action	2 hours	Close (30 ft.)	RSRD:SpellsC
[V, S] <b>TARGET:</b> One animal; <b>EFFECT:</b> Makes one animal your friend. [SR:Yes; DC:15, Will negates]					
☐☐☐☐ <b>Delay Poison</b>	Conjuration (Healing)	1 standard action	2 hours	Touch	RSRD:SpellsD-E
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Stops poison from harming subject for 2 hours. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
☐☐☐☐ <b>Detect Animals or Plants</b>	Divination	1 standard action	Concentration, up to 20 minutes [D]	Long (480 ft.)	RSRD:SpellsD-E
[V, S] <b>TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> Detects kinds of animals or plants. [SR:No]					
☐☐☐☐ <b>Detect Poison</b>	Divination	1 standard action	Instantaneous	Close (30 ft.)	RSRD:SpellsD-E
[V, S] <b>TARGET:</b> One creature, one object, or a 5-ft. cube; <b>EFFECT:</b> Detects poison in one creature or small object. [SR:No]					
☐☐☐☐ <b>Detect Snares and Pits</b>	Divination	1 standard action	Concentration, up to 20 minutes [D]	60 ft.	RSRD:SpellsD-E
[V, S] <b>TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> Reveals natural or primitive traps. [SR:No]					
☐☐☐☐ <b>Endure Elements</b>	Abjuration	1 standard action	24 hours	Touch	RSRD:SpellsD-E
[V, S] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Exist comfortably in hot or cold environments. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
☐☐☐☐ <b>Entangle</b>	Transmutation	1 standard action	2 minutes [D]	Long (480 ft.)	RSRD:SpellsD-E
[V, S, DF] <b>TARGET:</b> Plants in a 40-ft.-radius spread; <b>EFFECT:</b> Plants entangle everyone in 40-ft.-radius circle. [SR:No; DC:15, Reflex partial; see text]					
☐☐☐☐ <b>Hide from Animals</b>	Abjuration	1 standard action	20 minutes [D]	Touch	RSRD:SpellsH-L
[S, DF] <b>TARGET:</b> 2 creatures touched; <b>EFFECT:</b> Animals can't perceive 2 subjects. [SR:Yes; DC:15, Will negates (harmless)]					
☐☐☐☐ <b>Jump</b>	Transmutation	1 standard action	2 minutes [D]	Touch	RSRD:SpellsH-L
[V, S, M] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Subject gets +10 enhancement bonus on Jump checks. [SR:Yes; DC:15, Will negates (harmless)]					
☐☐☐☐ <b>Longstrider</b>	Transmutation	1 standard action	2 hours [D]	Personal	RSRD:SpellsH-L
[V, S, M] <b>TARGET:</b> You; <b>EFFECT:</b> Increases your speed. [SR:No]					
☐☐☐☐ <b>Magic Fang</b>	Transmutation	1 standard action	2 minutes	Touch	RSRD:SpellsM-O
[V, S, DF] <b>TARGET:</b> Living creature touched; <b>EFFECT:</b> One natural weapon of subject creature gets +1 on attack and damage rolls. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
☐☐☐☐ <b>Pass without Trace</b>	Transmutation	1 standard action	2 hours [D]	Touch	RSRD:SpellsP-R
[V, S, DF] <b>TARGET:</b> 2 creatures touched; <b>EFFECT:</b> 2 subjects leaves no tracks. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
☐☐☐☐ <b>Read Magic</b>	Divination	1 standard action	20 minutes	Personal	RSRD:SpellsP-R
[V, S, F] <b>TARGET:</b> You; <b>EFFECT:</b> Read scrolls and spellbooks. [SR:No]					
☐☐☐☐ <b>Resist Energy</b>	Abjuration	1 standard action	20 minutes	Touch	RSRD:SpellsP-R
[V, S, DF] <b>TARGET:</b> Creature touched; <b>EFFECT:</b> Ignores first 0 points of damage/attack from specified energy type. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
☐☐☐☐ <b>Speak with Animals</b>	Divination	1 standard action	2 minutes	Personal	RSRD:SpellsS
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> You can communicate with animals. [SR:No]					
☐☐☐☐ <b>Summon Nature's Ally I</b>	Conjuration (Summoning)	1 round	2 rounds [D]	Close (30 ft.)	RSRD:SpellsS
[V, S, DF] <b>TARGET:</b> One summoned creature; <b>EFFECT:</b> Calls creature to fight. [SR:No]					

\* =Domain/Speciality Spell

## Magic Item Spell-like Abilities

At Will Feather Fall (DC:10)

### Spellbook: Prepared Spells

Ranger

Level 1

☐Entangle (DC:15)

# Zecora the Faun

Faun

RACE

0

AGE

Female

GENDER

VISION

Chaotic Good

ALIGNMENT

Ambidextrous

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

**Description:**

**Biography:**