

## Demetrius Cedrow

Male human fighter 1/ranger 7 - CL8 - CR 7

Chaotic Neutral Humanoid (Human); Deity: **Groetus**; Age: **31**; Height: **5' 10"**; Weight: **174lb.**; Eyes: **Green**; Hair: **Brown**; Skin: **Pale**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>12</b>	<b>+1</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>12</b>	<b>+1</b>	
<b>WIS</b> WISDOM	<b>14</b>	<b>+2</b>	
<b>CHA</b> CHARISMA	<b>10</b>	<b>0</b>	

**Endurance:** +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+10 =</b>	<b>+7</b>	<b>+1</b>	<b>+2</b>			

**Endurance:** +4 vs. hot or cold environments and to resist damage from suffocation

<b>REFLEX</b> (DEXTERITY)	<b>+11 =</b>	<b>+5</b>	<b>+3</b>	<b>+2</b>	<b>+1</b>		
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<b>WILL</b> (WISDOM)	<b>+6 =</b>	<b>+2</b>	<b>+2</b>	<b>+2</b>			
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Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC 23 =</b>	<b>+7</b>		<b>+3</b>			<b>+2</b>	<b>+1</b>	

<b>Touch AC</b>	<b>16</b>	<b>Flat-Footed AC</b>	<b>19</b>
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		BAB	Dexterity	Size	Misc
CM Bonus	+11	= +8	+3	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

		BAB	Strength	Dexterity	Size
CM Defense	25 = 10	+8	+1	+3	-

<b>Base Attack</b>	<b>+8</b>	<b>HP</b>	<b>60</b>
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**Favored Enemy (Humans +2):** +2 vs. humans, **Favored Enemy (Orcs +4):** +4 vs. orcs

<b>Initiative</b>	<b>+3</b>
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**Favored Terrain (Forest +2):** +2 while in forest terrain

<b>Speed</b>	<b>30 / 20 ft</b>
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**+1 shortsword**

Main hand: **+12/+7, 1d6+2** Crit: 19-20/x2  
Light, P

**Favored Enemy (Humans +2):** +2 vs. humans, **Favored Enemy (Orcs +4):** +4 vs. orcs

**Corrosive Longbow**

Ranged, both hands: **+12/+7, 1d8+1** Crit: x3  
**plus 1d6 acid** Rng: 100'  
2-hand, P

**Favored Enemy (Humans +2):** +2 vs. humans, **Favored Enemy (Orcs +4):** +4 vs. orcs



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+4</b>	DEX (3)	4	
Speed greater/less than 30 ft. : -4 to jump				
<b>Appraise</b>	<b>+1</b>	INT (1)	-	
<b>Bluff</b>	<b>+2</b>	CHA (0)	2	
<b>Favored Enemy (Humans +2):</b> +2 vs. humans, <b>Favored Enemy (Orcs +4):</b> +4 vs. orcs				
<b>Climb</b>	<b>+6</b>	STR (1)	5	
<b>Diplomacy</b>	<b>+2</b>	CHA (0)	2	
<b>Disguise</b>	<b>+4</b>	CHA (0)	4	
<b>Escape Artist</b>	<b>+3</b>	DEX (3)	1	
<b>Fly</b>	<b>+0</b>	DEX (3)	-	
<b>Handle Animal</b>	<b>+5</b>	CHA (0)	2	
<b>Heal</b>	<b>+8</b>	WIS (2)	3	
<b>Intimidate</b>	<b>+6</b>	CHA (0)	3	
<b>Knowledge (geography)</b>	<b>+12</b>	INT (1)	8	
<b>Favored Enemy (Humans +2):</b> +2 vs. humans, <b>Favored Enemy (Orcs +4):</b> +4 vs. orcs, <b>Favored Terrain (Forest +2):</b> +2 while in forest terrain				
<b>Knowledge (nature)</b>	<b>+12</b>	INT (1)	8	
<b>Favored Enemy (Humans +2):</b> +2 vs. humans, <b>Favored Enemy (Orcs +4):</b> +4 vs. orcs				
<b>Perception</b>	<b>+10</b>	WIS (2)	5	
<b>Favored Enemy (Humans +2):</b> +2 vs. humans, <b>Favored Enemy (Orcs +4):</b> +4 vs. orcs, <b>Favored Terrain (Forest +2):</b> +2 while in forest terrain				
<b>Profession (soldier)</b>	<b>+6</b>	WIS (2)	1	
<b>Ride</b>	<b>+4</b>	DEX (3)	1	
<b>Sense Motive</b>	<b>+3</b>	WIS (2)	1	
<b>Favored Enemy (Humans +2):</b> +2 vs. humans, <b>Favored Enemy (Orcs +4):</b> +4 vs. orcs				
<b>Stealth</b>	<b>+14</b>	DEX (3)	8	
<b>Favored Terrain (Forest +2):</b> +2 while in forest terrain, <b>Highlander (hills or mountains):</b> +2 Trait bonus in hilly or rocky areas				

## Skills

Skill Name	Total	Ability	Ranks	Temp
<b>Survival</b>	<b>+11</b>	WIS (2)	6	
<b>Favored Enemy (Humans +2)</b> : +2 vs. humans, <b>Favored Enemy (Orcs +4)</b> : +4 vs. orcs, <b>Favored Terrain (Forest +2)</b> : +2 while in forest terrain, <b>Track</b> : +3 to track, <b>Compass</b> : +2 circumstance bonus to avoid becoming lost when using this				
<b>Swim</b>	<b>+4</b>	STR (1)	3	
<b>Endurance</b> : +4 to resist nonlethal damage from exhaustion				

## Feats

Agile Maneuvers  
 Armor Proficiency (Heavy)  
 Armor Proficiency (Light)  
 Armor Proficiency (Medium)  
 Dodge  
 Endurance  
 Far Shot  
 Martial Weapon Proficiency - All  
 Point-Blank Shot  
 Precise Shot  
 Rapid Shot  
 Shield Proficiency  
 Simple Weapon Proficiency - All  
 Stealthy  
 Tower Shield Proficiency  
 Weapon Finesse

## Traits

Deft Dodger  
 Highlander (hills or mountains)

## +1 elven chain

**+7**

Max Dex: +4, Armor Check: -2  
 Spell Fail: 20%, Light, Slows

## Gear

**Total Weight Carried: 93/150 lbs, Medium Load**  
**(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)**

+1 elven chain	20 lbs
+1 shortsword	2 lbs
Alchemist's fire	1 lb
Antitoxin <In: Backpack, masterwork (13 @ 22.6 lbs)>	-
Backpack, masterwork (13 @ 22.6 lbs)	4 lbs
Bedroll <In: Backpack, masterwork (13 @ 22.6 lbs)>	5 lbs
Blanket <In: Backpack, masterwork (13 @ 22.6 lbs)>	1 lb
Climber's kit <In: Backpack, masterwork (13 @ 22.6	5 lbs
Cloak of resistance +2	1 lb
Compass <In: Backpack, masterwork (13 @ 22.6	0.5 lbs
Corrosive Longbow	3 lbs
Disguise kit (10 uses) <In: Backpack, masterwork (13	8 lbs
Explorer's outfit (Free) <In: Backpack, masterwork (13 @	-
Fishhook <In: Backpack, masterwork (13 @ 22.6 lbs)>	-
Flint and steel <In: Backpack, masterwork (13 @ 22.6	-
Healer's kit <In: Backpack, masterwork (13 @ 22.6	1 lb
Hooded lantern <In: Backpack, masterwork (13 @	2 lbs
Ink, black <In: Backpack, masterwork (13 @ 22.6 lbs)>	-
Large scorpion venom	-
Money	19.58 lbs
Oil	1 lb
Paper	-

## Experience & Wealth

Experience Points: **51000/75000**  
 Current Cash: **974 gp, 5 sp**

## Gear

**Total Weight Carried: 93/150 lbs, Medium Load**  
**(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)**

Potion of fly	-
Potion of gaseous form	-
Potion of invisibility	-
Potion of jump	-
Potion of protection from arrows 10/magic	-
Ring of protection +2	-
Sapphire Gems <In: Backpack, masterwork (13	0.1 lbs
Signal whistle	-
Silk rope	5 lbs
Tanglefoot bag	4 lbs
Trail rations x5	1 lb
Waterskin	4 lbs

## Special Abilities

Favored Enemy (Humans +2) (Ex)  
 Favored Enemy (Orcs +4) (Ex)  
 Favored Terrain (Forest +2) (Ex)  
 Hunting Companions (2 rounds) (Ex)  
 Track +3  
 Wild Empathy +7 (Ex)  
 Woodland Stride (Ex)

## Tracked Resources

Alchemist's fire	<input type="checkbox"/>
Antitoxin	<input type="checkbox"/>
Disguise kit (10 uses)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Healer's kit	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Large scorpion venom	<input type="checkbox"/>
Potion of fly	<input type="checkbox"/>
Potion of gaseous form	<input type="checkbox"/>
Potion of invisibility	<input type="checkbox"/>
Potion of jump	<input type="checkbox"/>
Potion of protection from arrows 10/magic	<input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common

Elven

## Spells & Powers

**Ranger spells memorized** (CL 4th; concentration +6)  
**Melee Touch** +11/+6 **Ranged Touch** +11/+6  
**2nd—hide campsite**<sup>APG</sup> (DC 14)  
**1st—entangle** (DC 13), *pass without trace*