

Klorgen

Male gnoll ranger 3 (Gnoll +2) - CL5 - CR 4

Neutral Evil Humanoid (Gnoll)

Ability	Score	Modifier	Temporary
STR <small>STRENGTH</small>	19	+4	
DEX <small>DEXTERITY</small>	14	+2	
CON <small>CONSTITUTION</small>	15	+2	
INT <small>INTELLIGENCE</small>	8	-1	
WIS <small>WISDOM</small>	12	+1	
CHA <small>CHARISMA</small>	6	-2	

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
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FORTITUDE <small>(CONSTITUTION)</small>	+8	=	+6	+2			
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Endurance: +4 vs. hot or cold environments and to resist damage from suffocation

REFLEX <small>(DEXTERITY)</small>	+5	=	+3	+2			
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WILL <small>(WISDOM)</small>	+2	=	+1	+1			
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Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
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AC	19	=	+6		+2		+1	
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Touch AC	12		Flat-Footed AC	17
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CM Bonus	+8	=	+4	+4	-	-
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See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	20	=	10	+4	+4	+2	-
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Base Attack	+4		HP	36
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Favored Enemy (Humans +2) : +2 vs. humans

Initiative	+2
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Favored Terrain (Forest +2) : +2 while in forest terrain

Speed	30 / 20 ft
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Bolas

Ranged: **+6, 1d4+4 nonlethal** Crit: x2
Rng: 20'
Light, B, Nonlethal,

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

Masterwork gisarme

Both hands: **+9, 2d4+6** Crit: x3
2-hand, S, Reach,

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

Masterwork sap

Main hand: **+9, 1d6+4 nonlethal** Crit: x2
Light, B, Nonlethal

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



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-1	INT (-1)	-	
Bluff	-2	CHA (-2)	-	
Favored Enemy (Humans +2) : +2 vs. humans				
Climb	+9	STR (4)	3	
Diplomacy	-2	CHA (-2)	-	
Disguise	-2	CHA (-2)	-	
Escape Artist	-1	DEX (2)	-	
Fly	-1	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-2	CHA (-2)	-	
Knowledge (geography)	+3	INT (-1)	1	
Favored Enemy (Humans +2) : +2 vs. humans, Favored Terrain (Forest +2) : +2 while in forest terrain				
Perception	+8	WIS (1)	4	
Favored Enemy (Humans +2) : +2 vs. humans, Favored Terrain (Forest +2) : +2 while in forest terrain				
Ride	+3	DEX (2)	1	
Sense Motive	+1	WIS (1)	-	
Favored Enemy (Humans +2) : +2 vs. humans				
Stealth	+6	DEX (2)	4	
Favored Terrain (Forest +2) : +2 while in forest terrain				
Survival	+12	WIS (1)	5	
Favored Enemy (Humans +2) : +2 vs. humans, Favored Terrain (Forest +2) : +2 while in forest terrain, Track: +1 to track				
Swim	+5	STR (4)	1	
Endurance: +4 to resist nonlethal damage from exhaustion				

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Endurance
Exotic Weapon Proficiency (Bolas)
Exotic Weapon Proficiency (Whip)
Martial Weapon Proficiency - All
Precise Shot
Shield Proficiency
Simple Weapon Proficiency - All
Skill Focus (Survival)

Special Abilities

Darkvision (60 feet)
Favored Enemy (Humans +2) (Ex)
Favored Terrain (Forest +2) (Ex)
Track +1
Wild Empathy +1 (Ex)

Whip

Main hand: **+8, 1d3+4**
nonlethal

Crit: x2
1-hand, S, Disarm,

Both hands: **+8, 1d3+4**
nonlethal

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

Experience & Wealth

Current Cash: **174 gp**

Masterwork breastplate

+6

Max Dex: +3, Armor Check: -3
Spell Fail: 25%, Medium, Slows

Gear

Total Weight Carried: 70/350 lbs, Light Load
(Light: 116 lbs, Medium: 233 lbs, Heavy: 350 lbs)

Bolas x3	2 lbs
Climber's kit	5 lbs
Drow poison x2	-
Feather token (whip)	-
Manacles	2 lbs
Masterwork breastplate	30 lbs
Masterwork guisarme	12 lbs
Masterwork sap	2 lbs
Money	3.48 lbs
Tanglefoot bag x2	4 lbs
Whip	2 lbs

Tracked Resources

Bolas	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Drow poison	<input type="checkbox"/> <input type="checkbox"/>
Feather token (whip)	<input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/> <input type="checkbox"/>

Languages

Gnoll

Spells & Powers

Ranger spells memorized (CL 0th; concentration +1)

Melee Touch +8 **Ranged Touch +6**

Mocara



Female human witch 6 - CR 5

Chaotic Neutral Humanoid (Human); Deity: **Greed**; Age: **36**;
Height: **5' 4"**; Weight: **140lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	16	+3	
WIS WISDOM	12	+1	
CHA CHARISMA	10	0	

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

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 13	=	+1		+2				

Touch AC	BAB	Strength	Size	Misc
12	Flat-Footed AC		11	

CM Bonus	BAB	Strength	Size	Misc
+4	=	+3	+1	-

CM Defense	BAB	Strength	Dexterity	Size
16	=	10	+3	+1

Base Attack	+3	HP	33
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Initiative	Speed	Damage / Current HP
+6	30 ft	

Blowgun

Ranged: **+5, 1d2**

Crit: x2
Rng: 20'
Light, P

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+9	INT (3)	6	
Bluff	+6	CHA (0)	6	
Climb	+1	STR (1)	-	
Diplomacy	+7	CHA (0)	5	
Disguise	+0	CHA (0)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+6	DEX (2)	1	
Heal	+5	WIS (1)	1	
Intimidate	+8	CHA (0)	3	
Knowledge (arcana)	+7	INT (3)	1	
Knowledge (history)	+7	INT (3)	1	
Knowledge (nature)	+7	INT (3)	1	
Knowledge (planes)	+7	INT (3)	1	
Perception	+2	WIS (1)	1	
Ride	+2	DEX (2)	-	
Sense Motive	+6	WIS (1)	5	
Spellcraft	+10	INT (3)	4	
Stealth	+2	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	+5	STR (1)	-	

Feats

Improved Initiative
Lightning Reflexes
Persuasive
Simple Weapon Proficiency - All
Spell Focus (Enchantment)

Special Abilities

Charm +1 (3 rounds, DC 16) (Su)
Deliver Touch Spells Through Familiar (Su)
Empathic Link with Familiar (Su)
Familiar Bonus: +3 to Stealth checks
Healing (2d8+6) (Su)
Share Spells with Familiar
Slumber (6 rounds, DC 16) (Su)
Speak with Familiar (Ex)

Spell-Like Abilities

Feather Fall (self only, At will)
Fly (self only, 6 minutes/day)
Levitate (self only, 1/day)

Gear

Total Weight Carried: 36/130 lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (empty)	0.5 lbs
Blowgun	1 lb
Blue whinnis x4	-
Bracers of armor +1	1 lb
Candle x10	-
Chalk x10	-
Flint and steel	-
Ink, black	-
Inkpen	-
Mess kit	1 lb
Pot	4 lbs
Potion of barkskin +2	-
Potion of cure moderate wounds	-
Soap	0.5 lbs
Spell component pouch	2 lbs
Torch x10	1 lb
Trail rations x5	1 lb
Waterskin	4 lbs

Tracked Resources

Blue whinnis	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of barkskin +2	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Torch	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Gnoll
Dark Folk	Orc

Spells & Powers

Witch spells memorized (CL 6th; concentration +9)

Melee Touch +4 Ranged Touch +5

3rd—*deep slumber* (DC 17), *haste*, *ray of exhaustion* (DC 16)

2nd—*cat's grace*, *false life*, *hold person* (2, DC 16)

1st—*cause fear* (DC 14), *command* (DC 15), *mage armor*, *ray of enfeeblement* (DC 14)

0th (at will)—*daze* (DC 14), *detect magic*, *read magic*, *stabilize*

Experience & Wealth

Current Cash: **1,000 gp**

Reputation: **Fame: 6, PP: 6, 100 miles.**

Companions

Luna (Arcane Familiar), Cat - CL1 - CR 1/4

STR **3** (-4), DEX **15** (+2), CON **8** (-1), INT **8** (-1), WIS **12** (+1), CHA **7** (-2); Fortitude **+1**, Reflex **+4**, Will **+6**

HP: 16/16; Init: +2; Speed: 30 feet

Attack Bonus: +5; Armor Class: 17 / 14 Tch / 15 Fl

Appraise **+5**, Bluff **+4**, Diplomacy **+3**, Fly **+10**, Heal **+2**, Intimidate **+1**, Perception **+5**, Sense Motive **+6**, Spellcraft **+3**

Bite (Cat) **Melee +7, 1d3-4, x2**

Claw x2 (Cat) **Melee +7 x2, 1d2-4, x2**

Special: Improved Evasion (Ex), Low-Light Vision, Scent (Ex)

Luna



Cat - CL1 - CR 1/4

True Neutral Magical Beast ((Animal)); Deity: **Greed**

Ability	Score	Modifier	Temporary
STR STRENGTH	3	-4	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	8	-1	
INT INTELLIGENCE	8	-1	
WIS WISDOM	12	+1	
CHA CHARISMA	7	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+1 =	+2	-1				
REFLEX (DEXTERITY)	+4 =	+2	+2				
WILL (WISDOM)	+6 =	+5	+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 17 =			+2	+2	+3			

Touch AC 14	Flat-Footed AC 15
	BAB Dexterity Size Misc

CM Bonus +3 =	+3	+2	-2	-
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CM Defense	9 = 10	BAB	Strength	Dexterity	Size
13 vs. Trip		+3	-4	+2	-2

Base Attack	+3	HP	16
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Initiative	+2	Damage / Current HP
Speed	30 ft	

Bite (Cat)

Main hand: **+7, 1d3-4** Crit: x2
Light, B/P/S

Claw x2 (Cat)

Main hand: **+7, 1d2-4** Crit: x2
Light, B/S

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+5	INT (-1)	(6)	
Bluff	+4	CHA (-2)	(6)	
Climb	+6	DEX (2)	-	
Diplomacy	+3	CHA (-2)	(5)	
Disguise	-2	CHA (-2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+10	DEX (2)	(1)	
Heal	+2	WIS (1)	(1)	
Intimidate	+1	CHA (-2)	(3)	
Perception	+5	WIS (1)	1	
Ride	+2	DEX (2)	-	
Sense Motive	+6	WIS (1)	(5)	
Spellcraft	+3	INT (-1)	(4)	
Stealth	+14	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	+2	DEX (2)	-	

Feats

Weapon Finesse

Special Abilities

Improved Evasion (Ex)
Low-Light Vision
Scent (Ex)

Experience & Wealth

Current Cash: **You have no money!**
Reputation: **Infamy: -1, PP: 1, 100 miles.**

Slaver #1 (Elias)



Male human fighter 2/ranger 2 - CL4 - CR 3

Neutral Evil Humanoid (Human); Age: 19; Height: 6' 1";
Weight: 195lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8 =	+6	+2				
REFLEX (DEXTERITY)	+5 =	+3	+2				
WILL (WISDOM)	+1 =		+1				

Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15 =	+3		+2					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
12	13				

CM Bonus	+7 =	+4	+3	-	-
See the Base Attack (below) for modifiers that may also apply to CMB					

CM Defense	19 = 10	+4	+3	+2	-
BAB Strength Dexterity Size					

Base Attack	+4	HP	34
Favored Enemy (Humans +2): +2 vs. humans			

Initiative	+2	Damage / Current HP

Bolas

Ranged: **+7, 1d4+3 nonlethal** Crit: x2
Rng: 20'
Light, B, Nonlethal,

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

Masterwork guisarme

Both hands: **+9, 2d4+4** Crit: x3
2-hand, S, Reach,

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

Masterwork sap

Main hand: **+8, 1d6+3 nonlethal** Crit: x2
Light, B, Nonlethal

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

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Favored Enemy (Humans +2): +2 vs. humans				
Climb	+12	STR (3)	4	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Handle Animal	+3	CHA (-1)	1	
Heal	+1	WIS (1)	-	
Intimidate	-1	CHA (-1)	-	
Knowledge (geography)	+4	INT (0)	1	
Favored Enemy (Humans +2): +2 vs. humans				
Perception	+8	WIS (1)	4	
Favored Enemy (Humans +2): +2 vs. humans				
Ride	+7	DEX (2)	2	
Sense Motive	+1	WIS (1)	-	
Favored Enemy (Humans +2): +2 vs. humans				
Stealth	+9	DEX (2)	4	
Survival	+8	WIS (1)	4	
Favored Enemy (Humans +2): +2 vs. humans, Track: +1 to track				
Swim	+8	STR (3)	2	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Reflexes (3 AoO/round)
Exotic Weapon Proficiency (Bolas)
Martial Weapon Proficiency - All
Precise Shot
Shield Proficiency
Simple Weapon Proficiency - All
Step Up
Tower Shield Proficiency
Weapon Focus (Bolas)
Weapon Focus (Guisarme)

Special Abilities

Bravery +1 (Ex)
Favored Enemy (Humans +2) (Ex)
Track +1
Wild Empathy +1 (Ex)

Masterwork studded leather

+3

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

Experience & Wealth

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

Gear

Total Weight Carried: 55/260 lbs, Light Load
(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)

Bolas x3	2 lbs
Climber's kit	5 lbs
Drow poison x2	-
Feather token (whip)	-
Manacles	2 lbs
Masterwork quismare	12 lbs
Masterwork sap	2 lbs
Masterwork studded leather	20 lbs
Money	-
Tanglefoot bag x2	4 lbs

Tracked Resources

Bolas	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Drow poison	<input type="checkbox"/> <input type="checkbox"/>
Feather token (whip)	<input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Spells & Powers

Ranger spells memorized (CL 0th; concentration +1)
Melee Touch +7 Ranged Touch +6

Slaver #2 (Donato)

Male human fighter 2/ranger 2 - CL4 - CR 3

Neutral Evil Humanoid (Human); Age: 21; Height: 5' 5";
Weight: 155lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8 =	+6	+2				
REFLEX (DEXTERITY)	+5 =	+3	+2				
WILL (WISDOM)	+1 =		+1				

Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15 =	+3		+2					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
12	13				

CM Bonus	+7 =	+4	+3	-	-
See the Base Attack (below) for modifiers that may also apply to CMB					

CM Defense	19 = 10	+4	+3	+2	-
BAB Strength Dexterity Size					

Base Attack	+4	HP	34
Favored Enemy (Humans +2): +2 vs. humans			

Initiative	+2	Damage / Current HP

Bolas

Ranged: **+7, 1d4+3 nonlethal** Crit: x2
Rng: 20'
Light, B, Nonlethal,

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

Masterwork guisarme

Both hands: **+9, 2d4+4** Crit: x3
2-hand, S, Reach,

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

Masterwork sap

Main hand: **+8, 1d6+3 nonlethal** Crit: x2
Light, B, Nonlethal

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



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Favored Enemy (Humans +2): +2 vs. humans				
Climb	+12	STR (3)	4	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Handle Animal	+3	CHA (-1)	1	
Heal	+1	WIS (1)	-	
Intimidate	-1	CHA (-1)	-	
Knowledge (geography)	+4	INT (0)	1	
Favored Enemy (Humans +2): +2 vs. humans				
Perception	+8	WIS (1)	4	
Favored Enemy (Humans +2): +2 vs. humans				
Ride	+7	DEX (2)	2	
Sense Motive	+1	WIS (1)	-	
Favored Enemy (Humans +2): +2 vs. humans				
Stealth	+9	DEX (2)	4	
Survival	+8	WIS (1)	4	
Favored Enemy (Humans +2): +2 vs. humans, Track: +1 to track				
Swim	+8	STR (3)	2	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Reflexes (3 AoO/round)
Exotic Weapon Proficiency (Bolas)
Martial Weapon Proficiency - All
Precise Shot
Shield Proficiency
Simple Weapon Proficiency - All
Step Up
Tower Shield Proficiency
Weapon Focus (Bolas)
Weapon Focus (Guisarme)

Special Abilities

Bravery +1 (Ex)
Favored Enemy (Humans +2) (Ex)
Track +1
Wild Empathy +1 (Ex)

Masterwork studded leather

+3

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

Experience & Wealth

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

Gear

Total Weight Carried: 55/260 lbs, Light Load
(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)

Bolas x3	2 lbs
Climber's kit	5 lbs
Drow poison x2	-
Feather token (whip)	-
Manacles	2 lbs
Masterwork quismare	12 lbs
Masterwork sap	2 lbs
Masterwork studded leather	20 lbs
Money	-
Tanglefoot bag x2	4 lbs

Tracked Resources

Bolas	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Drow poison	<input type="checkbox"/> <input type="checkbox"/>
Feather token (whip)	<input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Spells & Powers

Ranger spells memorized (CL 0th; concentration +1)
Melee Touch +7 **Ranged Touch +6**

Slaver #3 (Norbert)

Male human fighter 2/ranger 2 - CL4 - CR 3

Neutral Evil Humanoid (Human); Age: 20; Height: 6' 5";
Weight: 215lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8 =	+6	+2				
REFLEX (DEXTERITY)	+5 =	+3	+2				
WILL (WISDOM)	+1 =		+1				

Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15 =	+3		+2					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
12	13				

CM Bonus	+7 =	+4	+3	-	-
See the Base Attack (below) for modifiers that may also apply to CMB					

CM Defense	19 = 10	+4	+3	+2	-
BAB Strength Dexterity Size					

Base Attack	+4	HP	34
Favored Enemy (Humans +2): +2 vs. humans			

Initiative	+2	Damage / Current HP

Speed	30 ft

Bolas

Ranged: **+7, 1d4+3 nonlethal** Crit: x2
Rng: 20'
Light, B, Nonlethal,

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

Masterwork guisarme

Both hands: **+9, 2d4+4** Crit: x3
2-hand, S, Reach,

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

Masterwork sap

Main hand: **+8, 1d6+3 nonlethal** Crit: x2
Light, B, Nonlethal

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



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Favored Enemy (Humans +2): +2 vs. humans				
Climb	+12	STR (3)	4	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Handle Animal	+3	CHA (-1)	1	
Heal	+1	WIS (1)	-	
Intimidate	-1	CHA (-1)	-	
Knowledge (geography)	+4	INT (0)	1	
Favored Enemy (Humans +2): +2 vs. humans				
Perception	+8	WIS (1)	4	
Favored Enemy (Humans +2): +2 vs. humans				
Ride	+7	DEX (2)	2	
Sense Motive	+1	WIS (1)	-	
Favored Enemy (Humans +2): +2 vs. humans				
Stealth	+9	DEX (2)	4	
Survival	+8	WIS (1)	4	
Favored Enemy (Humans +2): +2 vs. humans, Track: +1 to track				
Swim	+8	STR (3)	2	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Reflexes (3 AoO/round)
Exotic Weapon Proficiency (Bolas)
Martial Weapon Proficiency - All
Precise Shot
Shield Proficiency
Simple Weapon Proficiency - All
Step Up
Tower Shield Proficiency
Weapon Focus (Bolas)
Weapon Focus (Guisarme)

Special Abilities

Bravery +1 (Ex)
Favored Enemy (Humans +2) (Ex)
Track +1
Wild Empathy +1 (Ex)

Masterwork studded leather

+3

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

Experience & Wealth

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

Gear

Total Weight Carried: 55/260 lbs, Light Load
(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)

Bolas x3	2 lbs
Climber's kit	5 lbs
Drow poison x2	-
Feather token (whip)	-
Manacles	2 lbs
Masterwork quismare	12 lbs
Masterwork sap	2 lbs
Masterwork studded leather	20 lbs
Money	-
Tanglefoot bag x2	4 lbs

Tracked Resources

Bolas	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Drow poison	<input type="checkbox"/> <input type="checkbox"/>
Feather token (whip)	<input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Spells & Powers

Ranger spells memorized (CL 0th; concentration +1)
Melee Touch +7 **Ranged Touch +6**

Slaver #4 (Ping)



Male human fighter 2/ranger 2 - CL4 - CR 3

Neutral Evil Humanoid (Human); Age: 19; Height: 5' 1";
Weight: 135lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8 =	+6	+2				
REFLEX (DEXTERITY)	+5 =	+3	+2				
WILL (WISDOM)	+1 =		+1				

Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15 =	+3		+2					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
12	13				

CM Bonus	+7 =	+4	+3	-	-
See the Base Attack (below) for modifiers that may also apply to CMB					

CM Defense	19 = 10	+4	+3	+2	-
BAB Strength Dexterity Size					

Base Attack	+4	HP	34
Favored Enemy (Humans +2): +2 vs. humans			

Initiative	+2	Damage / Current HP

Bolas

Ranged: **+7, 1d4+3 nonlethal** Crit: x2
Rng: 20'
Light, B, Nonlethal,

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

Masterwork guisarme

Both hands: **+9, 2d4+4** Crit: x3
2-hand, S, Reach,

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

Masterwork sap

Main hand: **+8, 1d6+3 nonlethal** Crit: x2
Light, B, Nonlethal

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

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Favored Enemy (Humans +2): +2 vs. humans				
Climb	+12	STR (3)	4	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Handle Animal	+3	CHA (-1)	1	
Heal	+1	WIS (1)	-	
Intimidate	-1	CHA (-1)	-	
Knowledge (geography)	+4	INT (0)	1	
Favored Enemy (Humans +2): +2 vs. humans				
Perception	+8	WIS (1)	4	
Favored Enemy (Humans +2): +2 vs. humans				
Ride	+7	DEX (2)	2	
Sense Motive	+1	WIS (1)	-	
Favored Enemy (Humans +2): +2 vs. humans				
Stealth	+9	DEX (2)	4	
Survival	+8	WIS (1)	4	
Favored Enemy (Humans +2): +2 vs. humans, Track: +1 to track				
Swim	+8	STR (3)	2	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Reflexes (3 AoO/round)
Exotic Weapon Proficiency (Bolas)
Martial Weapon Proficiency - All
Precise Shot
Shield Proficiency
Simple Weapon Proficiency - All
Step Up
Tower Shield Proficiency
Weapon Focus (Bolas)
Weapon Focus (Guisarme)

Special Abilities

Bravery +1 (Ex)
Favored Enemy (Humans +2) (Ex)
Track +1
Wild Empathy +1 (Ex)

Masterwork studded leather

+3

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

Experience & Wealth

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

Gear

Total Weight Carried: 55/260 lbs, Light Load
(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)

Bolas x3	2 lbs
Climber's kit	5 lbs
Drow poison x2	-
Feather token (whip)	-
Manacles	2 lbs
Masterwork quismare	12 lbs
Masterwork sap	2 lbs
Masterwork studded leather	20 lbs
Money	-
Tanglefoot bag x2	4 lbs

Tracked Resources

Bolas	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Drow poison	<input type="checkbox"/> <input type="checkbox"/>
Feather token (whip)	<input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Spells & Powers

Ranger spells memorized (CL 0th; concentration +1)
Melee Touch +7 **Ranged Touch +6**

Slaver #5 (Jo)



Male human fighter 2/ranger 2 - CL4 - CR 3

Neutral Evil Humanoid (Human); Age: 21; Height: 5' 5";
Weight: 155lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8 =	+6	+2				
REFLEX (DEXTERITY)	+5 =	+3	+2				
WILL (WISDOM)	+1 =		+1				

Bravery: +1 vs. fear

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15 =	+3		+2					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
12	13				

CM Bonus	+7 =	+4	+3	-	-
See the Base Attack (below) for modifiers that may also apply to CMB					

CM Defense	19 = 10	+4	+3	+2	-
BAB Strength Dexterity Size					

Base Attack	+4	HP	34
Favored Enemy (Humans +2): +2 vs. humans			

Initiative	+2	Damage / Current HP

Bolas

Ranged: **+7, 1d4+3 nonlethal** Crit: x2
Rng: 20'
Light, B, Nonlethal,

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

Masterwork guisarme

Both hands: **+9, 2d4+4** Crit: x3
2-hand, S, Reach,

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

Masterwork sap

Main hand: **+8, 1d6+3 nonlethal** Crit: x2
Light, B, Nonlethal

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

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+0	INT (0)	-	
Bluff	-1	CHA (-1)	-	
Favored Enemy (Humans +2): +2 vs. humans				
Climb	+12	STR (3)	4	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Handle Animal	+3	CHA (-1)	1	
Heal	+1	WIS (1)	-	
Intimidate	-1	CHA (-1)	-	
Knowledge (geography)	+4	INT (0)	1	
Favored Enemy (Humans +2): +2 vs. humans				
Perception	+8	WIS (1)	4	
Favored Enemy (Humans +2): +2 vs. humans				
Ride	+7	DEX (2)	2	
Sense Motive	+1	WIS (1)	-	
Favored Enemy (Humans +2): +2 vs. humans				
Stealth	+9	DEX (2)	4	
Survival	+8	WIS (1)	4	
Favored Enemy (Humans +2): +2 vs. humans, Track: +1 to track				
Swim	+8	STR (3)	2	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Reflexes (3 AoO/round)
Exotic Weapon Proficiency (Bolas)
Martial Weapon Proficiency - All
Precise Shot
Shield Proficiency
Simple Weapon Proficiency - All
Step Up
Tower Shield Proficiency
Weapon Focus (Bolas)
Weapon Focus (Guisarme)

Special Abilities

Bravery +1 (Ex)
Favored Enemy (Humans +2) (Ex)
Track +1
Wild Empathy +1 (Ex)

Masterwork studded leather

+3

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

Experience & Wealth

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

Gear

Total Weight Carried: 55/260 lbs, Light Load
(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)

Bolas x3	2 lbs
Climber's kit	5 lbs
Drow poison x2	-
Feather token (whip)	-
Manacles	2 lbs
Masterwork quismare	12 lbs
Masterwork sap	2 lbs
Masterwork studded leather	20 lbs
Money	-
Tanglefoot bag x2	4 lbs

Tracked Resources

Bolas	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Drow poison	<input type="checkbox"/> <input type="checkbox"/>
Feather token (whip)	<input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Spells & Powers

Ranger spells memorized (CL 0th; concentration +1)
Melee Touch +7 Ranged Touch +6