

Chinotra

Player: Camenela

Female half-elf ranger 4 - CR 3

Chaotic Good Humanoid (Elf, Human); Deity: **Calistria**;

Age: **24**; Height: **5' 9"**; Weight: **135 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	15	+2	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	13	+1	
Endurance : +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath			
INT INTELLIGENCE	17	+3	
WIS WISDOM	15	+2	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+4	+1			

Endurance: +4 vs. hot or cold environments and to resist damage from suffocation, **Elven Immunities**: +2 vs. enchantments

REFLEX (DEXTERITY)	+8	=	+4	+4			
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Elven Immunities: +2 vs. enchantments

WILL (WISDOM)	+3	=	+1	+2			
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Elven Immunities: +2 vs. enchantments

Elven Immunities		Elven Immunities - Sleep							
Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	19	=	+5		+4				
Touch AC	14								
Flat-Footed AC	15								

CM Bonus	+6	=	+4	+2				
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See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense			BAB	Strength	Dexterity	Size
20	=	10	+4	+2	+4	-

Base Attack	+4	HP	40
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Favored Enemy (Humans +2): +2 vs. humans

Initiative	+6	Damage / Current HP
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Favored Terrain (Forest +2): +2 while in forest terrain

Speed	30 / 20 ft
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+1 composite longbow

Ranged, both hands: **+9, 1d8+3**

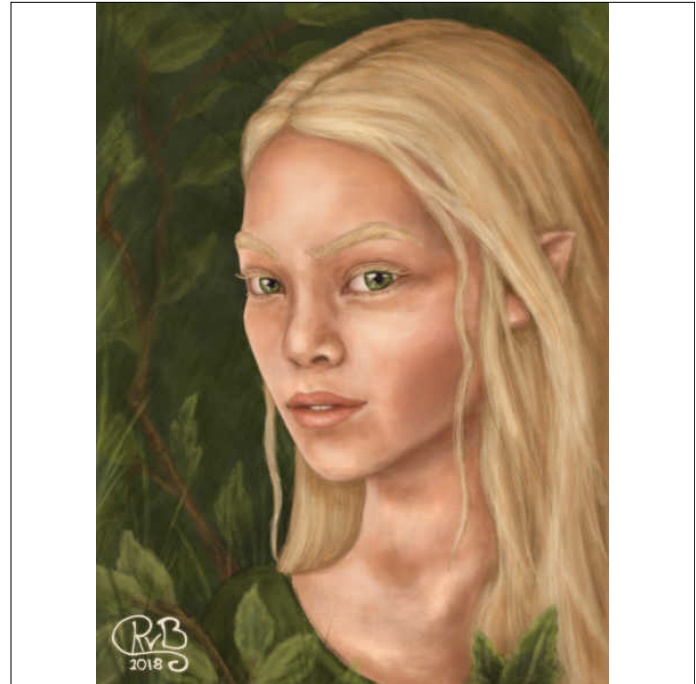
Crit: x3
Rng: 110'
2-hand, P

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

+1 hide armor

+5

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



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (4)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+3	INT (3)	-	
Bluff	+4	CHA (1)	3	
Favored Enemy (Humans +2) : +2 vs. humans				
Climb	+4	STR (2)	1	
Diplomacy	+8	CHA (1)	4	
Destined Diplomat : +2 trait bonus vs. outsiders				
Disguise	+5	CHA (1)	4	
Escape Artist	+2	DEX (4)	-	
Fly	+2	DEX (4)	-	
Handle Animal	+8	CHA (1)	4	
Animal Companion Link : +4 circumstance bonus to checks made regarding an animal companion				
Heal	+7	WIS (2)	2	
Intimidate	+6	CHA (1)	2	
Knowledge (dungeoneering)	+8	INT (3)	2	
Knowledge (geography)	+7	INT (3)	1	
Favored Terrain (Forest +2) : +2 while in forest terrain				
Knowledge (nature)	+8	INT (3)	2	
Perception	+14	WIS (2)	4	
Favored Enemy (Humans +2) : +2 vs. humans, Favored Terrain (Forest +2) : +2 while in forest terrain				
Ride	+6	DEX (4)	1	
Sense Motive	+2	WIS (2)	-	
Favored Enemy (Humans +2) : +2 vs. humans				
Stealth	+7	DEX (4)	2	
Favored Terrain (Forest +2) : +2 while in forest terrain				
Survival	+8	WIS (2)	3	
Favored Enemy (Humans +2) : +2 vs. humans, Favored Terrain (Forest +2) : +2 while in forest terrain, Track : +2 to track				
Swim	+4	STR (2)	1	
Endurance : +4 to resist nonlethal damage from exhaustion				

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Boon Companion (Animal Companion)
Endurance
Martial Weapon Proficiency - All
Point-Blank Shot
Precise Shot
Shield Proficiency
Simple Weapon Proficiency - All
Skill Focus (Perception)

Traits

Destined Diplomat
Elven Reflexes

Gear

**Total Weight Carried: 46.5/230 lbs, Light Load
(Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)**

+1 composite longbow 3 lbs
+1 hide armor 25 lbs
Backpack, masterwork (9 @ 14.5 lbs) 4 lbs
Elven trail rations x5 <In: Backpack, masterwork (9 @ 1 lb)> 1 lb
Explorer's outfit (Free) -
Grappling arrow <In: Backpack, masterwork (9 @ 0.5 lbs)> 0.5 lbs
Money <In: Backpack, masterwork (9 @ 14.5 lbs)> -
Silk rope <In: Backpack, masterwork (9 @ 14.5 lbs)> 5 lbs
Waterskin <In: Backpack, masterwork (9 @ 14.5 lbs)> 4 lbs

Special Abilities

Animal Companion Link (Ex)
Elf Blood
Favored Enemy (Humans +2) (Ex)
Favored Terrain (Forest +2) (Ex)
Low-Light Vision
Share Spells with Companion (Ex)
Track +2
Wild Empathy +5 (Ex)

Tracked Resources

Elven trail rations ☐☐☐☐☐

Languages

Common	Goblin
Dwarven	Thassilonian
Elven	

Spells & Powers

Ranger spells memorized (CL 1st; concentration +3)
Melee Touch +6 Ranged Touch +8
1st—charm animal (DC 13)

Experience & Wealth

Current Cash: **2,163 gp**

Companions

Greno CR –
Eagle
N Small animal
Init +7; Senses low-light vision; Perception +7

Defense

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size)
hp 40 (4d8+8)
Fort +6, Ref +7, Will +3
Defensive Abilities evasion

Offense

Speed 10 ft., fly 80 ft. (average)
Melee bite +6 (1d4+2), 2 talons +6 (1d4+2)

Statistics

Str 14, **Dex** 16, **Con** 14, **Int** 2, **Wis** 14, **Cha** 6
Base Atk +3; **CMB** +5; **CMD** 17
Feats Agile Maneuvers, Improved Initiative
Tricks Attack, Attack Any Target, Come, Fetch, Heel, Hunt, Seek, Watch
Skills Acrobatics +3 (-5 to jump), Fly +10, Perception +7
SQ attack any target, come, fetch, heel, hunt, seek, watch

Tracked Resources

-none-

Sourcebooks Used

- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment)
- **Advanced Player's Guide Traits / Ultimate Campaign** - Elven Reflexes (trait)
- **Adventurer's Armory / Ultimate Equipment** - Grappling arrow (equipment)
- **Animal Archive / Seekers of Secrets / Ultimate Wilderness** - Boon Companion (feat)
- **Inner Sea Races / Inner Sea World Guide** - Thassilonian (language)
- **Ultimate Campaign** - Destined Diplomat (trait)
- **Ultimate Equipment** - Elven trail rations (equipment)

Chinotra – Abilities & Gear

Boon Companion (Animal Companion) **Feat**

Your bond with your animal companion or familiar is unusually close.

Prerequisite: Animal companion or familiar class feature.

Benefit: The abilities of your animal companion or familiar are calculated as though your class were 4 levels higher, to a maximum effective druid level equal to your character level. If you have more than one animal companion or familiar, choose one to receive this benefit. If you dismiss or lose an animal companion or familiar that has received this benefit, you can apply this feat to the replacement creature.

Special: You can select this feat more than once. The effects do not stack. Each time you take the feat, it applies to a different animal companion or familiar.

Appears In : Seekers of Secrets, Animal Archive, Ultimate Wilderness

Endurance **Feat**

Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Point-Blank Shot **Feat**

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

Precise Shot **Feat**

You are adept at firing ranged attacks into melee.

Prerequisite: Point-Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

Appears In : Not New Paths Option: Use Scaling Feats

Skill Focus (Perception) **Feat**

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Appears In : Not Consolidated Skills

Destined Diplomat **Trait**

Your relationship with your eidolon gives you some clout with other outsiders. You gain a +2 trait bonus on Diplomacy checks toward outsiders, and Diplomacy is always a class skill for you.

Appears In : Ultimate Campaign

Elven Reflexes **Trait**

One of your parents was a member of a wild elven tribe, and you've inherited a portion of your elven parent's quick reflexes. You gain a +2 trait bonus on Initiative checks.

Appears In : Advanced Player's Guide Traits, Ultimate Campaign

Elf Blood **Racial Ability (Half-Elf)**

Half-elves count as both elves and humans for any effect related to race.

Elven Immunities **Racial Ability (Half-Elf)**

+2 racial bonus on saving throws against enchantment spells and effects.

Elven Immunities - Sleep **Unknown**

You are immune to magic sleep effects.

Low-Light Vision **Racial Ability, Senses**

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Animal Companion Link (Ex) **Class Ability (Ranger)**

Masters can handle their animal companion as a free action, or push it as a move action, even if they don't have any ranks in the Handle Animal skill. The link grants a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Favored Enemy (Humans +2) (Ex) **Class Ability (Ranger)**

At 1st level, a ranger selects a creature type from the ranger favored enemies table. He gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy. 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 humanoid or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) 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.

Favored Terrain (Forest +2) (Ex) Class Ability (Ranger)

At 3rd level, a ranger may select a type of terrain from the Favored Terrains table. The ranger gains a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when he is in this terrain. A ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and every five levels thereafter, the ranger may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

Share Spells with Companion (Ex) Class Ability (Ranger)

The druid may cast a spell with a target of "You" on her animal companion (as a spell with a range of touch) instead of on herself. A druid may cast spells on her animal companion even if the spells normally do not affect creatures of the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

Track +2 Class Ability (Ranger)

A ranger, shifter, or slayer adds 1/2 his level (minimum 1) to Survival skill checks made to follow tracks.

Wild Empathy +5 (Ex) Class Ability (Ranger)

A character can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person. The character rolls 1d20 and adds her class level and her Charisma modifier 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 druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

Title - Chinotra (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2019/03/26

XP Reward : 0 XP; **Net Cash** :

- no notes -