

Theraga Gellantara

Female Human Ranger (Infiltrator) 3, Warrior 1 - CL4 - CR 2

Chaotic Good Humanoid (Human); Atheist; Age: 23; Height: 5' 7"; Weight: 147lb.; Eyes: Brown; Hair: Brown; Skin: Tanned

Ability	Score	Modifier	Temporary
STR STRENGTH	16	+3	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	9	-1	
WIS WISDOM	13	+1	
CHA CHARISMA	8	-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

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7	=	+5	+2			

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

REFLEX (DEXTERITY)	+4	=	+3	+1			
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WILL (WISDOM)	+2	=	+1	+1			
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Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15	=	+4		+1				

Touch AC	11	Flat-Footed AC	14	
BAB		Strength	Size	Misc

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

CM Defense	18	=	10	+4	+3	+1	-
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Base Attack	+4	HP	39
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Favored Enemy (Humans +2) : +2 vs. humans

Initiative	+1	Damage / Current HP
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Speed	30 ft
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Light crossbow

Ranged: +3, 1d8

Crit: 19-20/x2

Ranged, Both Hands: +5, 1d8

Rng: 80'
2-Hand, P

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

Light mace

Mainhand: +7, 1d6+3

Crit: x2
Light, B

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



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (1)	4	
Appraise	-1	INT (-1)	-	
Bluff	-1	CHA (-1)	-	
Favored Enemy (Humans +2) : +2 vs. humans				
Climb	+2	STR (3)	-	
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+0	DEX (1)	-	
Fly	+0	DEX (1)	-	
Handle Animal	+3	CHA (-1)	1	
Heal	+1	WIS (1)	-	
Intimidate	+3	CHA (-1)	1	
Perception	+10	WIS (1)	4	
Favored Enemy (Humans +2) : +2 vs. humans				
Ride	+4	DEX (1)	1	
Sense Motive	+4	WIS (1)	1	
Favored Enemy (Humans +2) : +2 vs. humans				
Stealth	+7	DEX (1)	4	
Survival	+8	WIS (1)	4	
Favored Enemy (Humans +2) : +2 vs. humans, Track: +1 to track				
Swim	+2	STR (3)	-	
Endurance: +4 to resist nonlethal damage from exhaustion				

Feats

Alertness
Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Cleave
Endurance
Martial Weapon Proficiency - All

Feats

- Power Attack -2/+4
- Shield Proficiency
- Simple Weapon Proficiency - All
- Tower Shield Proficiency
- Weapon Focus (Greatsword)

Masterwork Greatsword

Both Hands: **+9, 2d6+4** Crit: 19-20/x2
2-Hand, S

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

Masterwork Chain shirt

+4 Max Dex: +4, Armor Check: -1
Spell Fail: 20%, Light

Gear

**Total Weight Carried: 53.34/230lbs, Light Load
(Light: 76lbs, Medium: 153lbs, Heavy: 230lbs)**

Artisan's outfit (Free)	-
Belt pouch (7 @ 1 lbs)	0.5 lbs
Crossbow bolts x20	0.1 lbs
Flint and steel <In: Belt pouch (7 @ 1 lbs)>	-
Freshwater Pearl, WHite (worth 25 gp)	-
Light crossbow	4 lbs
Light mace	4 lbs
Masterwork Chain shirt	25 lbs
Masterwork Greatsword	8 lbs
Money	0.84 lbs
Tanglefoot bag	4 lbs
Tindertwig x5 <In: Belt pouch (7 @ 1 lbs)>	-
Trail rations x4	1 lb
Whetstone <In: Belt pouch (7 @ 1 lbs)>	1 lb

Special Abilities

Adaptation (30 minutes/day) (Ex)
Adaptation: Iron Will (Ex)
Favored Enemy (Humans +2) (Ex)
Track +1
Wild Empathy +2 (Ex)

Tracked Resources

Adaptation (30 minutes/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Crossbow bolts	<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"/>
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Tanglefoot bag	<input type="checkbox"/>
Tindertwig	<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

Spells & Powers

Ranger (Infiltrator) Spell DC: 11 + spell level
 CL: 0 (vs. SR: +0, Concentration: +1)
 Melee Touch +7 Ranged Touch +5
 Maximum Ranger (Infiltrator) spells per day:

Experience & Wealth

Experience Points: **9000**/15000
Current Cash: **37 GP, 5 SP, 25 GP of Valuables**

Background

Thera was brutalized by slavers after seeing her home village destroyed. She eventually escaped and vowed she would do everything she could to keep from being captured again. She started off as a guard in caravans but spent time studying to be a ranger as time allowed. Her favored enemy is human, subtype slaver, and she will attack without thinking if she is part of a fight against slavers.