

## 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
<b>STR</b> STRENGTH	16	+3	
<b>DEX</b> DEXTERITY	12	+1	
<b>CON</b> CONSTITUTION	14	+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

<b>INT</b> INTELLIGENCE	9	-1	
<b>WIS</b> WISDOM	13	+1	
<b>CHA</b> CHARISMA	8	-1	

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

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

<b>REFLEX</b> (DEXTERITY)	+4 = +3	+1				
<b>WILL</b> (WISDOM)	+2 = +1	+1				
Total	AC 15 =	+4	+1			
<b>Touch AC</b>	11		<b>Flat-Footed AC</b>	14		
		BAB	Strength	Size	Misc	
<b>CM Bonus</b>	+7 = +4	+3	-	-		

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

<b>CM Defense</b>	18 = 10	+4	+3	+1	-
		BAB	Strength	Dexterity	Size

<b>Base Attack</b>	+4		<b>HP</b>	39
Favored Enemy (Humans +2)	: +2 vs. humans			

Damage / Current HP

<b>Initiative</b>	+1	

<b>Speed</b>	30 ft	

### Light crossbow

Ranged: +3, 1d8  
Ranged, Both Hands: +5, 1d8

Crit: 19-20/x2  
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
<b>Acrobatics</b>	+4	DEX (1)	4	
<b>Appraise</b>	-1	INT (-1)	-	
<b>Bluff</b>	-1	CHA (-1)	-	
Favored Enemy (Humans +2) : +2 vs. humans				
<b>Climb</b>	+2	STR (3)	-	
<b>Diplomacy</b>	-1	CHA (-1)	-	
<b>Disguise</b>	-1	CHA (-1)	-	
<b>Escape Artist</b>	+0	DEX (1)	-	
<b>Fly</b>	+0	DEX (1)	-	
<b>Handle Animal</b>	+3	CHA (-1)	1	
<b>Heal</b>	+1	WIS (1)	-	
<b>Intimidate</b>	+3	CHA (-1)	1	
<b>Perception</b>	+10	WIS (1)	4	
Favored Enemy (Humans +2) : +2 vs. humans				
<b>Ride</b>	+4	DEX (1)	1	
<b>Sense Motive</b>	+4	WIS (1)	1	
Favored Enemy (Humans +2) : +2 vs. humans				
<b>Stealth</b>	+7	DEX (1)	4	
<b>Survival</b>	+8	WIS (1)	4	
Favored Enemy (Humans +2) : +2 vs. humans, Track: +1 to track				
<b>Swim</b>	+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"/>
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.