

## Indra Volari

**Female human ranger (beast master) 6 - CR 5**

Chaotic Good Humanoid (Human); Deity: **Green Faith**;

Age: **26**; Height: **5' 8"**; Weight: **140 lb.**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	14	+2	
<b>DEX</b> DEXTERITY	18	+4	
<b>CON</b> CONSTITUTION	12	+1	
<b>INT</b> INTELLIGENCE	12	+1	
<b>WIS</b> WISDOM	14	+2	
<b>CHA</b> 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
<b>FORTITUDE</b> (CONSTITUTION)	+6	=	+5	+1	0	0	0

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

<b>REFLEX</b> (DEXTERITY)	+9	=	+5	+4	0	0	0
------------------------------	----	---	----	----	---	---	---

<b>WILL</b> (WISDOM)	+4	=	+2	+2	0	0	0
-------------------------	----	---	----	----	---	---	---

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 19	=	+4	0	+3	0	+1	+1	0

<b>Touch AC</b> 14	=	+4	0	+3	0	+1	+1	0
<b>Flat-Footed AC</b> 16	=	+4	0	+3	0	+1	+1	0

<b>CM Bonus</b> +8	=	+6	+2	-	-
--------------------	---	----	----	---	---

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

<b>CM Defense</b> 23	=	10	+6	+2	+4	-
----------------------	---	----	----	----	----	---

<b>Base Attack</b> +6	=	+6	+2	-	-
-----------------------	---	----	----	---	---

**Favored Enemy (Orcs +4)** : +4 vs. orcs, **Favored Enemy (Strix +2)** : +2 vs. strix, **Cold and Calculating** : +1 trait bonus during the surprise round vs. favored enemies that share one of your subtypes

<b>Initiative</b> +4	=	+4
----------------------	---	----

**Favored Terrain (Plains +2)** : +2 while in plains terrain

<b>Speed</b> 30 / 20 ft	=	30 / 20 ft
-------------------------	---	------------

<b>HP</b> 52	=	52
--------------	---	----

Damage / Current HP

### +1 bane composite longbow

Ranged, both hands: **+11/+6, 1d8+3** Crit: x3  
**plus 2d6 vs.** Rng: 110'  
 2-hand, P

**Favored Enemy (Orcs +4)** : +4 vs. orcs, **Favored Enemy (Strix +2)** : +2 vs. strix, **Cold and Calculating** : +1 trait bonus during the surprise round vs. favored enemies that share one of your subtypes

### Dagger

Main hand: **+8/+3, 1d4+2** Crit: 19-20/x2  
 Ranged: **+10/+5, 1d4+2** Rng: 10'  
 Light, P/S

**Favored Enemy (Orcs +4)** : +4 vs. orcs, **Favored Enemy (Strix +2)** : +2 vs. strix, **Cold and Calculating** : +1 trait bonus during the surprise round vs. favored enemies that share one of your subtypes



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+5	DEX (4)	1	
<b>Speed greater/less than 30 ft.</b> : -4 to jump				
<b>Appraise</b>	+1	INT (1)	-	
<b>Bluff</b>	-1	CHA (-1)	-	
<b>Favored Enemy (Orcs +4)</b> : +4 vs. orcs, <b>Favored Enemy (Strix +2)</b> : +2 vs. strix, <b>Cold and Calculating</b> : +1 trait bonus vs. favored enemies that share one of your subtypes				
<b>Climb</b>	+3	STR (2)	1	
<b>Craft (armor)</b>	+5	INT (1)	3	
<b>Diplomacy</b>	-1	CHA (-1)	-	
<b>Xenophobic</b> : -2 vs. creatures of a different race or culture				
<b>Disguise</b>	-1	CHA (-1)	-	
<b>Escape Artist</b>	+7	DEX (4)	3	
<b>Fly</b>	+1	DEX (4)	-	
<b>Handle Animal</b>	+8	CHA (-1)	6	
<b>Animal Companion Link</b> : +4 circumstance bonus to checks made regarding an animal companion				
<b>Heal</b>	+6	WIS (2)	1	
<b>Intimidate</b>	+3	CHA (-1)	1	
<b>Knowledge (dungeoneering)</b>	+10	INT (1)	5	
<b>Favored Enemy (Orcs +4)</b> : +4 vs. orcs, <b>Favored Enemy (Strix +2)</b> : +2 vs. strix, <b>Compass</b> : +2 circumstance bonus to navigate underground				
<b>Knowledge (nature)</b>	+10	INT (1)	6	
<b>Favored Enemy (Orcs +4)</b> : +4 vs. orcs, <b>Favored Enemy (Strix +2)</b> : +2 vs. strix				
<b>Perception</b>	+12	WIS (2)	6	
<b>Favored Enemy (Orcs +4)</b> : +4 vs. orcs, <b>Favored Enemy (Strix +2)</b> : +2 vs. strix, <b>Favored Terrain (Plains +2)</b> : +2 while in plains terrain				
<b>Profession (trapper)</b>	+6	WIS (2)	4	
<b>Ride</b>	+7	DEX (4)	3	
<b>Sense Motive</b>	+2	WIS (2)	-	
<b>Favored Enemy (Orcs +4)</b> : +4 vs. orcs, <b>Favored Enemy (Strix +2)</b> : +2 vs. strix, <b>Xenophobic</b> : -2 vs. creatures of a different race or culture				
<b>Stealth</b>	+10	DEX (4)	6	
<b>Favored Terrain (Plains +2)</b> : +2 while in plains terrain				
<b>Survival</b>	+11	WIS (2)	6	
<b>Favored Enemy (Orcs +4)</b> : +4 vs. orcs, <b>Favored Enemy (Strix +2)</b> : +2 vs. strix, <b>Favored Terrain (Plains +2)</b> : +2 while in plains terrain, <b>Track</b> : +3 to track, <b>Frontier-Forged (Any Frontier Area)</b> : +1 trait bonus to get along in the wild, <b>Compass</b> : +2 circumstance bonus to avoid becoming lost				
<b>Swim</b>	+4	STR (2)	2	
<b>Endurance</b> : +4 to resist nonlethal damage from exhaustion				

### Feats

#### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

#### Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

#### Deadly Aim -2/+4

Trade a penalty to ranged attacks for a bonus to ranged damage.

#### Endurance

+4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

#### Manyshot

You can shoot two arrows as the first attack of a full attack action.

## Feats

### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

### Point-Blank Shot

+1 to attack and damage rolls with ranged weapons at up to 30 feet.

### Precise Shot

You don't get -4 to hit when shooting or throwing into melee.

### Rapid Shot

You get an extra attack with ranged weapons. Each attack is at -2.

### Shield Proficiency

You can use a shield and take only the standard penalties.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

## Traits

### Cold and Calculating

+1 on Bluff and +1 on attack roles during surprise round vs. favored enemies.

### Frontier-Forged (Any Frontier Area)

A hard life on the edge of civilization has made you resourceful but has also given you a streak of self-preservation bordering on paranoia. You receive a +1 trait bonus on Perception checks and a +1 bonus on Survival checks made to get

### Knowing the Enemy (Knowledge [dungeoneering])

You know a good deal about your most dire enemies. You gain a +1 trait bonus on checks with the Knowledge skill corresponding to your first favored enemy choice, and that Knowledge skill is always a class skill for you.

## Drawbacks

### Xenophobic

-2 diplomacy and sense motive vs. those of a different race or culture

## Dagger

Main hand: **+8/+3, 1d4+2**

Crit: 19-20/x2

Rng: 10'

Ranged: **+10/+5, 1d4+2**

Light, P/S

**Favored Enemy (Orcs +4)** : +4 vs. orcs, **Favored Enemy (Strix +2)** : +2 vs. strix,  
**Cold and Calculating** : +1 trait bonus during the surprise round vs. favored enemies that share one of your subtypes

## Masterwork hide armor

**+4**

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

## Gear

**Total Weight Carried: 74/200 lbs, Medium Load  
(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)**

+1 bane composite longbow	3 lbs
Amulet of natural armor +1	-
Arrows x40	0.15 lbs
Backpack, masterwork (58 @ 30.5 lbs)	4 lbs
Bedroll <In: Backpack, masterwork (58 @ 30.5 lbs)>	5 lbs
Belt pouch (5 @ 1 lbs)	0.5 lbs
Blanket, winter <In: Backpack, masterwork (58 @ 30.5	3 lbs
Bracers of armor +1	1 lb
Chalk	-
Compass <In: Belt pouch (5 @ 1 lbs)>	0.5 lbs
Dagger	1 lb
Dagger	1 lb
Explorer's outfit (Free)	-
Flint and steel <In: Belt pouch (5 @ 1 lbs)>	-
Masterwork hide armor	25 lbs
Meat	0.5 lbs
Money <In: Backpack, masterwork (58 @ 30.5 lbs)>	-
Oil <In: Backpack, masterwork (58 @ 30.5 lbs)>	1 lb

## Experience & Wealth

Experience Points: **23000/35,000**

Current Cash: **752 gp, 4 sp, 8 cp**

## Gear

**Total Weight Carried: 74/200 lbs, Medium Load  
(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)**

Potion of cure moderate wounds <In: Belt pouch (5 @	-
Powder <In: Belt pouch (5 @ 1 lbs)>	0.5 lbs
Ring of protection +1	-
Silk rope x2 <In: Backpack, masterwork (58 @	5 lbs
Silver arrows x50 <In: Backpack, masterwork	0.15 lbs
Snare wire <In: Belt pouch (5 @ 1 lbs)>	-
Wand of cure light wounds <In: Backpack, masterwork	-
Waterskin <In: Backpack, masterwork (58 @ 30.5	4 lbs

## Special Abilities

### Animal Companion Link (Ex)

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

### Bane

A bane weapon excels at attacking one type or subtype of creature. Against its designated foe, its effective enhancement bonus is +2 better than its normal enhancement bonus. It deals an extra 2d6 points of damage against

### Favored Enemy (Orcs +4) (Ex)

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

### Favored Enemy (Strix +2) (Ex)

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

### Favored Terrain (Plains +2) (Ex)

Favored terrain, 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

### Improved Empathic Link (Su)

The beast master gains an empathic link with all of his animal companions. This functions like an empathic link with a familiar, except the ranger can also see through a companion's eyes as a swift action, maintaining this connection

### Share Spells with Companion (Ex)

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

### Track +3

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

### Wild Empathy +5 (Ex)

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

## Tracked Resources

Arrows	<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"/> <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"/> <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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>

## Tracked Resources

Silver arrows	<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"/> <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"/> <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"/> <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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of cure light wounds	<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"/> <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"/> <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"/> <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"/> <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Sourcebooks Used

- **Advanced Player's Guide** - Beast Master (archetype); Gravity Bow (spell); Residual Tracking (spell)
- **Advanced Player's Guide / Adventurer's Armory / Pathfinder Society Field Guide / Seekers of Secrets / Ultimate Equipment** - Powder (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Backpack, masterwork (equipment); Compass (equipment)
- **Ultimate Campaign** - Cold and Calculating (trait); Frontier-Forged (Any Frontier Area) (trait); Knowing the Enemy (trait); Xenophobic (???)

## Languages

Common

Orc

## Spells & Powers

**Ranger (Beast Master) spells memorized** (CL 3rd; concentration +5)

**Melee Touch +8** **Ranged Touch +10**  
1st—*gravity bow*<sup>APG</sup>, *residual tracking*<sup>APG</sup>

## Companions

### Vyss

Velociraptor

N Small animal

**Init** +4; **Senses** low-light vision, scent; **Perception** +5

### Defense

**AC** 19, touch 15, flat-footed 15 (+4 Dex, +4 natural, +1 size)

**hp** 33 (3d8+9)

**Fort** +6, **Ref** +7, **Will** +2

**Defensive Abilities** evasion

### Offense

**Speed** 60 ft.

**Melee** bite +4 (1d4+1), 2 talons +4 (1d6+1)

### Statistics

**Str** 12, **Dex** 18, **Con** 17, **Int** 2, **Wis** 12, **Cha** 14

**Base Atk** +2; **CMB** +2; **CMD** 16

**Feats** Combat Reflexes, Improved Natural Armor

**Tricks** Attack, Defend, Down, Fetch, Fighting, Guard, Heel, Stay, Track

**Skills** Acrobatics +8 (+20 to jump), Perception +5, Stealth +12

**SQ** defend, fetch, fighting, guard, heel, track

## Vyss

### Velociraptor - CL3 - CR 3 True Neutral Animal; Atheist

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	12	+1	
<b>DEX</b> DEXTERITY	18	+4	
<b>CON</b> CONSTITUTION	17	+3	
<b>INT</b> INTELLIGENCE	2	-4	
<b>WIS</b> WISDOM	12	+1	
<b>CHA</b> CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+6 =	+3	+3				
<b>REFLEX</b> (DEXTERITY)	+7 =	+3	+4				
<b>WILL</b> (WISDOM)	+2 =	+1	+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 19 =			+4	+1	+4			

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
15	15				

CM Bonus	BAB	Strength	Dexterity	Size
+2 =	+2	+1	-1	-

CM Defense	BAB	Strength	Dexterity	Size
16 = 10	+2	+1	+4	-1

<b>Base Attack</b>	+2	<b>HP</b>	33
--------------------	----	-----------	----

Initiative	Speed	Damage / Current HP
+4	60 ft	

#### Bite (Velociraptor)

Main hand: **+4, 1d4+1** Crit: x2  
Light, B/P/S

#### Talon x2 (Velociraptor)

Main hand: **+4/+4, 1d6+1** Crit: x2  
Light, S



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b> Speed greater/less than 30 ft. : +12 to jump	+8	DEX (4)	1	
<b>Appraise</b>	-4	INT (-4)	-	
<b>Bluff</b>	+2	CHA (2)	-	
<b>Climb</b>	+1	STR (1)	-	
<b>Diplomacy</b>	+2	CHA (2)	-	
<b>Disguise</b>	+2	CHA (2)	-	
<b>Escape Artist</b>	+4	DEX (4)	-	
<b>Fly</b>	+6	DEX (4)	-	
<b>Heal</b>	+1	WIS (1)	-	
<b>Intimidate</b>	+2	CHA (2)	-	
<b>Perception</b>	+5	WIS (1)	1	
<b>Ride</b>	+4	DEX (4)	-	
<b>Sense Motive</b>	+1	WIS (1)	-	
<b>Stealth</b>	+12	DEX (4)	1	
<b>Survival</b>	+1	WIS (1)	-	
<b>Swim</b>	+1	STR (1)	-	

#### Feats

**Combat Reflexes (5 AoO/round)**  
You can make extra attacks of opportunity.

**Improved Natural Armor**  
+1 natural armor

#### Animal Tricks

- Attack [Trick]**  
The animal will attack on command.
- Defend [Trick]**  
The animal will defend you.
- Down [Trick]**  
The animal will break off combat on command.
- Fetch [Trick]**  
The animal will get a specific object.
- Fighting [Trick]**  
The animal has been trained to fight.
- Guard [Trick]**  
The animal stays in place and prevents others from approaching.
- Heel [Trick]**  
The animal will follow you.
- Stay [Trick]**  
The animal will stay where it is.
- Track [Trick]**  
The animal will track a scent.

#### Special Abilities

**Evasion (Ex)**  
If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

**Low-Light Vision**  
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.

**Scent (Ex)**  
This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

### Gear

**Total Weight Carried: 0/97.5 lbs, Light Load  
(Light: 32.25 lbs, Medium: 64.5 lbs, Heavy: 97.5  
lbs)**

Money -

### Sourcebooks Used

(none)

### Experience & Wealth

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