

# Urdos Thunderhammer

# Stijn

None

Chaotic Good

NAME	PLAYERNAME	DEITY	ALIGNMENT
Rgr7	Dwarf	4' 4"	Darkvision (60')
CLASS	RACE	HEIGHT	VISION
23850	Medium	193 lbs.	-1
EXPERIENCE	SIZE	WEIGHT	POINTS
7	Male		
28000	AGE	EYES	
NEXT LEVEL	GENDER	HAIR	

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	18	+4	18	+4	18	+4
<b>DEX</b> Dexterity	16	+3	16	+3	16	+3
<b>CON</b> Constitution	16	+3	16	+3	16	+3
<b>INT</b> Intelligence	11	+0	11	+0	11	+0
<b>WIS</b> Wisdom	13	+1	13	+1	13	+1
<b>CHA</b> Charisma	11	+0	11	+0	11	+0

<b>HP</b> hit points	65	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
<b>AC</b> armor class	17	14	13	10	4	0	3	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL
INITIATIVE		modifier		TOTAL		DEX MODIFIER		MISC MODIFIER	
BASE ATTACK		bonus		+7/+2					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+8	+5	+3	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+8	+5	+3	+0	+0	+0		
<b>WILL</b> (wisdom)	+3	+2	+1	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+11/+6	+7/+2	+4	+0	+0	+0	
<b>RANGED</b> attack bonus	+10/+5	+7/+2	+3	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+11/+6	+7/+2	+4	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+11/+6	1d3+4	20/x2

Longbow	CURRENT HAND	TYPE	SIZE	CRITICAL
(Composite/Shock/Masterwork/+3)	Carried	P	M	20/x3
30 ft.	110 ft.	220 ft.	330 ft.	440 ft.
To Hit	+13/+8	+12/+7	+10/+5	+8/+3
Dam	1d8+4	1d8+3	1d8+3	1d8+3
Special Properties	STR bonus to damage, +1d6 electricity damage bestowed on ammunition			

*Longbow +1 (Composite/+4)	CURRENT HAND	TYPE	SIZE	CRITICAL
	Both	P	M	20/x3
30 ft.	110 ft.	220 ft.	330 ft.	440 ft.
To Hit	+13/+8	+12/+7	+10/+5	+8/+3
Dam	1d8+6	1d8+5	1d8+5	1d8+5
Special Properties	Light Scope, STR bonus to damage			

Warhammer	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	B	M	20/x3
1H-P	To Hit	Dam	To Hit	Dam
	+11/+6	1d8+4	+5/+0	1d8+4
1H-O	+7/+2	1d8+2	+7/+2	1d8+4
2H	+11/+6	1d8+6	+1	1d8+2
Special Properties				

\*: weapon is equipped  
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Mithral Shirt	Light	+4	+6	+0	10
30hp/inch and 15 hardness					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	10/5
			RANKS		MISC MODIFIER
✓ Appraise	INT	0	= 0	+	+
✓ Balance	DEX	5	= 3	+ 2.0	+
✓ Bluff	CHA	0	= 0	+	+
✓ Climb	STR	6	= 4	+ 2.0	+
✓ Concentration	CON	3	= 3	+	+
✓ Craft (Bowmaking)	INT	4	= 0	+ 4.0	+
✓ Craft (Untrained)	INT	0	= 0	+	+
✓ Diplomacy	CHA	0	= 0	+	+
✓ Disguise	CHA	0	= 0	+	+
✓ Escape Artist	DEX	3	= 3	+	+
✓ Forgery	INT	0	= 0	+	+
✓ Gather Information	CHA	3	= 0	+ 3.0	+
✓ Handle Animal	CHA	6	= 0	+ 6.0	+
✓ Heal	WIS	3	= 1	+ 2.0	+
✓ Hide	DEX	6	= 3	+ 3.0	+
✓ Intimidate	CHA	0	= 0	+	+
✓ Jump	STR	-2	= 4	+	-6
✓ Listen	WIS	7	= 1	+ 6.0	+
✓ Move Silently	DEX	7	= 3	+ 4.0	+
✓ Ride	DEX	9	= 3	+ 4.0	+ 2
✓ Search	INT	2	= 0	+ 2.0	+
✓ Sense Motive	WIS	1	= 1	+	+
✓ Spot	WIS	10	= 1	+ 7.0	+ 2
✓ Survival	WIS	9	= 1	+ 8.0	+
✓ Swim	STR	4	= 4	+	+
✓ Use Rope	DEX	5	= 3	+ 2.0	+
✓ Use Technological Device	INT	4	= 0	+ 4.0	+
			=	+	+
			=	+	+

✓: can be used untrained. X: exclusive skills

## EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Arrow	Backpack	150	0.15 (22.5)	0.05 (7.5)
Arrow	Efficient Quiver	60	0.15 (9.0)	0.05 (3.0)
Longbow (Composite/Shock/Masterwork/+3)	Efficient Quiver	1	3.0	2700.0
0 lbs. STR bonus to damage, +1d6 electricity damage bestowed on ammunition				
Backpack	Equipped	1	2.0	2.0
56.5 lbs., 1 Bedroll, 3 Potion of Cure Light Wounds, 10 Rations (Trail/Per Day), 1 Rope (Silk/50 Ft.), 1 Signal Whistle, 1 Waterskin (Filled), 1 Cold Weather Outfit, 1 Flint and Steel, 150 Arrow, 1 Blanket (Winter)				
Bedroll	Backpack	1	5.0	0.1
Blanket (Winter)	Backpack	1	3.0	0.5
Boots of the Winterlands	Equipped	1	1.0	2500.0
Efficient Quiver	Equipped	1	2.0	1800.0
12 lbs., 60 Arrow, 1 Longbow (Composite/Shock/Masterwork/+3)				
Flint and Steel	Backpack	1	0.0	1.0
Goggles INT -2, WIS -2	Equipped	1	0.0	0.0
Enhancement bonus to ability INT -2				
Longbow +1 (Composite/+4)	Equipped	1	3.0	2990.0
0 lbs. Light Scope, STR bonus to damage				
Medallion Skill Bonus (Competance) (Spot +2)	Equipped	1	0.0	400.0
Competance bonus to selected skill of Spot +2				
Mithral Shirt	Equipped	1	10.0	1100.0
30hp/inch and 15 hardness				
Cold Weather Outfit	Backpack	1	7.0	8.0
+5 circumstance bonus on Fort saves vs cold				
Traveler's Outfit	Equipped	1	5.0	0.0
Potion of Cure Light Wounds	Backpack	3	0.0 (0.0)	50.0 (150.0)
Rations (Trail/Per Day)	Backpack	10	1.0 (10.0)	0.5 (5.0)
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0
Signal Whistle	Backpack	1	0.0	0.8
Warhammer	Carried	1	5.0	12.0
Waterskin (Filled)	Backpack	1	4.0	1.0
TOTAL WEIGHT CARRIED/VALUE			79.5 lbs.	11690.9 gp

## WEIGHT ALLOWANCE

Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500

## MONEY

Use Technological Device (Int, Trained Only). Though there are a nearly infinite multitude of individually-crafted devices in the world, most operate on what tinkers call the "tinkerer principal" — one device might be more complex than another, but if an operator familiar with technology starts pulling levers and twisting knobs, he'll figure out how to operate the new device soon enough... provided that it doesn't explode first. If a device does not provide a specific DC for its operation, the GM may set a DC for a Use Technological Device check based on the complexity of the device. The table below provides guidelines for these checks. Technological devices used as weapons may require an Exotic Weapon Proficiency feat and attack rolls instead of or in addition to Use Technological Device checks. Other devices, such as vehicles, may require special proficiencies to operate. A character lacking the required proficiencies suffers a -4 penalty on Use Technological Device checks when attempting to operate a device. Untrained: Those who have never studied technological devices find it difficult to understand and operate. All Use Technological Device checks made by characters untrained in the skill suffer a -2 penalty.

Table: Use Technological Device Check DCs by DC Device Complexity

Example: Extremely simple devices Initiating the operation of self-operating devices

10 Simple devices Alarm system

12 Simple devices with volatile explosives

15 Moderately complex but common Shredder devices

20 Complex devices requiring aim, Grapple gun precision or timing

25 Complex devices requiring constant Gyrocopter supervision or

Total = 0.0 gp

## MONEY

adjustment—30 Intricate devices that require prior Calculating device—planning and supervision to operate

Total = 0.0 gp

## MAGIC

Light Scope: This small device comes with clamps to fit on top of any firearm. Operation: When activated (a DC 15 Use Technological Device check that takes a move action), the device shoots a tiny, focused beam of light down the barrel. When the dot hits the target, the target is within sights. The scope gives the user +2 circumstance bonus on attack rolls. The light is only detectable by the target if it hits her eyes, or if someone nearby notices it with a DC 15 Spot check. It takes 1 round to power up the light scope, and it operates for 1 round. Fuel: The light scope uses 1 vial of phlogiston for every 6 uses. HR 1; 3 hp; Size Diminutive; Weight 2 lb.; MR 3; TS 4; Craft DC 24; Price 190 gp.

Goggles: these permanently attached goggles make Urdos look a bit like a technological freak while he is exactly the opposite. Due to an accident experimenting with new fueled arrows, his native eyesight was pretty much lost to him. However his father, the local artificer (and the one who wanted him to test those cursed arrows in the first place) could recover his keen sight at a cost - while Urdos doesn't realize it, the goggles that re-enabled him to see cost him quite a bit in terms of brainpower.

## SPECIAL ABILITIES

+1 racial bonus on attack rolls against orcs and goblinoids

+2 racial bonus on Appraise and Craft checks that are related to stone or metal.

+2 racial bonus on saving throws against poison.

+2 racial bonus on saving throws against spells and spell-like effects.

+4 Dodge bonus to Armor Class against monsters of the giant type.

Animal Companion (Ex)

Archery Combat Style

Favored Enemy (Humanoid (Goblinoid)) +2

Favored Enemy (Humanoid (Orc)) +4

Stability

Stonemasonry

Wild Empathy (Ex) +9

Woodland Stride (Ex)

## FEATS

Point Blank Shot	You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.
Precise Shot	You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.
Weapon Focus (Longbow)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
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 Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.
Manyshot	As a standard action, you may fire many arrows at a single opponent within 30 feet.
Rapid Shot	You can get one extra attack per round with a ranged weapon. The attack is at your highest base attack bonus, but each attack you make in that round takes a -2 penalty. You must use the full attack action to use this feat.

## PROFICIENCIES

Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ransour, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Urgrash (Dwarven), Waraxe (Dwarven), Warhammer

## LANGUAGES

Common, Dwarven

# Ranger Spells

LEVEL	0	1	2	3	4
<b>KNOWN</b>	0	0	0	0	0
<b>PER DAY</b>	0	2	0	0	0

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Alarm	12	None	1 standard action	6 hours [D]	Close (30 ft.)	V, S, F/DF	No	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Wards an area for 6 hours.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space		<i>Caster Level:</i> 3		
□□□□□ Animal Messenger	12	None; see text	1 standard action	3 days	Close (30 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Sends a Tiny animal to a specific place.					<i>Target:</i> One Tiny animal		<i>Caster Level:</i> 3		
□□□□□ Calm Animals	12	Will negates; see text	1 standard action	3 minutes	Close (30 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Calms 2d4 + 3 HD of animals.					<i>Target:</i> Animals within 30 ft. of each other		<i>Caster Level:</i> 3		
□□□□□ Charm Animal	12	Will negates	1 standard action	3 hours	Close (30 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes one animal your friend.					<i>Target:</i> One animal		<i>Caster Level:</i> 3		
□□□□□ Delay Poison	12	Fortitude negates (harmless)	1 standard action	3 hours	Touch	V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Stops poison from harming subject for 3 hours.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 3		
□□□□□ Detect Animals or Plants	12	None	1 standard action	Concentration, up to 30 minutes [D]	Long (520 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects kinds of animals or plants.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 3		
□□□□□ Detect Poison	12	None	1 standard action	Instantaneous	Close (30 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube		<i>Caster Level:</i> 3		
□□□□□ Detect Snares and Pits	12	None	1 standard action	Concentration, up to 30 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals natural or primitive traps.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 3		
□□□□□ Endure Elements	12	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 3		
□□□□□ Entangle	12	Reflex partial; see text	1 standard action	3 minutes [D]	Long (520 ft.)	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.					<i>Target:</i> Plants in a 40-ft.-radius spread		<i>Caster Level:</i> 3		
□□□□□ Hide from Animals	12	Will negates (harmless)	1 standard action	30 minutes [D]	Touch	S, DF	Yes	Abjuration	RSRD: SpellsH-L.rtf
<i>Effect:</i> Animals can't perceive 3 subjects.					<i>Target:</i> 3 creatures touched		<i>Caster Level:</i> 3		
□□□□□ Jump	12	Will negates (harmless)	1 standard action	3 minutes [D]	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject gets bonus on Jump checks.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 3		
□□□□□ Longstrider	12	None	1 standard action	3 hours [D]	Personal	V, S, M	No	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> Increases your speed.					<i>Target:</i> You		<i>Caster Level:</i> 3		
□□□□□ Magic Fang	12	Will negates (harmless)	1 standard action	3 minutes	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> One natural weapon of subject creature gets +1 on attack and damage rolls.					<i>Target:</i> Living creature touched		<i>Caster Level:</i> 3		
□□□□□ Pass without Trace	12	Will negates (harmless)	1 standard action	3 hours [D]	Touch	V, S, DF	Yes (harmless)	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> 3 subjects leaves no tracks.					<i>Target:</i> 3 creatures touched		<i>Caster Level:</i> 3		
□□□□□ Read Magic	12	None	1 standard action	30 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You		<i>Caster Level:</i> 3		
□□□□□ Resist Energy	12	Fortitude negates (harmless)	1 standard action	30 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ignores first 10 points of damage/attack from specified energy type.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 3		
□□□□□ Speak with Animals	12	None	1 standard action	3 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> You can communicate with animals.					<i>Target:</i> You		<i>Caster Level:</i> 3		
□□□□□ Summon Nature's Ally I	12	None	1 round	3 rounds [D]	Close (30 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 3		

\* =Domain/Specialty Spell

Spellbook: Prepared Spells  
Ranger

Level 1

- Calm Animals (DC:12)
- Speak with Animals (DC:12)

## Notes:

Character Sheet Notes: