

Crimson Cogswell

Male human ranger 1/rogue 1 - CL2 - CR 1

True Neutral Humanoid (Human); Age: 28; Height: 6';
Weight: 168 lb.; Eyes: Hazel; Hair: Brown; Skin: Tanned

Ability	Score	Modifier	Temporary
STR STRENGTH	17	+3	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	8	-1	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4 =	+2	+2				
REFLEX (DEXTERITY)	+5 =	+4	+1				
WILL (WISDOM)	-1 =		-1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14 =	+3		+1					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
11	13				

CM Bonus	BAB	Strength	Dexterity	Size
+4 =	+1	+3	-	-

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

CM Defense	BAB	Strength	Dexterity	Size
15 = 10	+1	+3	+1	-

Base Attack	HP
+1	19

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

Initiative	Speed	Damage / Current HP
+1	30 ft	

Composite shortbow (Str +3)

Ranged, both hands: **+2, 1d6+3** Crit: x3
Rng: 70'
2-hand, P

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

Dagger

Main hand: **+4, 1d4+3** Crit: 19-20/x2
Rng: 10'
Ranged: **+2, 1d4+3** Light, P/S

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

Scimitar

Main hand: **+4, 1d6+3** Crit: 18-20/x2
Both hands: **+4, 1d6+4** 1-hand, S

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



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (1)	-	
Appraise	+4	INT (0)	1	
Bluff	+1	CHA (1)	-	
Favored Enemy (Humans +2) : +2 vs. humans				
Climb	+7	STR (3)	2	
Diplomacy	+1	CHA (1)	-	
Disable Device	+6	DEX (1)	2	
Disguise	+1	CHA (1)	-	
Escape Artist	+0	DEX (1)	-	
Fly	+0	DEX (1)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+9	CHA (1)	2	
Perception	+4	WIS (-1)	2	
Trapfinding: +1 to locate traps, Favored Enemy (Humans +2) : +2 vs. humans				
Profession (sailor)	+4	WIS (-1)	2	
Ride	+0	DEX (1)	-	
Sense Motive	-1	WIS (-1)	-	
Favored Enemy (Humans +2) : +2 vs. humans				
Stealth	+5	DEX (1)	2	
Survival	+4	WIS (-1)	2	
Favored Enemy (Humans +2) : +2 vs. humans, Track: +1 to track				
Swim	+7	STR (3)	2	

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Improved Unarmed Strike
Intimidating Prowess
Martial Weapon Proficiency - All
Rogue Weapon Proficiencies
Shield Proficiency
Simple Weapon Proficiency - All

Special Abilities

Favored Enemy (Humans +2) (Ex)
Sneak Attack +1d6
Track +1
Trapfinding +1
Wild Empathy +2 (Ex)

Unarmed strike

Main hand: **+4, 1d3+3**

Crit: x2
Light, B

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

Studded leather

+3

Max Dex: +5, Armor Check: -1
Spell Fail: 15%, Light

Gear

Total Weight Carried: 43/260 lbs, Light Load
(Light: 86 lbs, Medium: 173 lbs, Heavy: 260 lbs)

Alchemist's fire x2	1 lb
Arrows x20	0.15 lbs
Black adder venom	-
Composite shortbow (Str +3)	2 lbs
Dagger	1 lb
Darkwood Sheath (for dagger)	-
Long waxed coat with several pockets	-
Money	3.42 lbs
Potion of cure moderate wounds	-
Potion of haste	-
Potion of neutralize poison	-
Scimitar	4 lbs
Scroll of scorching ray	-
Silk Varisian scarf	-
Silver ring with symbol of Pharasma	-
Small silver mirror	-
Studded leather	20 lbs
Tanglefoot bag	4 lbs
Thieves' tools	1 lb
Traveller's outfit (Free)	-
Wand of magic missile	-
Wine, fine (per bottle) x2	1.5 lbs

Tracked Resources

Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/>
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"/>
Black adder venom	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Potion of haste	<input type="checkbox"/>
Potion of neutralize poison	<input type="checkbox"/>
Tanglefoot bag	<input type="checkbox"/>
Wand of magic missile	<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"/>

Languages

Common

Experience & Wealth

Experience Points: **1300/3300**
Current Cash: **39 gp, 132 sp**

Spells & Powers

Ranger spells memorized (CL 0th; concentration -1)
Melee Touch +4 Ranged Touch +2

Sourcebooks Used

(none)