

## "Long Reach" Latricia

Female human (Keleshite) ranger 3 - CR 2

Lawful Neutral Humanoid (Human); Deity: **Besmara**; Age: **30**; Height: **5' 10"**; Weight: **160 lb.**; Eyes: **Brown**; Hair: **Black**; Skin: **Tan**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>15</b>	<b>+2</b>	
<b>DEX</b> DEXTERITY	<b>16</b>	<b>+3</b>	
<b>CON</b> CONSTITUTION	<b>10</b>	<b>0</b>	
<b>INT</b> INTELLIGENCE	<b>13</b>	<b>+1</b>	
<b>WIS</b> WISDOM	<b>10</b>	<b>0</b>	
<b>CHA</b> CHARISMA	<b>12</b>	<b>+1</b>	

**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)	<b>+5</b>	=	<b>+3</b>			<b>+2</b>	

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

<b>REFLEX</b> (DEXTERITY)	<b>+6</b>	=	<b>+3</b>	<b>+3</b>			
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<b>WILL</b> (WISDOM)	<b>+1</b>	=	<b>+1</b>				
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Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>17</b>	=	<b>+4</b>		<b>+3</b>				

<b>Touch AC</b> <b>13</b>	<b>Flat-Footed AC</b> <b>14</b>
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CM Bonus	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>CM Bonus</b>	<b>+5</b>	=	<b>+3</b>	<b>+2</b>			

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

CM Defense	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>CM Defense</b>	<b>18</b>	=	<b>10</b>	<b>+3</b>	<b>+2</b>	<b>+3</b>	

<b>Base Attack</b>	<b>+3</b>	<b>HP</b>	<b>24</b>
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Favored Enemy (Animals +2) : +2 vs. animals

<b>Initiative</b>	<b>+7</b>	Damage / Current HP
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Favored Terrain (Water +2) : +2 while in water terrain

<b>Speed</b>	<b>30 ft</b>
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### Boarding pike of repelling

Both hands: **+6, 1d8+4** Crit: x3  
2-hand, P, Brace,

Favored Enemy (Animals +2) : +2 vs. animals

### Heavy crossbow

Ranged: **+2, 1d10** Crit: 19-20/x2  
Ranged, both hands: **+6, 1d10** Rng: 120'  
2-hand, P

Favored Enemy (Animals +2) : +2 vs. animals



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+1</b>	DEX (3)	-	
<b>Appraise</b>	<b>+1</b>	INT (1)	-	
<b>Bluff</b>	<b>+1</b>	CHA (1)	-	
Favored Enemy (Animals +2) : +2 vs. animals				
<b>Climb</b>	<b>+6</b>	STR (2)	<b>3</b>	
<b>Diplomacy</b>	<b>+1</b>	CHA (1)	-	
<b>Disguise</b>	<b>+1</b>	CHA (1)	-	
<b>Escape Artist</b>	<b>+1</b>	DEX (3)	-	
<b>Fly</b>	<b>+1</b>	DEX (3)	-	
<b>Heal</b>	<b>+0</b>	WIS (0)	-	
<b>Intimidate</b>	<b>+7</b>	CHA (1)	<b>3</b>	
<b>Perception</b>	<b>+6</b>	WIS (0)	<b>3</b>	
Favored Enemy (Animals +2) : +2 vs. animals, Favored Terrain (Water +2) : +2 while in water terrain				
<b>Profession (sailor)</b>	<b>+6</b>	WIS (0)	<b>3</b>	
<b>Ride</b>	<b>+1</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+3</b>	WIS (0)	<b>3</b>	
Favored Enemy (Animals +2) : +2 vs. animals				
<b>Stealth</b>	<b>+7</b>	DEX (3)	<b>3</b>	
Favored Terrain (Water +2) : +2 while in water terrain				
<b>Survival</b>	<b>+6</b>	WIS (0)	<b>3</b>	
Favored Enemy (Animals +2) : +2 vs. animals, Favored Terrain (Water +2) : +2 while in water terrain, Track: +1 to track				
<b>Swim</b>	<b>+6</b>	STR (2)	<b>3</b>	
Endurance: +4 to resist nonlethal damage from exhaustion				

### Feats

Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Blind-Fight  
Endurance  
Great Fortitude  
Improved Initiative  
Martial Weapon Proficiency - All  
Shield Proficiency  
Simple Weapon Proficiency - All  
Two-Weapon Fighting

### Special Abilities

Favored Enemy (Animals +2) (Ex)

### Masterwork short sword

Main hand: **+6, 1d6+2**

Crit: 19-20/x2

Main w/ offhand: **+2, 1d6+2**

Light, P

Main w/ light off.: **+4, 1d6+2**

Offhand: **+4, 1d6+1**

Favored Enemy (Animals +2) : +2 vs. animals

### Masterwork short sword

Main hand: **+6, 1d6+2**

Crit: 19-20/x2

Main w/ offhand: **+2, 1d6+2**

Light, P

Main w/ light off.: **+4, 1d6+2**

Offhand: **+4, 1d6+1**

Favored Enemy (Animals +2) : +2 vs. animals

### Chain shirt

**+4**

Max Dex: +4, Armor Check: -2

Spell Fail: 20%, Light

### Gear

**Total Weight Carried: 49/200 lbs, Light Load**

**(Light: 66 lbs, Medium: 133 lbs, Heavy: 200 lbs)**

Artisan's outfit (Free)	-
Boarding pike of repelling	9 lbs
Chain shirt	25 lbs
Colorful clothing set with small pearls	-
Crossbow bolts x20	0.1 lbs
Heavy crossbow	8 lbs
Masterwork short sword	2 lbs
Masterwork short sword	2 lbs
Money	1 lb

### Special Abilities

Favored Terrain (Water +2) (Ex)

Track +1

Wild Empathy +4 (Ex)

### Tracked Resources

Crossbow bolts

### Languages

Common

Osiriani

Kelish

### Spells & Powers

**Ranger spells memorized** (CL 0th; concentration +0)

**Melee Touch +5** **Ranged Touch +6**

### Background

One of the mercenary sailors aboard the Man's Promise at the time when Barnabas Harrigan attacked.

### Experience & Wealth

Experience Points: **3300/6000**

Current Cash: **50 gp**

### Sourcebooks Used

- **Inner Sea Races / Inner Sea World Guide** - Kelish (language); Osiriani (language)
- **Inner Sea Races / Inner Sea World Guide / People of the Sands** - Keleshite (race option)
- **Pirates of the Inner Sea / Skull & Shackles** - Boarding pike of repelling (weapon)