

## Kulta

### Non-binary ifrit ranger 18 - CR 17

Neutral Good Outsider (Native); Deity: **Erastil**; Age: **74**;  
Height: **5' 9"**; Weight: **135 lb.**; Eyes: **orange**; Hair: **Fiery**;  
Skin: **red**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>10/16</b>	<b>0/+3</b>	
<b>DEX</b> DEXTERITY	<b>22/28</b>	<b>+6/+9</b>	
<b>CON</b> CONSTITUTION	<b>12/18</b>	<b>+1/+4</b>	
<b>INT</b> INTELLIGENCE	<b>10</b>	<b>0</b>	
<b>WIS</b> WISDOM	<b>14</b>	<b>+2</b>	
<b>CHA</b> CHARISMA	<b>10</b>	<b>0</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>+15 =</b>	<b>+11</b>	<b>+4</b>				

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

<b>REFLEX</b> (DEXTERITY)	<b>+20 =</b>	<b>+11</b>	<b>+9</b>				
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<b>WILL</b> (WISDOM)	<b>+8 =</b>	<b>+6</b>	<b>+2</b>				
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#### Energy Resistance, Fire (30)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC 37 =</b>	<b>+9</b>		<b>+8</b>		<b>+5</b>	<b>+5</b>		

<b>Touch AC 23</b>	<b>Flat-Footed AC 29</b>
	BAB Strength Size Misc

<b>CM Bonus +21 =</b>	<b>+18</b>	<b>+3</b>	<b>-</b>	<b>-</b>
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See the Base Attack (below) for modifiers that may also apply to CMB

<b>CM Defense 45 = 10</b>	<b>+18</b>	<b>+3</b>	<b>+9</b>	<b>-</b>
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<b>Base Attack +18</b>	<b>HP 202</b>
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**Favored Enemy (Humans +6)**: +6 vs. humans, **Favored Enemy (Magical Beasts +4)**: +4 vs. magical beasts, **Favored Enemy (Evil Outsiders +2)**: +2 vs. evil outsiders, **Favored Enemy (Undead +2)**: +2 vs. undead, **Quarry**: +2 vs. designated quarry

<b>Initiative +19</b>
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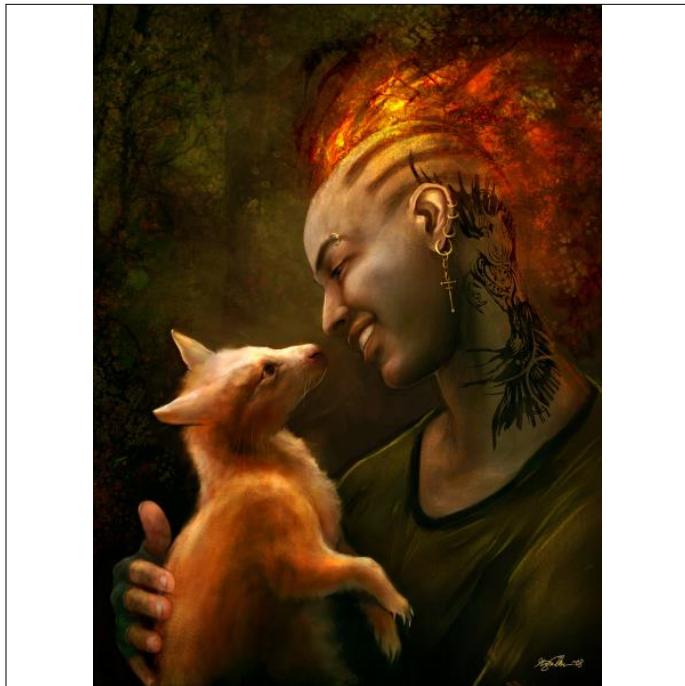
**Favored Terrain (Forest +6)**: +6 while in forest terrain, **Favored Terrain (Jungle +2)**: +2 while in jungle terrain, **Favored Terrain (Mountain +4)**: +4 while in mountainous terrain, **Favored Terrain (Plane of Fire +2)**: +2 while in plane of fire terrain

<b>Speed 30 ft</b>
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#### Celestial armor

**+9**

Max Dex: +8, Armor Check: -2  
Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+21</b>	DEX (9)	14	
<b>Appraise</b>	<b>+0</b>	INT (0)	-	
<b>Bluff</b>	<b>+0</b>	CHA (0)	-	
		<b>Favored Enemy (Humans +6)</b> : +6 vs. humans, <b>Favored Enemy (Magical Beasts +4)</b> : +4 vs. magical beasts, <b>Favored Enemy (Evil Outsiders +2)</b> : +2 vs. evil outsiders, <b>Favored Enemy (Undead +2)</b> : +2 vs. undead		
<b>Climb</b>	<b>+21</b>	STR (3)	17	
<b>Diplomacy</b>	<b>+0</b>	CHA (0)	-	
<b>Disguise</b>	<b>+0</b>	CHA (0)	-	
<b>Escape Artist</b>	<b>+7</b>	DEX (9)	-	
<b>Fly</b>	<b>+7</b>	DEX (9)	-	
<b>Handle Animal</b>	<b>+10</b>	CHA (0)	7	
		<b>Animal Companion Link</b> : +4 circumstance bonus to checks made regarding an animal companion		
<b>Heal</b>	<b>+2</b>	WIS (2)	-	
<b>Intimidate</b>	<b>+0</b>	CHA (0)	-	
<b>Knowledge (nature)</b>	<b>+20</b>	INT (0)	17	
<b>Knowledge (planes)</b>	<b>+10</b>	INT (0)	6	
<b>Linguistics</b>	<b>+2</b>	INT (0)	2	
<b>Perception</b>	<b>+23</b>	WIS (2)	18	
		<b>Favored Terrain (Forest +6)</b> : +6 while in forest terrain, <b>Favored Terrain (Jungle +2)</b> : +2 while in jungle terrain, <b>Favored Terrain (Mountain +4)</b> : +4 while in mountainous terrain, <b>Favored Enemy (Humans +6)</b> : +6 vs. humans, <b>Favored Enemy (Magical Beasts +4)</b> : +4 vs. magical beasts, <b>Favored Enemy (Evil Outsiders +2)</b> : +2 vs. evil outsiders, <b>Favored Enemy (Undead +2)</b> : +2 vs. undead, <b>Favored Terrain (Plane of Fire +2)</b> : +2 while in plane of fire terrain		
<b>Ride</b>	<b>+7</b>	DEX (9)	-	
<b>Sense Motive</b>	<b>+2</b>	WIS (2)	-	
		<b>Favored Enemy (Humans +6)</b> : +6 vs. humans, <b>Favored Enemy (Magical Beasts +4)</b> : +4 vs. magical beasts, <b>Favored Enemy (Evil Outsiders +2)</b> : +2 vs. evil outsiders, <b>Favored Enemy (Undead +2)</b> : +2 vs. undead		

## Skills

Skill Name	Total	Ability	Ranks	Temp
<b>Spellcraft</b>	<b>+10</b>	INT (0)	7	
<b>Stealth</b>	<b>+7</b>	DEX (9)	-	

**Favored Terrain (Forest +6)** : +6 while in forest terrain, **Favored Terrain (Jungle +2)** : +2 while in jungle terrain, **Favored Terrain (Mountain +4)** : +4 while in mountainous terrain, **Favored Terrain (Plane of Fire +2)** : +2 while in plane of fire terrain

<b>Survival</b>	<b>+23</b>	WIS (2)	18
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**Favored Terrain (Forest +6)** : +6 while in forest terrain, **Favored Terrain (Jungle +2)** : +2 while in jungle terrain, **Favored Terrain (Mountain +4)** : +4 while in mountainous terrain, **Favored Enemy (Humans +6)** : +6 vs. humans, **Favored Enemy (Magical Beasts +4)** : +4 vs. magical beasts, **Favored Enemy (Evil Outsiders +2)** : +2 vs. evil outsiders, **Favored Enemy (Undead +2)** : +2 vs. undead, **Favored Terrain (Plane of Fire +2)** : +2 while in plane of fire terrain, **Track**: +9 to track

<b>Swim</b>	<b>+6</b>	STR (3)	2
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**Endurance**: +4 to resist nonlethal damage from exhaustion

## Feats

Armor Proficiency (Light)  
 Armor Proficiency (Medium)  
 Clustered Shots  
 Deadly Aim -5/+10  
 Endurance  
 Improved Initiative  
 Improved Precise Shot  
 Manyshot  
 Martial Weapon Proficiency - All  
 Parting Shot (1/combat)  
 Pinpoint Targeting  
 Point Blank Master (Longbow)  
 Point-Blank Shot  
 Precise Shot  
 Rapid Shot  
 Shield Proficiency  
 Shot on the Run  
 Simple Weapon Proficiency - All  
 Weapon Finesse  
 Weapon Focus (Longbow)

## Traits

Reactionary  
 Scholar of the Great Beyond (Knowledge [planes])

### +5 adamantine spear

Both hands: **+26/+21/+16/+11**, Crit: x3  
**1d8+9** Rng: 20'  
 2-hand, P, Brace

Ranged, both hands: **+32, 1d8+8**

**Favored Enemy (Humans +6)** : +6 vs. humans, **Favored Enemy (Magical Beasts +4)** : +4 vs. magical beasts, **Favored Enemy (Evil Outsiders +2)** : +2 vs. evil outsiders, **Favored Enemy (Undead +2)** : +2 vs. undead, **Quarry**: +2 vs. designated quarry

### +5 holy seeking darkwood composite longbow

Ranged, both hands: **+33/+28/+23/+18**, Crit: x3  
**1d8+8 plus 2d6 vs. evil** Rng: 110'  
 2-hand, P

**Favored Enemy (Humans +6)** : +6 vs. humans, **Favored Enemy (Magical Beasts +4)** : +4 vs. magical beasts, **Favored Enemy (Evil Outsiders +2)** : +2 vs. evil outsiders, **Favored Enemy (Undead +2)** : +2 vs. undead, **Quarry**: +2 vs. designated quarry

## Experience & Wealth

Experience Points: **1800000/2,550,000**  
 Current Cash: **18,268 gp**  
 Reputation: **Fame: 18, PP: 18, 200 miles.**

## Gear

**Total Weight Carried: 28.5/230 lbs, Light Load (Light: 76 lbs, Medium: 153 lbs, Heavy: 230 lbs)**

+5 adamantine spear	6 lbs
+5 holy seeking darkwood composite longbow	1.5 lbs
Amulet of natural armor +5	-
Artisan's outfit (Free)	-
Belt of physical perfection +6	1 lb
Celestial armor	20 lbs
Money <In: Dropped to ground (1 @ 365.36	365.36 lbs
Ring of fire resistance (greater)	-
Ring of protection +5	-

## Special Abilities

Animal Companion Link (Ex)  
 Camouflage (Ex)  
 Darkvision (60 feet)  
 Favored Enemy (Evil Outsiders +2) (Ex)  
 Favored Enemy (Humans +6) (Ex)  
 Favored Enemy (Magical Beasts +4) (Ex)  
 Favored Enemy (Undead +2) (Ex)  
 Favored Terrain (Forest +6) (Ex)  
 Favored Terrain (Jungle +2) (Ex)  
 Favored Terrain (Mountain +4) (Ex)  
 Favored Terrain (Plane of Fire +2) (Ex)  
 Hide in Plain Sight (Su)  
 Improved Evasion (Ex)  
 Quarry (Ex)  
 Seeking  
 Share Spells with Companion (Ex)  
 Swift Tracker (Ex)  
 Track +9  
 Wild Empathy +18 (Ex)  
 Wildfire Heart  
 Woodland Stride (Ex)

## Spell-Like Abilities

Burning Hands (1/day)

## Tracked Resources

+5 adamantine spear

Fly (1/day)

Parting Shot (1/combat)

## Languages

Celestial	Ignan
Common	Infernal

## Kulta – Abilities & Gear

### Clustered Shots Feat

You take a moment to carefully aim your shots, causing them all to strike nearly the same spot.

**Prerequisites:** Point-Blank Shot, Precise Shot, base attack bonus +6.

**Benefit:** When you use a full-attack action to make multiple ranged weapon attacks against the same opponent, total the damage from all hits before applying that opponent's damage reduction.

**Special:** If the massive damage optional rule is being used ( **Core Rulebook** 189), that rule applies if the total damage you deal with this feat is equal to or exceeds half the opponent's full normal hit points (minimum 50 points of damage).

**Appears In :** Ultimate Combat

### Deadly Aim -5/+10 Feat

You can make exceptionally deadly ranged attacks by pinpointing a foe's weak spot, at the expense of making the attack less likely to succeed.

**Prerequisites:** Dex 13, base attack bonus +1.

**Benefit:** You can choose to take a –1 penalty on all ranged attack rolls to gain a +2 bonus on all ranged damage rolls. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

### Endurance Feat

Harsh conditions or long exertions do not easily tire you.

**Benefit:** You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

**Normal:** A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

### Improved Initiative Feat

Your quick reflexes allow you to react rapidly to danger.

**Benefit:** You get a +4 bonus on initiative checks.

### Improved Precise Shot Feat

Your ranged attacks ignore anything but total concealment and cover.

**Prerequisites:** Dex 19, Point-Blank Shot, Precise Shot, base attack bonus +11.

**Benefit:** Your ranged attacks ignore the AC bonus granted to targets by anything less than total cover, and the miss chance granted to targets by anything less than total concealment. Total cover and total concealment provide their normal benefits against your ranged attacks.

**Normal:** See the normal rules on the effects of cover and concealment in Combat.

**Appears In :** Not New Paths Option: Use Scaling Feats

### Manyshot Feat

You can fire multiple arrows at a single target.

**Prerequisites:** Dex 17, Point-Blank Shot, Rapid Shot, base attack bonus +6.

**Benefit:** When making a full-attack action with a bow, your first attack fires two arrows. If the attack hits, both arrows hit. Apply precision-based damage (such as sneak attack) and critical hit damage only once for this attack. Damage bonuses from using a composite bow with a high Strength bonus apply to each arrow, as do other damage bonuses, such as a ranger's favored enemy bonus. Damage reduction and resistances apply separately to each arrow.

### Parting Shot (1/combat) Feat

You are an expert skirmisher, able to rain missiles upon your enemies whether advancing or retreating.

**Prerequisites:** Dex 13, Dodge, Mobility, Point-Blank Shot, Shot on the Run, base attack bonus +6.

**Benefit:** Once per encounter, when using the withdraw action, you can make a single ranged attack at any point during your movement.

**Normal:** You cannot attack when using the withdraw action.

**Special:** Starting at 6th level, a ranger with the archery combat style may select Parting Shot as a combat style feat.

**Appears In :** Advanced Player's Guide

### Pinpoint Targeting Feat

You can target the weak points in your opponent's armor.

**Prerequisites:** Dex 19, Improved Precise Shot, Point-Blank Shot, Precise Shot, base attack bonus +16.

**Benefit:** As a standard action, make a single ranged attack. The target does not gain any armor, natural armor, or shield bonuses to its Armor Class. You do not gain the benefit of this feat if you move this round.

**Appears In :** Not New Paths Option: Use Scaling Feats

### Point Blank Master (Longbow) Feat

You are adept at firing ranged weapons in close quarters.

**Prerequisites:** Weapon Specialization with selected ranged weapon.

**Benefit:** Choose one type of ranged weapon. You do not provoke attacks of opportunity when firing the selected weapon while threatened.

**Normal:** Using a ranged weapon while you are threatened provokes attacks of opportunity.

**Special:** Starting at 6th level, a ranger with the archery combat style may select Point Blank Master as a combat style feat, but he must have Weapon Focus instead of Weapon Specialization in the selected weapon.

**Appears In :** Advanced Player's Guide

### Point-Blank Shot Feat

You are especially accurate when making ranged attacks against close targets.

**Benefit:** You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

## Kulta – Abilities & Gear

### Precise Shot Feat

You are adept at firing ranged attacks into melee.

**Prerequisite:** Point-Blank Shot.

**Benefit:** You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

**Appears In :** Not New Paths Option: Use Scaling Feats

### Rapid Shot Feat

You can make an additional ranged attack.

**Prerequisites:** Dex 13, Point-Blank Shot.

**Benefit:** When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a –2 penalty when using Rapid Shot.

### Shot on the Run Feat

You can move, fire a ranged weapon, and move again before your foes can react.

**Prerequisites:** Dex 13, Dodge, Mobility, Point-Blank Shot, base attack bonus +4.

**Benefit:** As a full-round action, you can move up to your speed and make a single ranged attack at any point during your movement.

**Normal:** You cannot move before and after an attack with a ranged weapon.

### Weapon Finesse Feat

You are trained in using your agility in melee combat, as opposed to brute strength.

**Benefit:** With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

**Special:** Natural weapons are considered light weapons.

### Weapon Focus (Longbow) Feat

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### Reactionary Trait

You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus to Initiative checks.

**Appears In :** Character Traits Web Enhancement, Advanced Player's Guide Traits

### Scholar of the Great Beyond (Knowledge [planes]) Trait

Your great interests as a child did not lie with current events or the mundane—you have always felt out of place, as if you were born in the wrong era. You take to philosophical discussions of the Great Beyond and of historical events with ease. You gain a +1 trait bonus on Knowledge (history) and Knowledge (the planes) checks, and one of these skills (your choice) is always a class skill for you.

**Appears In :** Character Traits Web Enhancement, Advanced Player's Guide Traits

### Darkvision (60 feet) Racial Ability, Senses (Ifrit)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light.

Darkvision is black and white only but otherwise like normal sight.

### Energy Resistance, Fire (30) Unknown

You have the specified Energy Resistance against Fire attacks.

### Wildfire Heart Unknown

Ifrits with this trait are as swift and dangerous as a blazing wildfire. They gain a +4 racial bonus on initiative checks. This racial trait replaces energy resistance.

**Appears In :** Advanced Race Guide

### Animal Companion Link (Ex) Class Ability (Ranger)

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

### Camouflage (Ex) Class Ability (Ranger)

A ranger of 12th level or higher can use the Stealth skill to hide in any of his favored terrains, even if the terrain doesn't grant cover or concealment.

### Favored Enemy (Evil Outsiders +2) (Ex) Class Ability (Ranger)

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 +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

**Favored Enemy (Humans +6) (Ex) Class Ability (Ranger)**

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 +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

**Favored Enemy (Magical Beasts +4) (Ex) Class Ability (Ranger)**

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 +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

**Favored Enemy (Undead +2) (Ex) Class Ability (Ranger)**

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 +2 bonus on weapon attack and damage rolls against them. A ranger may make Knowledge skill checks untrained when attempting to identify these creatures.

At 5th level and every five levels thereafter (10th, 15th, and 20th level), the ranger may select an additional favored enemy. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by +2.

If the ranger chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype, as indicated on the table below. (Note that there are other types of humanoid to choose from—those called out specifically on the table below are merely the most common.) If a specific creature falls into more than one category of favored enemy, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

**Favored Terrain (Forest +6) (Ex) Class Ability (Ranger)**

At 3rd level, 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 terrain. A ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and every five levels thereafter, the ranger may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

**Favored Terrain (Jungle +2) (Ex) Class Ability (Ranger)**

At 3rd level, 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 terrain. A ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and every five levels thereafter, the ranger may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

**Favored Terrain (Mountain +4) (Ex) Class Ability (Ranger)**

At 3rd level, 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 terrain. A ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and every five levels thereafter, the ranger may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

**Favored Terrain (Plane of Fire +2) (Ex) Class Ability (Ranger)**

At 3rd level, 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 terrain. A ranger traveling through his favored terrain normally leaves no trail and cannot be tracked (though he may leave a trail if he so chooses).

At 8th level and every five levels thereafter, the ranger may select an additional favored terrain. In addition, at each such interval, the skill bonus and initiative bonus in any one favored terrain (including the one just selected, if so desired), increases by +2.

If a specific terrain falls into more than one category of favored terrain, the ranger's bonuses do not stack; he simply uses whichever bonus is higher.

**Hide in Plain Sight (Su) Class Ability (Ranger)**

You can use the Stealth skill even while being observed. As long as you are within 10 feet of some sort of shadow, you can hide yourself from view in the open without having anything to actually hide behind. You cannot, however, hide in your own shadow.

## Kulta – Abilities & Gear

### Improved Evasion (Ex) Class Ability (Ranger)

If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, you takes no damage with a successful saving throw and half damage on a failed saving throw.

### Quarry (Ex) Class Ability (Ranger)

An 11th level ranger or 14th level slayer can as a standard action denote one target within his line of sight as his quarry. Whenever he is following the tracks of his quarry, a ranger or slayer can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he gains a +2 insight bonus on attack rolls made against his quarry, and all critical threats against his quarry are automatically confirmed. A ranger or slayer can have no more than one quarry at a time, and the target must be selected as a studied target (if a slayer) or of a type matching a chosen favored enemy (if a ranger). He can dismiss this effect at any time as a free action, but he cannot select a new quarry target for 24 hours. If the character sees proof that his quarry is dead, he can select a new quarry target after 1 hour.

At 19th level, the character's ability to hunt his quarry improves. He can now select a quarry as a free action, and can now take 20 while using Survival to track his quarry, while moving at normal speed without penalty. His insight bonus to attack his quarry increases to +4. If his quarry is killed or dismissed, he can select a new one after 10 minutes have passed.

### Share Spells with Companion (Ex) Class Ability (Ranger)

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 the companion's type (animal). Spells cast in this way must come from a class that grants an animal companion. This ability does not allow the animal to share abilities that are not spells, even if they function like spells.

### Swift Tracker (Ex) Class Ability (Ranger)

An 8th level ranger or 11th level slayer can move at his normal speed while using Survival to follow tracks without taking the normal -5 penalty. When moving at up to twice his normal speed while tracking, he takes only a -10 penalty instead of the normal -20.

### Track +9 Class Ability (Ranger)

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

### Wild Empathy +18 (Ex) Class Ability (Ranger)

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 determine the wild empathy check result.

The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute but, as with influencing people, it might take more or less time.

A character can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a -4 penalty on the check.

### Woodland Stride (Ex) Class Ability (Ranger)

A character may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

### Seeking (+5 holy seeking darkwood composite longbow) Weapon Power

This special ability can only be placed on ranged weapons. A *seeking* weapon veers toward its target, negating any miss chances that would otherwise apply, such as from concealment. The wielder still has to aim the weapon at the right square. Arrows mistakenly shot into an empty space, for example, do not veer and hit invisible enemies, even if they are nearby.

#### Construction

**Requirements:** Craft Magic Arms and Armor, *true seeing*; **Cost** +1 Bonus

### Ring of fire resistance (greater) Ring

Rings of this type come in a wide variety of designs and colorations, typically related to the types of energy they defend against. These rings continually protect the wearer from fire damage. Each time the wearer would normally take such damage, subtract the ring's resistance value from the damage dealt.

A greater ring of energy resistance grants 30 points of resistance.

#### Construction

**Requirements** Forge Ring, *resist energy*; **Cost** 22,000 gp

### Ring of protection +5 Ring

This ring offers continual magical protection in the form of a deflection bonus of +5 to AC.

#### Construction

**Requirements:** Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 25,000 gp

### Amulet of natural armor +5 Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +5.

#### Construction

**Requirements:** Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 25,000 gp

### Belt of physical perfection +6 Wondrous Item (Belt)

This belt has a large platinum buckle, usually depicting the image of a titan. The belt grants the wearer an enhancement bonus to all physical ability scores (Strength, Dexterity, and Constitution) of +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

#### Construction

**Requirements:** Craft Wondrous Item, *bear's endurance*, *bull's strength*, *cat's grace*; **Cost** 77,000 gp

## Spells & Powers

**Ranger spells memorized** (CL 15th; concentration +17)

**Melee Touch +27 Ranged Touch +27**

**4th**—*animal growth* (2, DC 16)

**3rd**—*strong jaw*<sup>APG</sup> (2, DC 15)

**2nd**—*barkskin* (2), *cat's grace*, *spike growth* (DC 14)

**1st**—*gravity bow*<sup>APG</sup> (2), *lead blades*<sup>APG</sup>, *liberating command*<sup>UC</sup>, *longstrider*

## Companions

**Úttashiile** CR –

Male thylacine (*Pathfinder RPG Bestiary 3* 312)

N Large animal

**Init** +3; **Senses** low-light vision; Perception +17

### Defense

**AC** 28, touch 12, flat-footed 25 (+3 Dex, +16 natural, -1 size)

**hp** 157 (12d8+96)

**Fort** +15, **Ref** +11, **Will** +6 (+4 morale bonus vs. enchantment effects)

**Defensive Abilities** improved evasion

### Offense

**Speed** 30 ft.

**Melee** bite +19 (8d6+15/19-20)

**Space** 10 ft.; **Reach** 5 ft.

### Statistics

**Str** 30, **Dex** 16, **Con** 24, **Int** 3, **Wis** 14, **Cha** 7

**Base Atk** +9; **CMB** +20; **CMD** 33 (37 vs. trip)

**Feats** Improved Natural Armor, Improved Natural Armor, Improved Natural Attack (bite), Toughness, Vital Strike, Weapon Focus (bite)

**Skills** Perception +17

**SQ** devotion

**Other Gear** *dire collar*, *greater*<sup>ACG</sup>

## Background

Wisps of gray smoke still drifted lazily towards the heavens above a wooded glen as the last embers continued to burn. In the shelter of a massive yew tree was a modest shrine to Erastil, as well as a figure moving about. A spear slung across their back, the figure's head was crowned with a crest of flame, though the fire did not seem to harm anything it came into contact with. This was the figure of Kulta, the friendly, transient ranger who had been visiting the glen from time to time for many decades.

Kulta had begun the day by creating blacklines that connected the natural firebreaks made by the road and the nearby stream, then used a Burning Hands spell to ignite a fire that would burn furiously for much of the morning and early afternoon. As the controlled burn cleared the choking brush and the dead branches, the soil would become enriched, the way would be cleared for healthier flora, and the game animals would return to provide for Erastil's faithful.

Kulta's task was a familiar one, for this was one of the ways they would repay the kindnesses of the people of the Chelaxian frontier as they traveled from village to village. Most people they encountered were happy to welcome the wise ifrit into their homes in exchange for their services; many families had been doing so for generations. Kulta had learned at an early age the dangers of remaining in one place for too long; while only ten years old when the Chelaxian Civil War ended, its terrors had left a life-long impact on Kulta's psyche and instilled a wanderlust they found easy to indulge. The Thrune Dynasty was hardly governed with kindness, but the reach of the iron fist of Chelax was limited and rarely had a direct affect on the lives of the pastoral folk with whom Kulta associated. Compared to the chaos and horrors of the war, the far-off troubles of the city folk were hardly a concern, so long as Kulta never stayed in one place long enough for those troubles to find them.

As the fire did its work, Kulta turned their attention to the knotted and twisted trunk of the venerable yew tree, trimming the epicormic growths that sprouted from the gnarled wood and setting them aside, as well as plucking any seeds they came across, carefully separating the toxic seeds from the bright red arils, stowing the former in their pocket while placing the latter into a wooden bowl. The seeds and cuttings would be planted around the shrine, while the arils would make for a nice pie to give to Father Coen Goldbough and his family, the halflings with whom Kulta was staying at the moment.

A small weasel with orange fur scampered up as Kulta was finishing up with the cuttings. It was Úttashiile, their familiar. Úttashiile chattered urgently. "Another visitor? At Father Coen's house?" Kulta asked. The weasel insisted it was urgent and the two ran off to the priest's home.

Ducking to fit through the small door, Kulta found a gnomish man, very advanced in the Bleaching, was shivering beside the fire with a cup of tea, Father Coen patching up a wound in his side. His name was Hrayek; he was being pursued by the Order of the Rack. It seemed that, despite Kulta's efforts to stay out of the affairs of Chelax, Chelax had come to them. And they were not going to just let this man die by their hand.

## Sourcebooks Used

- **Advanced Player's Guide** - Gravity Bow (spell); Lead Blades (spell); Parting Shot (feat); Point Blank Master (feat); Strong Jaw (spell)
- **Advanced Player's Guide Traits / Character Traits**  
**Web Enhancement** - Reactionary (trait); Scholar of the Great Beyond (trait)
- **Advanced Race Guide** - Wildfire Heart (alternate racial trait)
- **Advanced Race Guide / Bestiary 2 / Blood of the Elements / Inner Sea Races** - Ifrit (race)
- **Andoran, Spirit of Liberty / Ultimate Combat** - Liberating Command (spell)
- **Ultimate Combat** - Clustered Shots (feat)



**Title - Kulta (Adventure Journal)**

**Date (game world)** : 0000/00/00; **Date (real world)** : 2024/02/25

**XP Reward** : 0 XP; **Net Cash** :

- no notes -

**Title - Kulta (Capital Journal)**

**Date (game world)** : 0000/00/00; **Date (real world)** : 2024/02/25

**Net Capital** :

- no notes -

# Úuttashiile



## Male thylacine - CL12 - CR 10

True Neutral Animal; Eyes: **black**; Hair: **orange**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>22/30</b>	<b>+6/+10</b>	
<b>DEX</b> DEXTERITY	<b>18/16</b>	<b>+4/+3</b>	
<b>CON</b> CONSTITUTION	<b>20/24</b>	<b>+5/+7</b>	
<b>INT</b> INTELLIGENCE	<b>3</b>	<b>-4</b>	
<b>WIS</b> WISDOM	<b>14</b>	<b>+2</b>	
<b>CHA</b> CHARISMA	<b>7</b>	<b>-2</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+15</b>	=	<b>+8</b>	<b>+7</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+11</b>	=	<b>+8</b>	<b>+3</b>			
<b>WILL</b> (WISDOM)	<b>+6</b>	=	<b>+4</b>	<b>+2</b>			

Devotion: +4 morale bonus vs. enchantment effects

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>28</b>	=		<b>+3</b>	<b>-1</b>	<b>+16</b>			

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
<b>12</b>	<b>25</b>				

CM Bonus	BAB	Strength	Dexterity	Size
<b>+20</b>	<b>+9</b>	<b>+10</b>	<b>+1</b>	<b>-</b>

CM Defense	BAB	Strength	Dexterity	Size
<b>33</b>	<b>+9</b>	<b>+10</b>	<b>+3</b>	<b>+1</b>

37 vs. Overrun; 37 vs. Trip

Base Attack	HP
<b>+9</b>	<b>157</b>

Initiative	Speed	Damage / Current HP
<b>+3</b>	<b>30 ft</b>	

### Bite (1 extra at -5) (Thylacine)

Main hand: **+19, 8d6+15**

Crit: 19-20/x2  
Light, B/P/S

Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>+3</b>	DEX (3)	-	
<b>Appraise</b>	<b>-4</b>	INT (-4)	-	
<b>Bluff</b>	<b>-2</b>	CHA (-2)	-	
<b>Climb</b>	<b>+10</b>	STR (10)	-	
<b>Diplomacy</b>	<b>-2</b>	CHA (-2)	-	
<b>Disguise</b>	<b>-2</b>	CHA (-2)	-	
<b>Escape Artist</b>	<b>+3</b>	DEX (3)	-	
<b>Fly</b>	<b>+1</b>	DEX (3)	-	
<b>Heal</b>	<b>+2</b>	WIS (2)	-	
<b>Intimidate</b>	<b>-2</b>	CHA (-2)	-	
<b>Perception</b>	<b>+17</b>	WIS (2)	12	
<b>Ride</b>	<b>+3</b>	DEX (3)	-	
<b>Sense Motive</b>	<b>+2</b>	WIS (2)	-	
<b>Stealth</b>	<b>-1</b>	DEX (3)	-	
<b>Survival</b>	<b>+2</b>	WIS (2)	-	
<b>Swim</b>	<b>+10</b>	STR (10)	-	

### Activated Abilities & Adjustments

Animal Growth  
Strong Jaw  
Vital Strike

### Feats

Improved Natural Armor  
Improved Natural Armor  
Improved Natural Attack (Bite [1 extra at -5] [Thylacine])  
Toughness  
Vital Strike  
Weapon Focus (Bite)

### Special Abilities

Devotion +4 (Ex)  
Improved Evasion (Ex)  
Low-Light Vision  
Multiattack / Extra Attack

## Gear

**Total Weight Carried: 2/4800 lbs, Light Load  
(Light: 1596 lbs, Medium: 3192 lbs, Heavy: 4800  
lbs)**

Dire collar, greater 2 lbs  
Money -

## Tracked Resources

Animal Growth (1/day)

## Sourcebooks Used

- **Advanced Class Guide** - Dire collar, greater (equipment)
- **Bestiary 3 / Kingmaker** - Thylacine (race)

## Experience & Wealth

Current Cash: **You have no money!**  
Reputation: **Fame: 10, PP: 10, 200 miles.**

## Úttashiile – Abilities & Gear

### Improved Natural Armor **Feat**

This creature's hide is tougher than most.

**Prerequisites:** Natural armor, Con 13.

**Benefit:** The creature's natural armor bonus increases by +1.

**Special:** A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

### Improved Natural Armor **Feat**

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**Prerequisites:** Natural armor, Con 13.

**Benefit:** The creature's natural armor bonus increases by +1.

**Special:** A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

### Improved Natural Attack (Bite [1 extra at -5] [Thylacine]) **Feat**

Attacks made by one of this creature's natural attacks leave vicious wounds.

**Prerequisite:** Natural weapon, base attack bonus +4.

**Benefit:** Choose one of the creature's natural attack forms (not an unarmed strike). The damage for this natural weapon increases by one step, as if the creature's size had increased by one category: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

### Toughness **Feat**

You have enhanced physical stamina.

**Benefit:** You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

### Vital Strike **Feat**

You make a single attack that deals significantly more damage than normal.

**Prerequisites:** Base attack bonus +6.

**Benefit:** When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision-based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

**Appears In :** Not New Paths Option: Use Scaling Feats

### Weapon Focus (Bite) **Feat**

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

**Prerequisites:** Proficiency with selected weapon, base attack bonus +1.

**Benefit:** You gain a +1 bonus on all attack rolls you make using the selected weapon.

**Special:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### Devotion +4 (Ex) **Racial Ability (Master)**

An animal companion gains a +4 morale bonus on Will saves against enchantment spells and effects.

### Improved Evasion (Ex) **Racial Ability (Master)**

When subjected to an attack that normally allows a Reflex saving throw for half damage, an animal companion takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

### Low-Light Vision **Racial Ability, Senses**

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.

### Multiattack / Extra Attack **Racial Ability (Master)**

An animal companion gains Multiattack as a bonus feat if it has three or more natural attacks and does not already have that feat. If it does not have the requisite three or more natural attacks, the animal companion instead gains a second attack with its primary natural weapon, albeit at a -5 penalty.

### Dire collar, greater **Wondrous Item (Neck)**

This leather collar resizes to fit almost any size of creature. Once per day on command, the creature that fastened the dire collar to the animal can cause that animal to grow larger and more bestial. The collar's fastener must be within 30 feet of the animal to do so. The animal gains the benefits of an *animal growth* spell (despite the normal targeting restrictions of that spell) for 1 minute.

#### Construction

**Requirements:** Craft Wondrous Item, *animal growth* **Cost** 7,000 GP

**Appears In :** Advanced Class Guide

**Title - Úttashiile (Adventure Journal)**

**Date (game world)** : 0000/00/00; **Date (real world)** : 2024/02/25

**XP Reward** : 0 XP; **Net Cash** :

- no notes -

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- no notes -