

Name: Gilwell Purewhindle

Gnome Ranger
Neutral Good

Traits	Value	Modifier
Strength	14	+2
Dexterity	16	+3
Constitution	14	+2
Intelligence	12	+1
Wisdom	14	+2
Charisma	11	+0

Skills (d20+)	Modifier
Climb	+10
Handle Animal	+8
Knowledge (Valley)	+9
Perception	+12
Stealth	+16
Survival	+10
Tracking	+13
Sense Motive	+2

Weapons	To Hit	Damage
Bow & Arrow	+8	1d6+2
Short Range	+9	1d6+3
Short sword	+7	1d6+2
Combat Maneuvers : CMB +7, CMD 20		
Base Attack +5		



Possessions
Bow & Arrow, short sword, rope, leather armor, cloak, silk tent, spice kit, diamond ring (300 gp value), 300 gold pieces, student ID

Spells
Gnome Spells (DC 12) 1/day
Dancing Lights
Ghost Sound
Prestidigitation
Speak with Nature

Ranger Spells : 1/day, DC 13
Delay Poison
Entangle
Endure Elements

Level

5

Hit Points

40

Armor Class

15

Initiative

+3

Move

20'

Reflex Save

+7

Fortitude Save

+6

Will Save

+4

Feats/Abilities

Trained martial weapons and armor

Combat Style (Archery)

Favored Enemy (Venetians) +4 to Bluff, Knowledge, Perception, Sense Motive, Survival, Attack and Damage rolls

Favored Enemy (Ogres) +2 to Bluff, Knowledge, Perception, Sense Motive, Survival, Attack and Damage rolls

Hunters Bond (1/day, provide favored enemy bonus to allies for 2 rounds)

Gnome (+1 attack and +4 AC versus Giants)

Wild Empathy (Animals become more friendly)

Favored Terrain (Forest) (affects Initiative, Knowledge (Valley), Perception, Stealth and Survival)

Endurance

Stealthy

Point Blank Shot (+1 attack and damage within 30', already calculated)

Precise Shot (No penalty to shoot into melee combat)

Deadly Aim (may take up to -3 penalty to ranged attacks to gain +3 damage)

Gilwell Purewhindle

You were born to a noble family and devoted yourself to hunting. You love to spend your days in the woods, tracking down prey and enjoying nature. Of course, coming back to your hunting shack and enjoying a roaring fire, a three course meal, a soak in a hot tub and a massage from your servants was also wonderful. Unfortunately, your parents insisted that you finish your schooling here at Rosenchild's Finishing School for Wayward Noble. You have been wasting your time with classes on math and magic when all you want to do is go back to the woods.

Some say you are too proud and arrogant, but the truth is you are uncomfortable around people and overcompensate. You are also tired of the bland and tiresome food that they serve at school. Fresh venison or other rarer meats are what you truly crave.

Goal: Practice your stalking and stealth skills. Try some new foods.

Other students

Carter Mitchell: A highly skilled bard who specializes in songs of tragedy. Very focused on himself. You enjoy his music and wish you could be that comfortable around people.

Charlotte Mitchell: A swashbuckling fighter, Carter's older sister. You are the only person she allows to shoot arrows when she's in melee. You've talked about adventuring with her after graduation.

Greg Wrathson: A heavily muscled man who seems to have two personalities. Sometimes he acts like a simple-minded idiot and other times he speaks as if he is a well-educated scholar.

Oscar Halliwell: A low class cretin. You know he's had a rough life, but he seems to revel in hardship. He should just cheer up, but when you say that, he just sniffs as if he wants to cry.

Simone Bigby: A very pretty sorceress and former milkmaid. She seems extremely friendly with many of the male students. You have a bit of a crush on her.

Wendy Worthington: She is a sweet and friendly girl who treats everyone equally. The two of you get along well because of your shared love of nature.

Johnny: An arrogant mage who loves starting fires. You can tell he was born in a city, because he has no respect for nature. You've caught him hurting woodland creatures just for fun.