

Name: Nyanga, Bane of Jaibul (Swetanga mercenary)

player: _____

Half-elf Male (Medium-size humanoid)

age: 34

Ranger 7th level – Foe (Jaibul Slavers) Hunter 5th level

hair: white mohawk

Xp 70.000

eyes: black

AL True Neutral

skin: ebony

hp 118 (10 +11d10 + 48 constitution bonus) –

Init +2 (+2 dexterity)

Spd 20 ft. (30 base)

AC 24 (touch 14, flat-footed 22) ((+10 base, + 6 *scale mail* +2, +4 large shield +2, +2 from dexterity, +2 ring of protection))

Atk +17/+12 melee (mercurial greatsword +2) used two-handed ((+10/+5 base, +4 strenght, +1 weapon focus, +2 enhancement from magical weapon)), or +11/+6 and + 11 melee (mercurial greatsword used one-hand and spiked bashing shield) ((+10/+5 base, +4 strenght, +1 weapon focus, +2 enhancement from magical weapon, -4 for two-weapon fighting, -2 for using a large weapon with the monkey greap feat and +10 base, +4 strenght, +1 enhancement from magical shield, -4 for two-weapon fighting))

Dam 2d8 +8 melee crt. 19-20/x4 (keen mercurial greatsword +2 used two-handed) ((+2 enhancement from magical weapon, +6 strenght)4) or 2d8 +6 melee crt. 19-20/x4 (keen mercurial greatsword +2) ((+2 enhancement from magical weapon, +4 strenght)) and 1d8+1d6 +5 20/x2 (large steel spiked shield +2) ((1d8 from bashing, +1d6 from spike, +1 enhancement from magical weapon, +4 strenght))

SV Fort +14 ((+9 base, +4 constitution, +1 lucky fetish)) Refl +9 ((+6 base, +2 dexterity, +1 lucky fetish)) Will +5 ((+3 base, +1 wisdom, +1 lucky fetish))

Abil Str 19 ((19 base,)) Dex 14 ((14 base)) Con 18 ((18 base,)) Int 12 ((12 base,)) Wis 11 ((11 base,)) Cha 13 ((13 base))

Skills ((total skill bonus (ranks, characteristic, synergy, special)) Climb +2 (0,4,0,-2), Jump +10 (8,4,0,-2), Hide +8 (8,2,0,-2), Intimidate +10 (8,1,0,1), Listen +6 (4,0,0,2), Move Silently +11 (8,2,0,1), Profession (sailor) +7 (5,1,0,1), Ride +5 (0,4,0,1), Search +2 (0,0,0,2), Speak Language (Jaibul), Spot +7 (5,0,0,2), Swim +7 (5,4,0,-2), Wilderness Lore +13 (12,0,0,1).

Feats [level adv.] exotic weapon proficiency (mercurial greatsword), weapon focus (mercurial greatsword), monkey grip, ambidexterity, two-waepon fighting [ranger] track.

Languages: Yavdlom, Alphatian (Common) and Jaibul (skill).

Special Qualities: [Half-elf] Immunity to sleep spells and similar magical effect, +2 racial S.T. against Enchantment spells or effects. Low-light vision; +1 racial bonus on Listen, Search and Spot checks; elven blood; [Ranger] Weapon (simple and martial), Armor (light and medium) and Shield Proficiency; Track bonus feat; 1st favored enemy (Jaibul Human); 2nd favored enemy (elves); Ranger Spells 1 [Foe Hunter] hated enemy, rancor +3d6, hated enemy damage reduction 5/-, hated enemy spell resistance.

Magic and Mundane Item: keen mercurial greatsword +2, scale mail +2, large steel spiked bashing shield +2, lucky fetish made of feathers and strip of jaguar pelt (works like a stone of good luck but is not magical), immovable rod, ring of protection +2

1st FAVORED ENEMY / HATED ENEMY (JAIBUL HUMAN*): +2 to Bluff, Listen, Sense Motive, Spot and Wilderness Lore checks against Jaibulean. Likewise he gets a +2 damage bonus versus them.

2nd FAVORED ENEMY (ELVES): +1 to Bluff, Listen, Sense Motive, Spot and Wilderness Lore checks against Jaibulean. Likewise he gets a +1 damage bonus versus them.

RANGER SPELL: resist elements

RANCOR: once per round he can designate one of his attacks against a hated enemy as a rancor attack. A successful rancor attack deals extra damage [+3d6].

HATED ENEMY DAMAGE REDUCTION: 5/- versus successful attacks damage made by his hated enemy.

HATED ENEMY SPELL RESISTANCE: SR 15 + foe hunter class level [20] versus spells or spell-like abilities originate from his hated enemy.

(*) **NOTE:** Usually a ranger must select a race as his favored enemy but in this case I made a “background exception” to the standard rule.