



## Gear

**Total Weight Carried: 26/130lbs, Light Load  
(Light: 43lbs, Medium: 86lbs, Heavy: 130lbs)**

Backpack (empty)	2lbs
Bedroll	5lbs
Explorer's Outfit (Free)	-
Longsword	4lbs
Rations, trail (per day) x10	1lb
Thieves' tools	1lb
Tinderbox	-
Waterskin	4lbs

## Experience & Wealth

Experience Points: **6,000/10,000**

Current Cash: **You have no money!**

## Feats, Traits & Flaws

Precise Shot  
Rapid Shot  
Rogue Weapon Proficiencies  
Shield Proficiency  
Simple Weapon Proficiency - All  
Track

## Special Abilities

+1 to attack rolls vs Orcs and Goblinoids  
+2 to Appraise and Craft on Stone/Metal items  
+2 to saves vs poison, spells & spell-like effects  
+4 dodge bonus to AC vs Giants  
Darkvision (60 feet)  
Evasion (Ex)  
Favored Enemy: Monstrous Humanoid +2  
Sneak Attack +1d6  
Stability  
Stonecunning  
Sturdy  
Subtype - Dwarf  
Trapfinding  
Type - Humanoid  
Weapon Familiarity - Dwarven Waraxe & Urgrosh  
Wild Empathy +0 (Ex)

## Languages

Common  
Dwarven  
Giant

## Spells & Powers

**Ranger Spell DC: 11 + spell level**

Maximum Ranger spells per day: