

# Alkaline, Daughter of Kasaba

ECL 4

Human Ranger (Yokai Hunter) 4

XP : 0

CN Medium Humanoid (Human), Age 26

Height: 10'2", Weight: 65kg

Hair: Black, Eyes: Red

HP TOTAL 23 CURRENT 23

STR 14 (+2)

DEX 18 (+4)

CON 8 (+-1)

INT 10 (+0)

WIS 13 (+1)

CHA 12 (+1)

INITIATIVE 6 =  $\underbrace{4}_{\text{Dex}} + \underbrace{2}_{\text{Misc}}$

AC 14 =

$10 + \underbrace{0}_{\text{Armour}} + \underbrace{0}_{\text{Shield}} + \underbrace{4}_{\text{Dex}} + \underbrace{0}_{\text{Size}} + \underbrace{0}_{\text{Natural}} + \underbrace{0}_{\text{Deflect}} + \underbrace{0}_{\text{Misc}}$

Touch 14, Flat-Footed 10

Saving Throws TOTAL Base Ability Magic Misc Temp

Fortitude 3 = 4 + -1 + 0 + 0 + 0

Reflex 8 = 4 + 4 + 0 + 0 + 0

Will 2 = 1 + 1 + 0 + 0 + 0

## CONDITIONAL MODIFIERS

+2 Vs Enchantment

BASE ATTACK BONUS +4

SPELL RESISTANCE 0

CMB 6 =  $\underbrace{4}_{\text{BAB}} + \underbrace{2}_{\text{STR}} + \underbrace{0}_{\text{SIZE}} + \underbrace{0}_{\text{MISC}}$

CMD 20 =  $\underbrace{4}_{\text{BAB}} + \underbrace{2}_{\text{STR}} + \underbrace{4}_{\text{DEX}} + \underbrace{0}_{\text{SIZE}} + \underbrace{0}_{\text{MISC}} + 10$

## Attacks

**Mstrwrk Composite Longbow** Attack Bonus Critical Damage  
P, 110' range +10 20/x3 1d8+2

**MW Comp. Longbow** Attack Bonus Critical Damage  
P, Rapid shot, 110' range +8 20/x3 1d8+2

**MW Comp. Longbow** Attack Bonus Critical Damage  
P, Point blank shot, 30' range +11 20/x3 1d8+3

**MW Comp. Longbow** Attack Bonus Critical Damage  
P, RS, PBS 30' range +9 20/x3 1d8+3

## FEATS

Track<sup>b</sup>, Endurance<sup>b</sup> Point Blank Shot (Human), Rapid Shot (1st), Precise Shot (2nd, Bonus), Weapon Focus (Longbow) (3rd)

## TRAITS

Reactionary, Anatomist **Carrying Capacity**

Light Load Medium Load Heavy Load

<16

<33

<49

SPEED 30', 6sq (light load)

## SKILLS

SKILL NAMES	BONUS	ABILITY	RANKS	MISC	CLASS
Acrobatics	4	=Dex	4	+ 0	+ 0 +0
Appraise	0	= Int	0	+ 0	+ 0 +0
Bluff	3	=Cha	1	+ 2	+ 0 +0
Climb	2	= Str	2	+ 0	+ 0 +0
Craft	0	= Int	0	+ 0	+ 0 +0
Diplomacy	3	=Cha	1	+ 2	+ 0 +0
Disable Device*	-	=Dex	4	+ 0	+ 0 +0
Disguise	1	=Cha	1	+ 0	+ 0 +0
Escape Artist	4	=Dex	4	+ 0	+ 0 +0
Fly	4	=Dex	4	+ 0	+ 0 +0
Handle Animal*	5	=Cha	1	+ 1	+ 0 +3
Heal	1	=Wis	1	+ 0	+ 0 +0
Intimidate	1	=Cha	1	+ 0	+ 0 +0
Know(Arcana)	-	= Int	0	+ 0	+ 0 +0
Know(Dungeoneering)	4	= Int	0	+ 1	+ 0 +3
Know(Engineering)	-	= Int	0	+ 0	+ 0 +0
Know(Geography)	7	= Int	0	+ 4	+ 0 +3
Know(History)	-	= Int	0	+ 0	+ 0 +0
Know(Local)	-	= Int	0	+ 0	+ 0 +0
Know(Nature)	4	= Int	0	+ 1	+ 0 +3
Know(Nobility)	-	= Int	0	+ 0	+ 0 +0
Know(Planes)	-	= Int	0	+ 0	+ 0 +0
Know(Religion)	-	= Int	0	+ 0	+ 0 +0
Linguistics*	-	= Int	0	+ 0	+ 0 +0
Perception	8	=Wis	1	+ 4	+ 0 +3
Perform	-	=Cha	1	+ 0	+ 0 +0
Profession (Gardener)	1	=Wis	1	+ 0	+ 0 +0
Ride	4	=Dex	4	+ 0	+ 0 +0
Sense Motive	5	=Wis	1	+ 4	+ 0 +0
Sleight of Hand	8	=Dex	4	+ 4	+ 0 +0
Spellcraft	4	= Int	0	+ 1	+ 0 +3
Stealth	9	=Dex	4	+ 2	+ 0 +3
Survival	6	=Wis	1	+ 2	+ 0 +3
Swim	2	= Str	2	+ 0	+ 0 +0
Use Magic Device*	-	=Cha	1	+ 0	+ 0 +0
Wild Empathy (virtual)	5	=Cha	1	+ 0	+ 4 + 0

## LANGUAGES

Common, Kelish, Gnome, Varision

## SPECIAL ABILITIES

Favored Yokai (see notes) Favoured Terrain (Water/Coastline) Hunter's Bond (animal)

## SPELLS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
∞	12	1	0	1

## Domains / Specialty School

None

## Spells Known/Slots (CL 1):

all

---

## Conditional Modifiers

## GEAR

Name	Location	Value	Weight
Masterwork Composite Longbow (+2 str)	back	475	6
Total		0	0

At 1st level, a yokai hunter gains a +2 bonus on weapon attacks and damage rolls against one of the following creature types (and subtypes, if applicable), which are considered yokai for the purposes of this archetype: aberration, dragon, fey, magical beast, outsider (native), and undead (incorporeal). (A GM may choose to alter this list for the purposes of her campaign.)

At 5th level and every five levels thereafter, a yokai hunter may select another favored yokai from this list, gaining a +2 bonus on weapon attacks and damage rolls against that yokai.

In addition, whenever a yokai hunter sees a favored yokai that is disguised or has not made its otherworldly essence known, he gains an automatic check to identify the creature as such. To make this check, a yokai hunter rolls 1d20 and adds his yokai hunter level and Charisma modifier (DC 10 + 1/2 the yokai's Hit Dice + the yokai's Cha modifier). A successful check means that the yokai hunter recognizes the creature's ties to the spiritual world. Regardless of whether the check is successful, a yokai hunter gains the bonus on weapon attacks and damage rolls against favored yokai.