

**XP 2,400**

Male elf ranger 6

N Medium humanoid (elf)

**Init** +8; **Senses** low-light vision; Perception +13

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**DEFENSE**

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**AC** 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)**hp** 55 (6d10+18)**Fort** +6, **Ref** +9, **Will** +4; +2 vs. enchantment spells and effects**Immune** sleep

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**OFFENSE**

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**Speed** 30 ft.**Melee** masterwork handaxe +7/+2 (1d6+1/x3)**Ranged** +1 *composite longbow* +11/+6 (1d8+2/x3)**Special Attacks** favored enemy (animal) +4, favored enemy (magical beast) +2**Prepared Spells** (CL 3rd)1st—*entangle* (DC 13), *pass without trace*

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**STATISTICS**

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**Str** 12, **Dex** 18, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8**Base Atk** +6; **CMB** +7; **CMD** 22**Feats** Dodge, Endurance, Improved Initiative, Improved Precise Shot, Point Blank Shot, Precise Shot, Toughness**Skills** Climb +10, Knowledge (geography) +9, Knowledge (nature) +9, Perception +13, Stealth +13, Survival +11; **Racial****Modifiers** +2 Perception**Languages** Common, Elven**SQ** combat style (archery), elven magic, favored terrain (forest) +2, hunter's bond (companions), track, weapon familiarity, wild empathy**Gear** +1 *composite longbow (mighty +1)* with 50 arrows, +1 *studded leather armor*, masterwork handaxe, *potion of cure light wounds* (2)