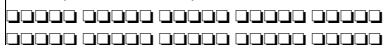




EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Dagger	Equipped	2	1 (2) / 2 (4)
Leather	Equipped	1	15 / 10
Bolts (Crossbow/10)	Equipped	5	1 (5) / 1 (5)
			
Crossbow (Heavy)	Carried	1	8 / 50
TOTAL WEIGHT CARRIED/VALUE		30 lbs.	69gp

WEIGHT ALLOWANCE			
Light	43	Medium	86
Heavy	130		
Lift over head	130	Lift off ground	260
		Push / Drag	650

MONEY	
Total= 0 gp	

### MAGIC

Languages	
Common, Dwarven, Elven	

### Other Companions

### Archetypes

**Burglar** [Paizo Inc. - Advanced Player's Guide, p.132]

**Infiltrator** [Paizo Inc. - Advanced Player's Guide, p.125]

Some rangers study their favored enemies and learn their ways, applying this knowledge to their own abilities and using their foes' strengths against them. Infiltrators are willing to walk a mile in an enemy's shoes so as to learn everything there is to know about their foes in order to more effectively hunt and kill them.

### Traits

**Child of the Streets** [Paizo Inc. - Advanced Player's Guide, p.330]

You grew up on the streets of a large city, and as a result you have developed a knack for picking pockets and hiding small objects on your person. You gain a +1 trait bonus on Sleight of Hand checks, and Sleight of Hand is always a class skill for you.

**Elven Reflexes** [Paizo Inc. - Advanced Player's Guide, p.331]

One of your parents was a member of a wild elven tribe, and you've inherited a portion of your elven parent's quick reflexes. You gain a +2 trait bonus on Initiative checks.

### Special Attacks

**Sneak Attack (Ex)** [Paizo Inc. - Core Rulebook, p.68]

If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 2d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

**Undead (Ex)** [Paizo Inc. - Core Rulebook, p.64]

You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against undead. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

### Special Qualities

**Adaptability (Ex)** [Paizo Inc. - Core Rulebook, p.24]

Half-elves receive Skill Focus as a bonus feat at 1st level.

**Change Shape (Su)** [Paizo Inc. - Bestiary, p.196]

All lycanthropes have three forms--a humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, an afflicted lycanthrope can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Constitution check. On nights when the full moon is visible, an afflicted lycanthrope gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a -5 penalty to Constitution checks made to assume humanoid form. An afflicted lycanthrope reverts to

its humanoid form automatically with the next sunrise, or after 8 hours of rest, whichever comes first. A slain lycanthrope reverts to its humanoid form, although it remains dead.

**Elf Blood (Ex)** [Paizo Inc. - Core Rulebook, p.24]

Half-elves count as both elves and humans for any effect related to race.

**Elven Immunities (Ex)** [Paizo Inc. - Core Rulebook, p.24]

Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

**Evasion (Ex)** [Paizo Inc. - Core Rulebook]

You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

**Keen Senses (Ex)** [Paizo Inc. - Core Rulebook, p.24]

Half-elves receive a +2 bonus on Perception skill checks.

**Low-Light Vision (Ex)** [Paizo Inc. - Bestiary]

You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

**Minor Magic (Disrupt Undead) (Sp)** [Paizo Inc. - Core Rulebook, p.68]

You can cast Disrupt Undead. This spell can be cast three times a day as a spell-like ability. The caster level for this ability is 3. The save DC for this spell is 11.

**Multitalented (Ex)** [Paizo Inc. - Core Rulebook, p.24]

Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

**Scent (Ex)** [Paizo Inc. - Bestiary, p.304]

You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can identify familiar odors just as humans do familiar sights. You can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range. When you detect a scent, the exact location of the source is not revealed--only its presence somewhere within range. You can take a move action to note the direction of the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.

**Track (Ex)** [Paizo Inc. - Core Rulebook, p.64]

You gain +1 to Survival checks made to follow tracks.

**Trapfinding (Ex)** [Paizo Inc. - Core Rulebook, p.68]

You add +1 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.

**Trap Sense (Ex)** [Paizo Inc. - Core Rulebook]

You gain a +1 bonus on Reflex saves made to avoid traps, and a +1 dodge bonus to AC against attacks made by traps.

**Wild Empathy (Ex)** [Paizo Inc. - Core Rulebook, p.50/64]

You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+1 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might

take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

## Feats

### Skill Focus (Perception)

[Paizo Inc. - Core Rulebook, p.134]

You are particularly adept at your chosen skill.

You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

### Stealthy

[Paizo Inc. - Core Rulebook, p.135]

You are good at avoiding attention and slipping out of bonds.

You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

### Two-Weapon Fighting

[Paizo Inc. - Core Rulebook, p.136]

You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon.

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

## Proficiencies

Amentum, Amentum (Javelin), Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Great Terbutje, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Waraxe (Dwarven), Warhammer, Wushu Dart

## Templates

Lycanthrope

# Lee Gravesbane

Half-Elf (Afflicted Weretiger)

RACE

26

AGE

Male

GENDER

Low-Light Vision

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 6"

HEIGHT

130 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

## Description:

## Biography:

Lee is a half-elf whose father was a traveller who married an elf. Lee grew up to age 9 learning how to be agile and shoot the bow until the village was attacked by a horde of Vampires with an undead horde. His parents were killed by a head vampire and that's when he fled. Lee took a horse and escaped to the nearest city. While there he did what any orphaned child does in a city; he learned the thieves trade.