

Tagline code

Race: *note the space at the start, very important to leave it in*

| HP 13/13 | [ooc]AC 15 T 12 FF 13[/ooc] | CMB +3, CMD 15 | [ooc]F +4, R +4, W +2[/ooc] |
Init +2 | [ooc]Perc +6[/ooc]

Classes / levels: *note the space at the start, very important to leave it in*

| Speed 30ft | [ooc]Active conditions: None[/ooc]

Gender:

[b]"Brialla"[/b] [ooc]Female NG human ranger 1[/ooc]

Statblock code

Put in "About" Section to create a Paizo Style Statblock.

[i]Most assume Brialla is shy, but she simply feels more at home in the wilderness, where she often studies archery and herbalism.[/i]

[b][bigger]Brialla[/bigger][[/b]

Female human ranger 1

NG Medium humanoid (human)

[b]Init[/b] +2; [b]Senses[/b] Perception +6

[b][bigger]Defense[/bigger][[/b]

[b]AC[/b] 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

[b]HP[/b] 13 (1d10+3)

[b]Fort[/b] +4, [b]Ref[/b] +4, [b]Will[/b] +2

[b][bigger]Offense[/bigger][[/b]

[b]Speed[/b] 30 ft.

[b]Melee[/b] longword +3 (1d8+2/19–20)

[b]Ranged[/b] longbow +3 (1d8/x3)

[b]Special Attacks[/b] favored enemy (giants +2)

[b][bigger]Statistics[/bigger][[/b]

[b]Str[/b] 14, [b]Dex[/b] 15, [b]Con[/b] 14, [b]Int[/b] 10, [b]Wis[/b] 14, [b]Cha[/b] 11

[b>BAB[/b] +1; [b>CMB[/b] +3; [b>CMD[/b] 15

[b>Feats[/b] Point-Blank Shot, Precise Shot

[b>Skills[/b] Acrobatics +2, Diplomacy +1, Heal +6, Knowledge (local) +1, Perception _6, Sense Motive +3, Survival +6

[b>Languages[/b] Common

[b]SQ[/b] track +1, wild empathy +1

[b]Combat Gear[/b] studded leather, longbow with 20 arrows, longsword, backpack, grappling hook, hemp rope (50 ft.), manacles, spade, torches (10), waterskin, 12gp, 9sp

[b][bigger]Special Abilities[/bigger][[/b]

[b]Favored Enemy[/b] Against giants, Brialla gets a +2 bonus on weapon attack and damage rolls. She also gains a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival skill checks against giants. She can make Knowledge skill checks untrained to identify giants.

[b]Point-Blank Shot[/b] Brialla gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.

[b]Track[/b] Brialla adds +1 to Survival skill checks to follow tracks.

[b]Wild Empathy[/b] Brialla can improve animals' attitudes using wild empathy (like how Diplomacy works with people).

[spoiler=Background]Along with her gregarious cousin, Meraina, Brialla grew up in Port Ice in northern Brevoy. Brialla's mother and aunt eked out livings as cleaners and bookkeepers for some of Port Ice's less scrupulous merchants, who often engaged in lake piracy. The family's bonds are tight especially since the adventurers' mothers are twins and their grandmother Rhylene is the clan matriarch. Just a couple of years ago, Brialla's family pooled their funds to commission a special signet ring for Rhylene as a birthday gift. Brialla's mother, Sivelle, accompanied her employer to Highdelve, where the finest jewelers in the region live. There, a friendly jeweler created a ring of the family's design. Rhylene was delighted, but unfortunately, the ring recently fell into the Lake of Mists and Veils while the grandmother was visiting the docks. Along with Meraina, Brialla journeys to Highdelve to track down the jeweler who made her grandmother's signet ring. She hopes the jeweler has a copy of the ring's designs, since the family didn't keep their own copy. Trouble is, Sivelle does not remember the particular jeweler she used, and she herself can't go. The cousins must track down the ring designs in Highdelve. [/spoiler]