

Alexandra Canto

Alexandra cuts an evidently feminine figure with curvaceous proportions despite her woodsman pants and hooded cloak. When the hood is drawn back her raven black ponytail, high cheekbones, tan skin, and striking golden eyes make her a remarkable beauty. That stated her eyes are usually actively searching and taking information and her calloused hands betray her long hours honing her archery.

3rd level Hooded Champion (Ranger)

Str 14 **BAB** +3 **CMB** +5 **CMD** +19 **HP** 26
Dex 18 **Fort** +5* **Ref** +7 **Will** +2
Con 13 **AC** 18 **touch** 14 **flat footed** 14 (+4 armor, +4 dexterity)
Int 15 **Speed** 30ft, **Senses Perception** +12 **Init** +4 (+6 with panache)
Wis 13
Cha 17

Feats: Point Blank Shot, Precise Shot, Sleep Venom

Traits: Armor Expert, Magical Knack **Drawback:** Umbral Unmasking (her shadow self has writhing snakes for hair.)

Skills: Bluff +6, Climb +6, Craft (Bowyer/Fletcher) +6, Diplomacy +4, Disable Device +7, Disguise +4 (+8 to appear fully human), Handle Animal +9, Heal (Wis), Intimidate +9, Knowledge (dungeoneering) +6, Knowledge (geography) +6, Knowledge (nature) +6, Linguistics +3 (Common, Draconic, Elvish, Vishkanya), Perception +8, Ride +8, Spellcraft +6, Stealth +12, Survival +7, and Swim+6.

SQs Panache Pool, Favored Enemy

Melee +5 Kukri 1d4+2

Ranged +8 mw Composite Longbow 1d8+2

Equipment

2 Kukri (16GP), mw Composite Longbow (450gp_, MW chainshirt (+4 AC max Dex +4, no AC penalty 250 GP), Traveler's Any Tool (250GP), Sleeves of many Garments (200GP), Ioun Torch (75GP), 50ft of silk rope (10GP), Ranger's Kit (9gp), Druid's kit (14GP) and 226GP left.

Deeds:

At 1st level, the hooded champion gains the swashbuckler's derring-do and dodging panache deeds, as well as the following deeds. For all deeds, treat the hooded champion's ranger level as his swashbuckler level.

Dead Aim (Ex): At 1st level, the hooded champion's can spend 1 panache point when making a single ranged attack (not a full attack) with a bow to make a ranged touch attack instead. The target must be in the bow's first range increment.

At 3rd level, the hooded champion gains the swashbuckler's kip-up deed as well as the following deed.

Hooded Champion's Initiative (Ex): At 3rd level, while the hooded champion has at least 1 panache point, he gains a +2 bonus on initiative checks. In addition, if he has the Quick Draw feat, his hands are free and unrestrained, and his weapon isn't hidden, he can draw a single bow as part of the initiative check.

Vishkanya is here

<https://sites.google.com/site/pathfinderogc/races/other-races/uncommon-races/arg-vishkanyas>

I'm using the Deceptive and Subtle Appearance alt race traits

*+HD vs poisons

** this is the one I will drop if it was intended to only get 2 and drawback no 3rd for the drawback

Background: As a baby I was left in the woods to die of exposure. Maybe my mother saw my golden eyes or felt my soft barely visible scales and was repulsed, or maybe she was forced to, it doesn't matter the results were the same I was left in a basket to die in the woods.

My teacher Cassius heard my cries and took me in. I was weaned on goodberries and raised in the woods as Cassius was a hermit. He taught me to be strong, how to fight, how to shoot a bow, how to track, how to hunt.

Hermits still trade and Cassius had friends that understood his way of life. Other woodsmen like trappers, Rangers, and Druids. The latter spoke a special tongue I never learned. I was most intrigued by the traveling merchants as they sometimes had other children that I could play with but this rarely ended well. Mothers held their children away from me, my golden eyes made me something unnatural and feared.

When I came of age the men gave different looks. My eyes became less a focus I suppose.

Cassius gained a reputation as helping those truly in need, when the time came to confront a beast that had taken a child to its lair my mentor answered the call. I was away on my first solo hunt. He never came back, the owlbear proved too strong and the child died as well.

I trained harder, traveled and met more people. In my assessment people are a big part of the problem, they mess with power they don't understand and sometimes that power creates beasts. Owlbears were made by human wizards. Our Hubris is a problem I'm not sure I have an answer for but I can and will face the beastly consequences of our mortal errors.

I learned what I am. I am Vishkanya, the great granddaughters of the first Medusa, that her poison flows through my veins. Her curse is also a gift and my inheritance. I also found a god who's values mirror Cassius' teachings. Dianna goddess of the Hunt watches over me.

Plans for further development: Eventually I plan to mix a cross-blooded sorc level in (Dragon blooded and Serpent Blooded) to give a natural attack routine and qualify for Arcane archer, possibly mixing in some Dragon Disciple levels as well. She will stay a competitive archer, perception, and survival will remain her bread and butter party skills. I'm planning on having her act a little on the shy side at first having primarily been exposed to Rangers and Druids, once the sorc level kicks in she'll gradually become more salacious.

Her present hat trick is using sleep venom and possibly Dead Aim to knock foes out. When she get few arcane archer levels she'll be able to kick things up a notch (see what I did there.) From a melee standpoint she'll be able to switch hit starting next level with a swift action pop fangs and claws of a 3 attack routine so she'll be a switch hitter soon.

4th level:

Add 1st level Crossblooded sorc with

<https://sites.google.com/site/pathfinderogc/classes/core-classes/sorcerer/bloodlines/bloodlines-from-paizo/draconic-bloodline> and

<https://sites.google.com/site/pathfinderogc/classes/core-classes/sorcerer/bloodlines/bloodlines-from-paizo/serpentine-bloodline>

Adding a bite attack and poison to melee for a limited duration. 3 cantrips (message, mage hand, mending), 1 1st level spell (Charm Person)

5th Level:

Back to Ranger in time for Animal Companion (prolly a constrictor snake) and Boon Companion Feat

7th level:

2 Feats! Weapon Focus Longbow and Rapid shot

8th level and up should qualify for both Arcane archer and Dragon Disciple by now meaning I can grab all sorts of archer shiniies, advance bloodlines for a claw bite routing boost my strength get a familiar possibly a breath weapon or be able to rain misery on all my foes with arrows. Feats continue to build an awesome archer but also caster levels and plenty of other goodies.