

## Baron Jamir Medvyed

Player: Todd W.

Male Halfling Bard (Archivist) 4, Oracle 1, Paladin (Divine Hunter) 1 - CL6 - CR 5

Lawful Good Humanoid (Halfling); Deity: Erastil; Age: 27; Height: 3' 3"; Weight: 35lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	8	-1	
<b>DEX</b> DEXTERITY	16	+3	
<b>CON</b> CONSTITUTION	8	-1	
<b>INT</b> INTELLIGENCE	12	+1	
<b>WIS</b> WISDOM	10	0	
<b>CHA</b> CHARISMA	19	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+4 =	+3	-1	+1	+1		
<b>REFLEX</b> (DEXTERITY)	+9 =	+4	+3	+1	+1		
<b>WILL</b> (WISDOM)	+10 =	+8		+1	+1		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 19 =	+3	+1	+3	+1		+1		

**Touch AC** 15      **Flat-Footed AC** 16

CM Bonus	BAB	Strength	Size	Misc
+2 =	+4	-1	-1	-

CM Defense	BAB	Strength	Dexterity	Size
16 = 10	+4	-1	+3	-1

HP	Total	Damage / Current HP
27		

**Base Attack** +4      **Initiative** +3

**Speed** 20 ft

### Masterwork Crossbow, Light

Ranged: +7, 1d6      Crit: 19-20/x2  
Ranged, Both Hands: +9, 1d6      Rng: 80'  
2-Hand, P

### Unarmed Strike

Mainhand: +4, 1d2-1      Crit: 20/x2  
Light, B, Nonlethal

### Masterwork Buckler

+1      Max Dex: -, Armor Check: -  
Spell Fail: 5%, Shield

### Masterwork Studded Leather

+3      Max Dex: +5, Armor Check: -  
Spell Fail: 15%, Light



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+5	DEX (3)	-	
<b>Appraise</b>	+5	INT (1)	1	
<b>Bluff</b>	+11	CHA (4)	4	
<b>Climb</b>	+1	STR (-1)	-	
<b>Diplomacy</b>	+13	CHA (4)	6	
<b>Disguise</b>	+8	CHA (4)	1	
<b>Escape Artist</b>	+3	DEX (3)	-	
<b>Fly</b>	+5	DEX (3)	-	
<b>Heal</b>	+0	WIS (0)	-	
<b>Intimidate</b>	+8	CHA (4)	1	
<b>Knowledge (Arcana)</b>	+12	CHA (4)	3	
<b>Knowledge (Dungeoneering)</b>	+10	CHA (4)	1	
<b>Knowledge (Engineering)</b>	+10	CHA (4)	1	
<b>Knowledge (Geography)</b>	+10	CHA (4)	1	
<b>Knowledge (History)</b>	+10	CHA (4)	1	
<b>Knowledge (Local)</b>	+10	CHA (4)	1	
<b>Knowledge (Nature)</b>	+10	CHA (4)	1	
<b>Knowledge (Nobility)</b>	+10	CHA (4)	1	
<b>Knowledge (Planes)</b>	+10	CHA (4)	1	
<b>Knowledge (Religion)</b>	+10	CHA (4)	1	
<b>Linguistics</b>	+9	INT (1)	5	
<b>Perception</b>	+6	WIS (0)	1	
<b>Perform (Sing)</b>	+10	CHA (4)	3	
<b>Ride</b>	+3	DEX (3)	-	
<b>Sense Motive</b>	+4	WIS (0)	1	
<b>Spellcraft</b>	+5	INT (1)	1	
<b>Stealth</b>	+11	DEX (3)	1	
<b>Survival</b>	+0	WIS (0)	-	



## Spells & Powers

### Oracle Spell DC: 14 + spell level

CL: 1 (vs. SR: +1, Concentration: +5)

Melee Touch +4 Ranged Touch +8

Maximum Oracle spells known / per day: **4/\*x0; 2/4x1**

Oracle 0: Purify Food and Drink (DC 14), Create Water, Mage Hand, Detect Poison, Stabilize, Ghost Sound (DC 14)

Oracle 1: Cure Light Wounds (DC 15), Bless, Unbreakable Heart

### Paladin (Divine Hunter) Spell DC: 14 + spell level

CL: 0 (vs. SR: +0, Concentration: +4)

Melee Touch +4 Ranged Touch +8

Maximum Paladin (Divine Hunter) spells per day:

## Companions

### Horse, heavy (combat trained), Male Horse, Heavy (Horse, Heavy +2, Advanced Creature - Animal +0) - CL2 - CR 2

STR **20** (+5), DEX **18** (+4), CON **21** (+5), INT **2** (-4), WIS **17** (+3), CHA **11** (0); Fortitude **+8**, Reflex **+7**, Will **+3**

HP: 19/19; Init: +4; Speed: 50 feet

Attack Bonus: -4; Armor Class: 19 / 12Tch / 16FI

Acrobatics **+0**, Climb **+1**, Escape Artist **+0**, Fly **-2**, Perception **+8**, Ride **+0**, Stealth **-4**, Swim **+1**

Bite (Horse, Heavy) **+1**, **1d4+5**, 20/x2

Gauntlet (from Armor) **+1**, **1d4+5**, 20/x2

Hooves x2 (Horse, Heavy) **-4 x2**, **1d6+2**, 20/x2

Unarmed Strike **+1**, **1d4+5**, 20/x2

Whip **-7**, **1d2+5**, 20/x2

Special: Combat Riding [Trick], Endurance, Low-Light Vision, Run, Scent (Ex)

### Pony, Male Horse, Pony - CL2 - CR 1

STR **13** (+1), DEX **13** (+1), CON **14** (+2), INT **2** (-4), WIS **11** (0), CHA **4** (-3); Fortitude **+5**, Reflex **+4**, Will **+0**

HP: 3/13; Init: +1; Speed: 40 feet

Attack Bonus: +1; Armor Class: 11 / 11Tch / 10FI

Perception **+5**

Hooves x2 (Horse, Pony) **+2 x2**, **1d3+1**, 20/x2

Unarmed Strike **+2**, **1d3+1**, 20/x2

Special: Endurance, Low-Light Vision, Riding [Trick], Run, Scent (Ex)

### Pony (combat trained), Male Horse, Pony - CL2 - CR 1

STR **13** (+1), DEX **13** (+1), CON **14** (+2), INT **2** (-4), WIS **11** (0), CHA **4** (-3); Fortitude **+5**, Reflex **+4**, Will **+0**

HP: 13/13; Init: +1; Speed: 40 feet

Attack Bonus: +1; Armor Class: 11 / 11Tch / 10FI

Acrobatics **-2**, Climb **-2**, Escape Artist **-2**, Fly **-2**, Perception **+5**, Ride **-2**, Stealth **-2**, Swim **-2**

Hooves x2 (Horse, Pony) **+2 x2**, **1d3+1**, 20/x2

Unarmed Strike **+2**, **1d3+1**, 20/x2

Special: Combat Riding [Trick], Endurance, Low-Light Vision, Run, Scent (Ex)

## Background

Birthday Sarenith 12, 4685

Noble born trait (Medvyed)

Noble Born: You claim a tangential but legitimate connection to one of Brevoys's noble families. If you aren't human, you were likely adopted by one of Brevoys's nobles or were instead a favored servant or even a childhood friend of a noble scion. Whatever the cause, you've had a comfortable life, but one far from the dignity and decadence your distant cousins know. Although you are associated with an esteemed name, your immediate family is hardly well to do, and you've found your name to be more of a burden to you than a boon in many social situations. You've recently decided to test yourself, to see if you can face the world without the aegis of a name you have little real claim or care

for. An expedition into the storied Stolen Lands seems like just the test to see if you really are worth the title "noble." Choose one of the following noble families and associated benefit.

Medvyed: Your family has long a deep respect for the wilderness and is superstitious about the creatures that dwell therein. You gain a +2 trait bonus on all Diplomacy checks made to deal with fey creatures and a +1 trait bonus on Will saves made against their spells and supernatural abilities. Your family motto is "Endurance Overcomes All."

Bardic Performance: Naturalist (+1 to ac and attack roles shared w/ allies within 30 ft range)

bear, grizzly

blood caiman

boars

centipede, giant

centipede, giant whiptail

frog, giant

giant, hill

humans

hydra

kobolds

leucrotta

lycanthrope, werewolf

mites

shambling mound

slurk

spiders, giant

tick, giant (variant)

troll

will-o'-wisp

wolves

worgs

wyvern

zombies

money is at Stag's Crossing

Divine Hunter Archetype