

# ASHUR VENDORIA: WOLF HUMAN RANGER



NEDEXODUS ICONIC:  
ASHUR VENDORIA

## ASHUR VENDANA

### Male human ranger 3

CG Medium humanoid (human)

**Homeland** Sametia

**Deity** Sanguine Covenant

**Init** +1; **Senses** Perception +7

### DEFENSE

**AC** 20, touch 11, flat-footed 19 (+6 armor, +1 Dex, +3 shield)

**hp** 27 (3d10+6)

**Fort** +6; **Ref** +5; **Will** +3

### OFFENSE

**Speed** 30 ft. (20 ft. in armor)

**Melee** mwk shortspear +7 (1d6+3) or mwk shortspear +3 (1d6+3) and darkwood shield bash +3 (1d4+3)

**Ranged** javelin +4 (1d6+3)

**Special Attack** favored enemy (humans +2)

### STATISTICS

**Str** 17, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +3; **CMB** +5; **CMD** 16

**Feats** Endurance, Improved Shield Bash, Run, Shield Focus, Two-Weapon Fighting

**Skills** Climb +8, Intimidate +4, Knowledge (geography) +5, Knowledge (nature) +6, Perception +7, Spellcraft +5, Stealth +7, Survival +7 (+8 following tracks)

**Languages** Common

**SQ** Bonus feats and combat style (two-weapon combat: two-weapon fighting), favored enemy (humans +2), favored terrain (plains +2), track, wild empathy

### SPECIAL ABILITIES

**Bonus Feats and Combat Style** Ashur has aptitude in the two-weapon fighting weapon style. This grants him the two-weapon fighting feat so long as he wears medium armor or lighter. He also has the Endurance bonus feat.

**Favored Enemy** Ashur gains a +2 bonus against humans with Bluff, Knowledge, Perception, Sense Motive and Survival checks, as well as on weapon attack and damage rolls.

**Favored Terrain** Ashur gain a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks. He may move through plains normally without leaving a trail and he cannot be tracked unless he wishes to.

**Track** Ashur adds half his level to Survival checks made to follow tracks.

**Wild Empathy** Ashur can made a 1d20+2 Charisma-based check to influence the attitude of a visible animal within 30 feet.



### EQUIPMENT

Masterwork shortspear, darkwood shield, 3 javelins, *cloak of resistance* +1, agile breastplate, pouch; pouch contains *potion of cure moderate wounds*, *potion of bull's strength*, [2] *potions of magic weapon*, *potion of shield of faith* +2, *potion of jump*, *potion of cat's grace*, a collection of jewelry and other trophies worth 30 gp, and a purse containing 5gp, 12sp, and 20cp.

## SAMETIA & THE JANUS HORDE

Located in eastern Exodus, the grass plains of Sametia have been overrun by the barbaric forces of the Janus Horde. After a bloody repression by the major powers of Exodus, Sametia turned to barbarism and actively opposed society. Today, your homeland is overrun by barbarians seeking to destroy all civilization. The Janus Horde attacks every nation on Exodus.

## ASHUR VENDANA

### Male human ranger 5

CG Medium humanoid (human)

**Homeland** Sametia

**Deity** Sanguine Covenant

**Init** +1; **Senses** Perception +9

### DEFENSE

**AC** 21, touch 11, flat-footed 20 (+7 armor, +1 Dex, +3 shield)

**hp** 47 (5d10+15)

**Fort** +7; **Ref** +6; **Will** +3

### OFFENSE

**Speed** 30 ft. (20 ft. in armor)

**Melee** +1 shortspear +10 (1d6+5) or +1 shortspear +6 (1d6+5) and bashing darkwood shield +6 (1d8+5)

**Ranged** pilum +6 (1d8+3)

**Special Attack** favored enemy (humans +4, giant +2)

**Ranger Spells Prepared (CL 1; concentration +2)**

**1st**—*lead blades, longstrider*

### STATISTICS

**Str** 18, **Dex** 13, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +5; **CMB** +8; **CMD** 19

**Feats** Endurance, Improved Shield Bash, Run, Shield Focus, Toughness, Two-Weapon Fighting

**Skills** Climb +11, Intimidate +6, Knowledge (geography) +7, Knowledge (nature) +7, Perception +9, Spellcraft +6, Stealth +9, Survival +9 (+11 following tracks)

**Languages** Common

**SQ** Bonus feats and combat style (two-weapon combat: two-weapon fighting), favored enemy (humans +4, giant +2), favored terrain (plains +2), hunter's bond (companions), track, wild empathy

### SPECIAL ABILITIES

**Bonus Feats and Combat Style** Ashur has aptitude in the two-weapon fighting weapon style. This grants him the two-weapon fighting feat so long as he wears medium armor or lighter. He also has the Endurance bonus feat.

**Favored Enemy** Ashur gains a +4 bonus against humans with Bluff, Knowledge, Perception, Sense Motive and Survival checks, as well as on weapon attack and damage rolls, and a +2 bonus on the same checks and rolls against giants.

**Favored Terrain** Ashur gain a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks. He may move through plains normally without leaving a trail and he cannot be tracked unless he wishes to.

**Hunter's Bond** Ashur has a bond with his hunting companions. As a move action he grants half his favored enemy bonus against a single target of the appropriate type to all allies within 30 feet who can see



or hear him. This bonus lasts for 1 round and does not stack with favored enemy bonuses possessed by his allies; they use whichever is higher.

**Track** Ashur adds half his level to Survival checks made to follow tracks.

**Wild Empathy** Ashur can made a 1d20+3 Charisma-based check to influence the attitude of a visible animal within 30 feet.

### EQUIPMENT

+1 *shortspear*, +1 *bashing darkwood shield*, +1 *agile breastplate*, *cloak of resistance* +1, 5 pilum, pouch; pouch contains *potion of protection from arrows* (30 points), *potion of bull's strength*, *potion of cat's grace*, [2] *potions of cure moderate wounds*, a collection of trophies including jewelry worth 50 gp, and a purse containing 4pp, 15gp, 8sp, and 12cp.

## SAMETIA & THE JANUS HORDE

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