

Anita Bath the Beastbrood Tiefling

Lynn

CHARACTER: Tiefling, Medium, Female, 72, Neutral, on your own path to godhood

PLAYER: Lynn, 5'6", 120 lbs, Black, Gold Slit Pupils, Asian



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

LANGUAGES: Common, Infernal, Sylvan

Ability Score table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows: STR, DEX, CON, INT, WIS, CHA.

HITPOINTS and CLASS RECORDER table. HITPOINTS: CURRENT HP 13, HP GAINED 12, HD 1. CLASS RECORDER: CLASS NAME Ranger, BAB 1, SKILL 7, FC HPS 1, FORT 2, REF 2, WILL 0, LEVELS 1.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

SKILLS table header with columns: SKILLS, DEX, INT, CHA, STR, WIS, RANKS TOTAL, ABILITY, TRAINED, MISC.

ATTACKS & DEFENSE table. Rows: AC 18, TOUCH 14, FLAT-FOOT 14. Includes Dodge, Natural, Deflect, Misc, Temp columns.

SKILLS table with rows for various skills like Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Handle Animal, Heal, Intimidate, Perception, Perform, Ride, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Survival, Swim, Use Magic Device.



SAVING THROWS table. Rows: FORT 4, REF 6, WILL 2. Includes Class Base, Ability, Enhance, Misc, Temp columns.

ATTACKS table. Rows: MELEE 5, RANGED 5, CMB 5, CMD 19. Includes Base Attack Bonus, Temp, Ability, Size, Misc columns.

FEATS & FEATURES

Class Features, Racial Traits, Feats, and Character Features. Race: Tiefling (Beastbrood-Rakshasa-Spawn) BOF-23. Feats: Power Attack -1 to hit for +2 damage, Slit pupils & fangs, Detect Thoughts (Sp), Tough Skin +1 Natural AC, Natural Skills +2 Sense Motive & Disguise, Darkvision 60', Defensive Racial Traits: Fiendish Resistance: cold, electricity & fire 5, Class: Ranger HD:d10 skills 6+Int Mod, Weapon & Armor Prof.: All simple & martial; Lt & Med Armor & Shield, Track +x=1 to survival checks, Favored Enemy: Undead +2 attack, damage & +2 Bluff, Knowledge, Perception, Sense Motive, Survival, Wild Empathy (Ex) - improve the initial attitude of an animal.

ARMOR & WEAPONS

ARMOR & WEAPONS table. Row: ARMOR Studded Leather, AC Bonus 3, Max Dex 5, Penalty -1, Spell Fail 15, Type Lt, Weight 20.0.

MARK A [ ] TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. \* SKILL CAN BE USED UNTRAINED \* ARMOR CHECK PENALTY APPLIES

EXPERIENCE table. SLOW [ ] MEDIUM [x] FAST [x]. Value: 0 / 2,000.

SPEED, INIT, HERO, SR, DR, RESISTANCES, POOL POINTS table. SPEED 30, INIT 4, HERO, SR, DR, RESISTANCES cold 5, electricity 5, fire 5.

WEAPON table. Rows: longsword (+5, 1d8, 19-20,x2), longbow & quiver of 20 arrows (+5, 1d8, 20,x3), 10 arrows of undead seeking +1 attack, +1d6 dam.