

Anita Bath the Beastbrood Tiefling

Lynn

CHARACTER
Tiefling Medium Female
RACE & LA SIZE GENDER
72 Neutral on your own path to godhood
AGE ALIGNMENT DEITY

PLAYER
5'6" 120 lbs Black Gold Slit Pupils Asian
HEIGHT WEIGHT HAIR EYES SKIN

LANGUAGES: Common, Infernal, Sylvan



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

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

HITPOINTS and CLASS RECORDER tables. HITPOINTS shows current HP 24, HP GAINED 22, HD 2. CLASS RECORDER shows Ranger class with BAB 2, SKILL 14, FC HPS 2, FORT 3, REF 3, WILL 0, LEVELS 2.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

SKILLS table with columns: SKILL, DEX, INT, CHA, STR, WIS, RANKS TOTAL 14, ABILITY, TRAINED, MISC.

ATTACKS & DEFENSE table with columns: ARMOR CLASS, TOTAL, ARMOR, SHIELD, DEX, SIZE, DODGE, NATURAL, DEFLECT, MISC, TEMP. Rows include AC 18, TOUCH 14, FLAT-FOOT 14.

SKILLS table listing 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 with columns: SAVING THROWS, TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP. Rows include FORT 5, REF 7, WILL 2.



ATTACKS table with columns: ATTACKS, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC. Rows include MELEE 6, RANGED 6, CMB 6, CMD 20.

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES
Race: Tiefling (Beastbrood-Rakshasa-Spawn) BOF-23 Power Attack -1 to hit for +2 damage
Slit pupils & fangs Point Blank Shot +1 to hit w/in 30'
Detect Thoughts (Sp) (1/day)
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.

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 SLOW [ ] MEDIUM [x] FAST [ ] 2,000 / 5,000

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

ARMOR & WEAPONS

ARMOR table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Row: Studded Leather, AC 3, MAX DEX 5, PENALTY -1, SPELL FAIL 15, TYPE Lt, WEIGHT 20.0.

WEAPON table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows include longsword, composite longbow +2 & quiver of 20 arrows, 10 arrows of undead seeking +1 attack, +1d6 dam.

