

Anita Bath the Beastbrood Tiefling

CHARACTER
 Tiefling (Beastbrood) Medium Female
 RACE & LA SIZE GENDER
 72 Neutral on your own path to godhood
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Infernal, Sylvan

Lynn

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



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	18	4	18			
DEX	18	4	16	2		
CON	14	2	14			
INT	12	1	12			
WIS	15	2	17	-2		
CHA	12	1	10	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
35	32	3	Ranger	3	21	3	3	3	1	3
TOTAL HP			TOTALS							
35			3							

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	18	-10+	3	0	4		1			
TOUCH	14	-10+			4					
FLAT-FOOT	14	-10+	3	0	0		1			

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	3	2			
REF	7	3	4			
WILL	3	1	2			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	7	3		4		
RANGED	7	3		4		
CMB	7	3	DEX	4		
CMD	21	-10+	B3B	0	8	



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)	Rapid Shot - extra ranged attack/ round
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.	
Endurance: +4 save vs Con/Fort-based saves	
Favored Terrain: +2 initiative, Knowledge (geography), Perception, Stealth, & Survival	Favored Terrains: Underground

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	3		4		
* APPRAISE	1		1		
* BLUFF	1		1		
* CLIMB	7	1	4	3	
* CRAFT	1		1		
* DIPLOMACY	1		1		
* DISABLE DEVICE			4		
* DISGUISE	3		1		2
* ESCAPE ARTIST	3		4		
* FLY	3		4		
* HANDLE ANIMAL	5	1	1	3	
* HEAL	6	1	2	3	
* INTIMIDATE	6	2	1	3	
* KN: dungeoneering	6	2	1	3	
* KN: geography	5	1	1	3	
* KN: nature	7	3	1	3	
* KN:			1		
* KN:			1		
* KN:			1		
* LINGUISTICS			1		
* PERCEPTION	8	3	2	3	
* PERFORM	1		1		
* PROF:			2		
* RIDE	3		4		
* SENSE MOTIVE	4		2		2
* SLEIGHT OF HAND			4		
* SPELLCRAFT			1		
* STEALTH	9	3	4	3	
* SURVIVAL	9	3	2	3	1
* SWIM	7	1	4	3	
* USE MAGIC DEVICE			1		
* STR					
* STR					
* STR					
* STR					
* STR					
* STR					

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 FAST 5,000 / 9,000

SPEED					
BASE	FLY	SWIM	CLIMB	MISC	
30					
INIT					
4	=	4	DEX MOD	+	MISC MOD
HERO					
SR					
DR					
RESISTANCES					
cold 5, electricity 5, fire 5+5					
POOL POINTS					

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Studded Leather	3	5	-1	15	Lt	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
longsword	+6	1d8+4	19-20,x2		S	4.0	
composite longbow +2 & quiver of 20 arrows	+6+2	1d8+6	20,x3	100	P	3.0	
20 arrows of undead bane +2; +4 vs undead & 1d8 dam							

