Anita Bath the Beastbrood Teifling Lynn Tiefling (Beastbrood) Medium Female 5'6" 120 lbs Black Asian RACE & LA SIZE GENDER HEIGHT HAIR SKIN 72 Neutral on your own path to godhood HOMELAND & BACKGROUND OCCUPATION Common, Infernal, Sylvan Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 **HITPOINTS CLASS RECORDER** ARILITY SCORE 18 4 18 **STR** 42 4 Ranger 4 28 4 4 4 1 4 22 6 2 16 4 DEX 2 14 CON 14 NONLETHAL HP DAM INT 12 1 12 15 2 17 -2 WIS 4 28 4 4 4 1 TOTAL HP Ranger **TOTALS** 12 2 1 10 CHA ABILITY SCORE & RACIAL NOTES ⋆□ ACROBATICS ◆ DE) 5 6 **ATTACKS & DEFENSE** ★□ APPRAISE INT BLUFF CHA 19 0 5 AC =10+ **∠** CLIMB STR 4 3 CRAFT: INT 5 3 15 5 MAXIMUM **TOUCH** 5 =10 DIPLOMACY CHA 1 1 ☐ DISABLE DEVICE ◆ DEX 6 SPELI 14 3 0 0 1 15% **LAT-FOOT -10**+ FAILURE ∗□ Disguise CHA 3 1 2 ★□ ESCAPE ARTIST ◆ DEX 5 6 \*□ FLY • DEX 5 6 VING THROWS ABILITY 2 ✓ HANDLE ANIMAL СНА 6 2 1 3 6 4 **FORT** ∗**⊠** HEAL WIS 6 2 3 10 4 6 ∗**☑** INTIMIDATE CHA REF 6 2 3 ☑ KN: dungeoneering INT 6 3 3 2 WILL ☑ KN: geography 6 2 3 ☑ KN: nature INT 8 4 1 3 ATTACKS BASE ATTACK BONUS ☐ KN: INT MELEE 8 4 4 ☐ Kn: INT 1 ☐ KN: INT 1 RANGED 10 4 6 ■ LINGUISTICS INT 1 **\*** ₱ PERCEPTION WIS 9 4 2 3 **CMB** 10 4 DEX 6 ⋆□ Perform: СНА ☑ PROF: WIS 2 CMD 24 B<sub>4</sub>B 0 10 10. ∗□ Ride • DEX 6 5 E SENSE MOTIVE 2 4 **FEATS & FEATURES** ☐ SLEIGHT OF HAND ◆ DEX 6 ✓ SPELLCRAFT INT Race: Tiefling (Beastbrood-Rakshasa-Spawn) BOF-23 Power Attack -1 to hit for +2 damage **I** STEALTH ◆ 6 DEX 12 3 ÷**₽** SURVIVAL WIS 10 2 3 4 Slit pupils & fangs Point Blank Shot +1 to hit w/in 30 **WIM ◆** 3 4 Detect Thoughts (Sp) (1/day) Rapid Shot - extra ranged attack/ round ☐ USE MAGIC DEVICE СНА STR Tough Skin +1 Natural AC STR Natural Skills +2 Sense Motive & Disguise STR STR Darkvision 60' STR Defensive Racial Traits: Fiendish Resistance: cold, electricity & fire 5 STR Class: Ranger HD:d10 skills 6+Int Mod Weapon & Armor Prof.: All simple & martial; Lt & Med Armor & Shield EXPERIENCE 9,000 15,000 FAST 🗖 Track +x=1 to survival checks BASE 30 **SPEED** Favored Enemy: Undead +2 attack, damage & DEX MOD MISC 6 +2 Bluff, Knowledge, Perception, Sense Motive, Survival INIT Wild Empathy (Ex) - improve the initial attitude of an animal. **HERO** Endurance: +4 save vs Con/Fort-based saves Hunter's Bond (Ex) - Allies w/in 30' gain 1/2 favored enemy bonus (2 rnds) SR DR Favored Terrain: +2 initiative, Knowledge (geography), Perception, Stealth, &Survival Favored Terrains: Underground RESISTANCES cold 5, electricity 5, fire 5+5 **POOL POINTS** 3 Studded Leather 15 20.0 WEAPON NAME & DESCRIPTION ATTACK MODIFIERS DAMAGE CRITICAL WEIGHT AMMO & NOTES RANGE +8 1d8+4 S 4.0 longsword 19-20,x2 composite longbow +2 & guiver of 20 arrows +10+2 1d8+6 20,x3 100 Р 3.0 20 arrows of undead bane +2; +4 vs undead & 1d8 dam

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