

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	22	6	16	2	4	
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			
46	42	4	Ranger	4	28	4	4	4	1	4			
TOTAL HP			46	FAVORED CLASS	Ranger	TOTALS	4	28	4	4	4	1	4

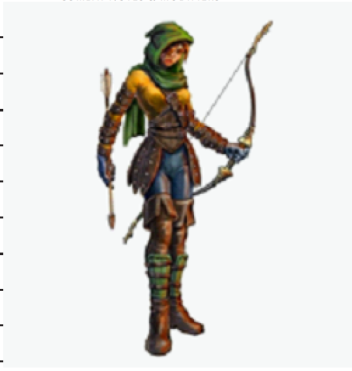
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	-10+	3	0	5		1			
TOUCH	15	-10+			5					
FLAT-FOOT	14	-10+	3	0	0		1			

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	6	4	2			
REF	10	4	6			
WILL	3	1	2			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	8	4		4		
RANGED	10	4		6		
CMB	10	4	DEX	6		
CMD	24	-10+	B4B	0	10	



SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	5		6		
* APPRAISE	1		1		
* BLUFF	1		1		
* CLIMB	7	1	4	3	
* CRAFT	5	1	1	3	
* DIPLOMACY	1		1		
* DISABLE DEVICE			6		
* DISGUISE	3		1		2
* ESCAPE ARTIST	5		6		
* FLY	5		6		
* HANDLE ANIMAL	6	2	1	3	
* HEAL	6	1	2	3	
* INTIMIDATE	6	2	1	3	
* KN: dungeoneering	6	2	1	3	
* KN: geography	6	2	1	3	
* KN: nature	8	4	1	3	
* KN:			1		
* KN:			1		
* KN:			1		
* LINGUISTICS			1		
* PERCEPTION	9	4	2	3	
* PERFORM	1		1		
* PROF:			2		
* RIDE	5		6		
* SENSE MOTIVE	4		2		2
* SLEIGHT OF HAND			6		
* SPELLCRAFT			1		
* STEALTH	12	4	6	3	
* SURVIVAL	10	4	2	3	1
* SWIM	7	1	4	3	
* USE MAGIC DEVICE			1		
* STR					
* STR					
* STR					
* STR					
* STR					
* STR					

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 Hunter's Bond (Ex) - Allies w/in 30' gain 1/2 favored enemy bonus (2 rnds)

Favored Terrain: +2 initiative, Knowledge (geography), Perception, Stealth, & Survival Favored Terrains: Underground

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						

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 9,000 / 15,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT 6 = 6 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES cold 5, electricity 5, fire 5+5

POOL POINTS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
longsword	+8	1d8+4	19-20,x2		S	4.0	
composite longbow +2 & quiver of 20 arrows	+10+2	1d8+6	20,x3	100	P	3.0	
20 arrows of undead bane +2; +4 vs undead & 1d8 dam							

