

Dhahab
 CHARACTER
 Shabti Medium female 5'11" 145 golden golden golden
 RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN
 2,000 Lawful Neutral Maat
 AGE ALIGNMENT DEITY
 Ipeq, Osirion
 HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: Common, Auran, Celestial, Infernal



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	16	3	16			
DEX	16	3	16			
CON	18	4	16	2		
INT	16	3	16			
WIS	16	3	16			
CHA	18	4	16	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
14	14	1	Brawler	1	7		2	2	0	1
TOTAL HP			TOTALS							
14			1 7 0 2 2 0 1							

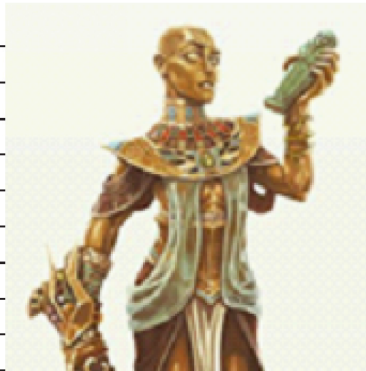
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	16	-10+	3	0	3					
TOUCH	13	-10+			3					
FLAT-FOOT	13	-10+	3	0	0					

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	7
<input checked="" type="checkbox"/> ACROBATICS	DEX	7	1	3	3
<input type="checkbox"/> APPRAISE	INT	3		3	
<input type="checkbox"/> BLUFF	CHA	4		4	
<input checked="" type="checkbox"/> CLIMB	STR	3		3	
<input checked="" type="checkbox"/> CRAFT	INT	7	1	3	3
<input type="checkbox"/> DIPLOMACY	CHA	4		4	
<input type="checkbox"/> DISABLE DEVICE	DEX			3	
<input type="checkbox"/> DISGUISE	CHA	4		4	
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	7	1	3	3
<input type="checkbox"/> FLY	DEX	3		3	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA			4	
<input type="checkbox"/> HEAL	WIS	3		3	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	4		4	
<input checked="" type="checkbox"/> KN: all	INT	7	1	3	3
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> LINGUISTICS	INT			3	
<input checked="" type="checkbox"/> PERCEPTION	WIS	7	1	3	3
<input checked="" type="checkbox"/> PERFORM	CHA	4		4	
<input checked="" type="checkbox"/> PROF: mortician	WIS	7	1	3	3
<input checked="" type="checkbox"/> RIDE	DEX	3		3	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	7	1	3	3
<input checked="" type="checkbox"/> SLEIGHT OF HAND	DEX			3	
<input type="checkbox"/> SPELLCRAFT	INT			3	
<input type="checkbox"/> STEALTH	DEX	3		3	
<input type="checkbox"/> SURVIVAL	WIS	3		3	
<input checked="" type="checkbox"/> SWIM	STR	3		3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			4	
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	6	2	4			
REF	5	2	3			
WILL	3	0	3			



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	4	1		3		
RANGED	4	1		3		
CMB	4	1	STR	3		
CMD	17	-10+	B1B	0	STA & DEFLECT	6

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Shabti (outsider; native) (B5-227) Two Weapon Fighting - lower penalty for 2 attacks (PCR-136)
 darkvision 60'
 Immortal (Ex) - do not age, can't die of old age
 Immune to Undeath (Ex)
 Past Life Knowledge - all knowledge are class skills
 Resist Level Drain (Ex) - no penalty from negative lvls, regained after 24 hrs
 Shattered Soul (Ex) - cannot be resurrected
 Class: Brawler (ACG-23) HD: d10, skills 4 +Int Mod
 Weapon Prof: All simple + short sword
 Armor Prof: Light armor, no shields
 Brawler's Cunning (Ex) - always meet Int Feat needs
 Martial Flexibility - trade move for feat not known 3+lvl/2/day
 Martial Training - both fighter and monk for feats
 Improved Unarmed Strike -

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 0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					
INIT	3	=	3	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather	3	5				20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
short sword	+4	1d6+3	19-20,x2		P	2.0	
short sword	+4	1d6+3	19-20,x2		P	2.0	
unarmed	+4	1d6+3	20,x2		B		