

Execrabilia
 CHARACTER: **Tiefling** Medium Female
 RACE & LA: **56** Chaotic Neutral
 AGE: **56** ALIGNMENT: **Chaotic Neutral** DEITY:
 David
 PLAYER: **5'11"** **130** **black** **brown** **olive**
 HEIGHT WEIGHT HAIR EYES SKIN
Sigil (b. ca. 4655), Astral Prospector
 HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: **Common, Infernal, Abyssal, Aquan, Auran, Ignan, Terran**



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	19	4	17	2		
CON	15	2	15			
INT	20	5	18	2		
WIS	12	1	12			
CHA	12	1	14	-2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
12		1	Swashbuckler	1	9		0	2	0	1
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP	0	FAVORED CLASS	TOTALS	1	9	0	0	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	17	-10+	3	0	4					
TOUCH	14	-10+			4					
FLAT-FOOT	13	-10+	3	0	0					

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	9
<input checked="" type="checkbox"/> ACROBATICS	DEX	7	1	4	3
<input type="checkbox"/> APPRAISE	INT	5		5	
<input checked="" type="checkbox"/> BLUFF	CHA	7	1	1	3
<input checked="" type="checkbox"/> CLIMB	STR	2		3	
<input checked="" type="checkbox"/> CRAFT	INT	5		5	
<input checked="" type="checkbox"/> DIPLOMACY	CHA	1		1	
<input type="checkbox"/> DISABLE DEVICE	DEX			4	
<input type="checkbox"/> DISGUISE	CHA	6		1	5
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	7	1	4	3
<input type="checkbox"/> FLY	DEX	3		4	
<input type="checkbox"/> HANDLE ANIMAL	CHA			1	
<input type="checkbox"/> HEAL	WIS	1		1	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	1		1	
<input checked="" type="checkbox"/> KN: (local)	INT	9	1	5	3
<input type="checkbox"/> KN: (planes)	INT	6	1	5	
<input type="checkbox"/> KN:	INT			5	
<input type="checkbox"/> KN:	INT			5	
<input type="checkbox"/> KN:	INT			5	
<input type="checkbox"/> KN:	INT			5	
<input type="checkbox"/> LINGUISTICS	INT			5	
<input checked="" type="checkbox"/> PERCEPTION	WIS	5	1	1	3
<input checked="" type="checkbox"/> PERFORM	CHA	1		1	
<input checked="" type="checkbox"/> PROF: Prospecting	WIS	5	1	1	3
<input checked="" type="checkbox"/> RIDE	DEX	3		4	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	5	1	1	3
<input type="checkbox"/> SLEIGHT OF HAND	DEX			4	
<input type="checkbox"/> SPELLCRAFT	INT			5	
<input checked="" type="checkbox"/> STEALTH	DEX	9	1	4	3
<input type="checkbox"/> SURVIVAL	WIS	1		1	
<input checked="" type="checkbox"/> SWIM	STR	2		3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA			1	
<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	2	0	2			
REF	6	2	4			
WILL	1	0	1			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	4	1	3			
RANGED	5	1	4			
CMB	4	1	STR	3		
CMD	18	-10+	B1B	0	7	

FEATS & FEATURES

- Darkvision 60' (BOF-1C)
- Resistance Cold 5, Electricity 5, Fire 5 (BOF-1C)
- Devil Spawn (BOF-21)
- Blood Stalker +4 Tracking (Survival) of foe you wounded (BOF-21)
- Unearth Secret +2 Sense Motive for dark secrets (BOF-21)
- Drink & Eat ash, cinders, dust & sand (BOF-17, #66)
- Swashbuckler HD: d10 (ACG-56)
- Weapon Proficiency - Simple & Martial Weapons
- Armor Proficiency - Light Armor & Bucklers
- Darkness (Sp) (BOF-1C) 20', 1min/lvl (PCR-263)
- Panache 1 point, add by melee crit or kill (ACG-56)
- Swashbuckler Finesse (Ex) Use Dex mod for dam (ACG-59,PCR-136)
- Deed: Opportune Parry & Riposte 1 pp each (ACG-57)
- Extra Panache (+2 panache points) (ACG-140)
- Fiendish Facade - appears human (BOF-25)

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 **4** = **4** DEX MOD + MISC MOD

HERO **SR** **DR**

RESISTANCES Cold 5, Electricity 5, Fire 5

POOL POINTS **3** panache base 1, add by crit/kill

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather	3	5	-1	15		20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
long sword	+4	1d8+4	19-20/x2		S	4.0	
dagger, poisoned (+1d2 per round)	+4	1d4+4	19-20/x2	10	P/S	1.0	

