

**Execrablia**  
 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
<b>STR</b>	<b>16</b>	<b>3</b>	<b>16</b>			
<b>DEX</b>	<b>21</b>	<b>5</b>	<b>17</b>	<b>2</b>	<b>2</b>	
<b>CON</b>	<b>15</b>	<b>2</b>	<b>15</b>			
<b>INT</b>	<b>20</b>	<b>5</b>	<b>18</b>	<b>2</b>		
<b>WIS</b>	<b>12</b>	<b>1</b>	<b>12</b>			
<b>CHA</b>	<b>14</b>	<b>2</b>	<b>14</b>	<b>-2</b>	<b>2</b>	

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
<b>111</b>	<b>111</b>	<b>10</b>	<b>Swashbuckler</b>	<b>10</b>	<b>90</b>		<b>3</b>	<b>7</b>	<b>3</b>	<b>10</b>
NONLETHAL HP DAM										
TEMPORARY HP										
<b>TOTAL HP</b>	<b>111</b>	<b>FAVORED CLASS</b>	<b>TOTALS</b>	<b>10</b>	<b>90</b>	<b>0</b>	<b>3</b>	<b>7</b>	<b>3</b>	<b>10</b>

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	<b>27</b>	-10+	<b>3</b>	<b>0</b>	<b>5</b>	<b>7</b>			<b>2</b>	
<b>TOUCH</b>	<b>22</b>	-10+			<b>5</b>	<b>7</b>				
<b>FLAT-FOOT</b>	<b>13</b>	-10+	<b>3</b>	<b>0</b>	<b>0</b>					

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	<b>5</b>	<b>3</b>	<b>2</b>			
<b>REF</b>	<b>12</b>	<b>7</b>	<b>5</b>			
<b>WILL</b>	<b>4</b>	<b>3</b>	<b>1</b>			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	<b>13</b>	<b>10</b>		<b>3</b>		
<b>RANGED</b>	<b>15</b>	<b>10</b>		<b>5</b>		
<b>CMB</b>	<b>15</b>	<b>10</b>	<b>DEX</b>	<b>5</b>		
<b>CMD</b>	<b>35</b>	-10+	<b>10</b>	<b>7</b>	<b>8</b>	

COMBAT NOTES & MODIFIERS

SKILLS						RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC	90
<input checked="" type="checkbox"/> <b>ACROBATICS</b>	<b>DEX</b>	<b>11</b>	<b>4</b>	<b>5</b>	<b>3</b>	
<input type="checkbox"/> <b>APPRAISE</b>	<b>INT</b>	<b>5</b>		<b>5</b>		
<input checked="" type="checkbox"/> <b>BLUFF</b>	<b>CHA</b>	<b>12</b>	<b>5</b>	<b>2</b>	<b>3</b>	<b>2</b>
<input checked="" type="checkbox"/> <b>CLIMB</b>	<b>STR</b>	<b>10</b>	<b>5</b>	<b>3</b>	<b>3</b>	
<input checked="" type="checkbox"/> <b>CRAFT</b>	<b>INT</b>	<b>11</b>	<b>3</b>	<b>5</b>	<b>3</b>	
<input checked="" type="checkbox"/> <b>DIPLOMACY</b>	<b>CHA</b>	<b>2</b>		<b>2</b>		
<input type="checkbox"/> <b>DISABLE DEVICE</b>	<b>DEX</b>			<b>5</b>		
<input checked="" type="checkbox"/> <b>DISGUISE</b>	<b>CHA</b>	<b>7</b>		<b>2</b>	<b>5</b>	
<input checked="" type="checkbox"/> <b>ESCAPE ARTIST</b>	<b>DEX</b>	<b>12</b>	<b>5</b>	<b>5</b>	<b>3</b>	
<input type="checkbox"/> <b>FLY</b>	<b>DEX</b>	<b>4</b>		<b>5</b>		
<input type="checkbox"/> <b>HANDLE ANIMAL</b>	<b>CHA</b>			<b>2</b>		
<input checked="" type="checkbox"/> <b>HEAL</b>	<b>WIS</b>	<b>1</b>		<b>1</b>		
<input checked="" type="checkbox"/> <b>INTIMIDATE</b>	<b>CHA</b>	<b>10</b>	<b>5</b>	<b>2</b>	<b>3</b>	
<input checked="" type="checkbox"/> <b>KN: (local)</b>	<b>INT</b>	<b>13</b>	<b>5</b>	<b>5</b>	<b>3</b>	
<input type="checkbox"/> <b>KN: (planes)</b>	<b>INT</b>	<b>10</b>	<b>5</b>	<b>5</b>		
<input type="checkbox"/> <b>KN:</b>	<b>INT</b>			<b>5</b>		
<input type="checkbox"/> <b>KN:</b>	<b>INT</b>			<b>5</b>		
<input type="checkbox"/> <b>KN:</b>	<b>INT</b>			<b>5</b>		
<input type="checkbox"/> <b>KN:</b>	<b>INT</b>			<b>5</b>		
<input type="checkbox"/> <b>LINGUISTICS</b>	<b>INT</b>			<b>5</b>		
<input checked="" type="checkbox"/> <b>PERCEPTION</b>	<b>WIS</b>	<b>14</b>	<b>10</b>	<b>1</b>	<b>3</b>	
<input checked="" type="checkbox"/> <b>PERFORM</b>	<b>CHA</b>	<b>8</b>	<b>3</b>	<b>2</b>	<b>3</b>	
<input checked="" type="checkbox"/> <b>PROF: Prospecting</b>	<b>WIS</b>	<b>14</b>	<b>10</b>	<b>1</b>	<b>3</b>	
<input checked="" type="checkbox"/> <b>RIDE</b>	<b>DEX</b>	<b>12</b>	<b>5</b>	<b>5</b>	<b>3</b>	
<input checked="" type="checkbox"/> <b>SENSE MOTIVE</b>	<b>WIS</b>	<b>14</b>	<b>10</b>	<b>1</b>	<b>3</b>	
<input type="checkbox"/> <b>SLEIGHT OF HAND</b>	<b>DEX</b>			<b>5</b>		
<input type="checkbox"/> <b>SPELLCRAFT</b>	<b>INT</b>			<b>5</b>		
<input checked="" type="checkbox"/> <b>STEALTH</b>	<b>DEX</b>	<b>19</b>	<b>10</b>	<b>5</b>	<b>3</b>	<b>2</b>
<input type="checkbox"/> <b>SURVIVAL</b>	<b>WIS</b>	<b>1</b>		<b>1</b>		
<input checked="" type="checkbox"/> <b>SWIM</b>	<b>STR</b>	<b>10</b>	<b>5</b>	<b>3</b>	<b>3</b>	
<input type="checkbox"/> <b>USE MAGIC DEVICE</b>	<b>CHA</b>			<b>2</b>		
<input type="checkbox"/>	<b>STR</b>					
<input type="checkbox"/>	<b>STR</b>					
<input type="checkbox"/>	<b>STR</b>					
<input type="checkbox"/>	<b>STR</b>					
<input type="checkbox"/>	<b>STR</b>					

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

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

Darkvision 60' (BOF-1C)	Panache 1 point, add by melee crit or kill (ACG-56)
Resistance Cold 5, Electricity 5, Fire 5 (BOF-1C)	Swashbuckler Finesse (Ex) Use Dex mod for dam (ACG-59,PCR-136)
Devil Spawn (BOF-21)	Deed: Opportune Parry & Riposte 1 pp each (ACG-57)
Blood Stalker +4 Tracking (Survival) of foe you wounded (BOF-21)	Extra Panache (+2 panache points) (ACG-140)
Unearth Secret +2 Sense Motive for dark secrets (BOF-21)	Fiendish Facade - appears human (BOF-25)
Drink & Eat ash, cinders, dust & sand (BOF-17, #66)	Two attacks +10/+5 (ACG-57)
Swashbuckler HD: d10 (ACG-56)	Kip-up (Ex) move from prone, 1 pt (ACG-57)
Weapon Proficiency - Simple & Martial Weapons	Menacing Swordplay (Ex) - intimidate after hit (ACG-57)
Armor Proficiency - Light Armor & Bucklers	Precise Strike (Ex) - +1v1 damage (ACG-57)
Darkness (Sp) (BOF-1C) 20', 1min/lvl (PCR-263)	Swashbuckler Initiative (Ex) +2 initiative (ACG-58)
Dodge & Mobility feats +1, +4 AC	Swashbuckler's Grace - move through enemy space w/ acrobatics check (ACG-58)
Quick Draw feat & improved initiative feat +4 init	Superior Feint (Ex) - miss on purpose, target loses AC bonus from Dex (ACG-58)
Vital Strike (double damage)	Targeted Strike (Ex) arms-disarm, head-confused, legs-prone 1 pt (ACG-58)
Swashbuckler Weapons Training (Ex) +2 (OA-59)	Charmed Life (Ex) add Cha mod to save (ACG-59)
weapon focus + dazzling display feats - longsword +1, intimidate	Nimble (Ex) +2 dodge AC

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR <b>studded leather+2</b>	<b>3</b>	<b>5</b>	<b>-1</b>	<b>15</b>		<b>20.0</b>
SHIELD						

EXPERIENCE		BASE				
SLOW	MEDIUM	FAST	FLY	SWIM	CLIMB	MISC
			<b>105,000</b>	<b>105,000</b>		
<b>SPEED</b>	<b>30</b>					
<b>INIT</b>	<b>11</b>	=	<b>5</b>	DEX MOD	+	<b>6</b>
<b>HERO</b>						
<b>SR</b>						
<b>DR</b>						
<b>RESISTANCES</b>	<b>Cold 5, Electricity 5, Fire 5</b>					
<b>POOL POINTS</b>	<b>4</b>	panache base 4, add by crit/kill				

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
long sword of critical hits +3	+13+2+1+3	1d8+5+2+1+3+10 x2	18-20/x3		S	4.0	
dagger, poisoned (+1d2 per round)	+13+2	1d4+5+2+10 x2	19-20/x2	10	P/S	1.0	

