

Ibhubesi
 CHARACTER: David
 Nkosi (Smoke Creature) Medium Female 5'10" 140 lbs tawny fur blue N.A.
 RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN
 26 Lawful Neutral lomedae Usaro, Mwangi Expanse
 AGE ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: Southern, Auran, Ignan, Common, Polyglot, Charau-ka



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	16	3	16			
INT	16	3	12	2	2	
WIS	14	2	14			
CHA	10	0	10	-2	2	

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
14	13	1	Ranger	1	9	1	2	2	0	1
TOTAL HP			TOTALS							
14			Ranger		1 9 1 2 2 0 1					

ABILITY SCORE & RACIAL NOTES

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	-10+	3	0	6					
TOUCH	16	-10+			6					
FLAT-FOOT	13	-10+	3	0	0					

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	2	3			
REF	8	2	6			
WILL	2	0	2			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	5	1		4		
RANGED	7	1		6		
CMB	7	1	DEX	6		
CMD	21	-10+	B1B	0	10	



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

Race: Nkosi (Lionfolk) (SB-73) Class: Ranger HD: d10 skills 6 + Int Mod
 Type: Monstrous Humanoid + shapechanger favored enemy: primates +2 Bluff, Knowledge, Perception, Sense Motive, Survival, attack, dam
 Stalker: Perception & Stealth are class skills Weapon & Armor: All simple & Martial; Lt & Med armor
 Hunter's Form (Su): Can change into form of lioness (3+lvl/2/day) Track: +lvl/2 survival checks to track
 Hunter's Max (Ex): Bite Attack Wild Empathy (Ex) improve the initial attitude of an animal
 Template: Smoke Creature (AB-263) +4 Dex, +2 Int, +2 Cha Exotic Weapon Proficiency (dueling sword)
 Type: outsider + air, fire, elemental & extraplanar
 Cloud Sight (Ex): See through clouds, mist, smoke etc.
 Smokey Form (Ex) constant concealment (as blur) 20% miss
 Immunity: inhaled poisons & gas or cloud- attacks/spells
 Fly: 35, perfect maneuverability
 Smoke Travel (Su): Dimension Door from smoke to smoke (at will, long range)
 Breath Weapon: Cloud of Smoke 20' Square 2d6 fire dam, 5 rnds
 +5 stealth in smoke, fog, clouds
 Air Mastery: Airborne foes: -1 attack and damage vs smoke

SKILLS						RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC	9
* ACROBATICS *	DEX	7	1	6		
* APPRAISE	INT	3		3		
* BLUFF	CHA	0		0		
* CLIMB *	STR	8	1	4	3	
* CRAFT:	INT	3		3		
* DIPLOMACY	CHA	0		0		
* DISABLE DEVICE *	DEX			6		
* DISGUISE	CHA	0		0		
* ESCAPE ARTIST *	DEX	6		6		
* FLY *	DEX	6		6		
* HANDLE ANIMAL	CHA			0		
* HEAL	WIS	2		2		
* INTIMIDATE	CHA	4	1	0	3	
* KN: dungeoneering	INT			3		
* KN: geography	INT			3		
* KN: nature	INT	7	1	3	3	
* KN: nobility	INT	4	1	3		
* KN:	INT			3		
* KN:	INT			3		
* LINGUISTICS	INT			3		
* PERCEPTION	WIS	6	1	2	3	
* PERFORM:	CHA	0		0		
* PROF:	WIS			2		
* RIDE *	DEX	6		6		
* SENSE MOTIVE	WIS	3	1	2		
* SLEIGHT OF HAND *	DEX			6		
* SPELLCRAFT	INT			3		
* STEALTH *	DEX	10	1	6	3	
* SURVIVAL	WIS	6	1	2	3	
* SWIM *	STR	4		4		
* USE MAGIC DEVICE	CHA			0		
	STR					
	STR					
	STR					
	STR					
	STR					

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

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	35	35			
INIT	6	=	6	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 enhanced studded leather	3	10	0	15	Lt	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+5	1d6+4	20/x2		P		
dueling sword	+5	1d8+4	19-20/x2		S		