

Ibhubesi
 CHARACTER: Nkosi (Smoke Creature) Medium Female
 RACE & LA: 26 Lawful Neutral lomedae
 AGE ALIGNMENT DEITY
 David
 PLAYER: 5'10" 140 lbs tawny fur blue N.A.
 HEIGHT WEIGHT HAIR EYES SKIN
 Usaro, Mwangi Expanse
 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	24	7	16	4	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	
86	79	7	Ranger	7	63	7	5	5	2	7	
TOTAL HP			TOTALS		7	63	7	5	5	2	7

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

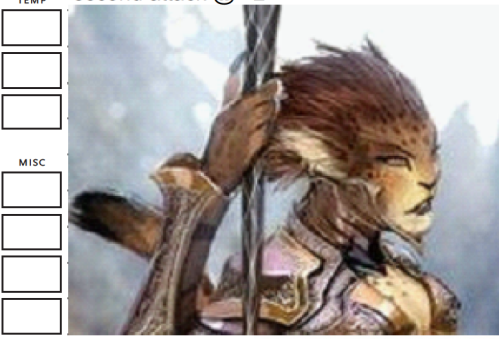
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	26	-10+	9	0	7					
TOUCH	17	-10+			7					
FLAT-FOOT	19	-10+	9	0	0					

ARMOR CHECK PENALTY	MAXIMUM DEX	SPELL FAILURE
0	10	15%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	8	5	3			
REF	12	5	7			
WILL	4	2	2			

COMBAT NOTES & MODIFIERS

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	11	7		4		
RANGED	14	7		7		
CMB	14	7	DEX	7		
CMD	28	-10+	B7B	0	1	



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 Woodland Stride (Ex) - move through underbrush at speed
 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 Weapon Focus (dueling sword) +1 attack
 Cloud Sight (Ex): See through clouds, mist, smoke etc. Weapon Finesse - use Dex instead of Str for melee attack
 Smokey Form (Ex) constant concealment (as blur) 20% miss Dazzling Display - demoralize foes w/in 30' w/ intimidate check
 Immunity: inhaled poisons & gas or cloud- attacks/spells Intimidating Prowess - Add Str Mod to Intimidate Check
 Fly: 35, perfect maneuverability Power attack trade -2 attack for +4 damage
 Smoke Travel (Su): Dimension Door from smoke to smoke (at will; long range) Combat Style: Menacing
 Breath Weapon: Cloud of Smoke 20' Square 2d6 fire dam, 5 rnds Endurance: +4 various Con based saves
 +5 stealth in smoke, fog, clouds Favored Terrain: Jungle +2 relevant checks & Init
 Air Mastery: Airborne foes: -1 attack and damage vs smoke Hunter's Bond (Ex) - grant favored enemy bonus to ally w/in 30'

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX	11	4	7		
* APPRAISE	INT	3		3		
* BLUFF	CHA	0		0		
* CLIMB *	STR	9	2	4	3	
* CRAFT:	INT	3		3		
* DIPLOMACY	CHA	0		0		
* DISABLE DEVICE *	DEX			7		
* DISGUISE	CHA	0		0		
* ESCAPE ARTIST *	DEX	7		7		
* FLY *	DEX	7		7		
* HANDLE ANIMAL	CHA	6	3	0	3	
* HEAL	WIS	8	3	2	3	
* INTIMIDATE	CHA	14	7	0	3	4
* KN: dungeoneering	INT	7	1	3	3	
* KN: geography	INT	11	5	3	3	
* KN: nature	INT	13	7	3	3	
* KN: nobility	INT	6	3	3		
* KN:	INT			3		
* KN:	INT			3		
* LINGUISTICS	INT			3		
* PERCEPTION	WIS	12	7	2	3	
* PERFORM:	CHA	0		0		
* PROF:	WIS			2		
* RIDE *	DEX	7		7		
* SENSE MOTIVE	WIS	5	3	2		
* SLEIGHT OF HAND *	DEX			7		
* SPELLCRAFT	INT	8	2	3	3	
* STEALTH *	DEX	17	7	7	3	
* SURVIVAL	WIS	12	7	2	3	
* SWIM *	STR	9	2	4	3	
* USE MAGIC DEVICE	CHA			0		

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		35,000 / 51,000	
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>	
SPEED	35	35	
INIT	7	= 7	DEX MOD + MISC MOD
HERO			
SR		DR	
RESISTANCES			
POOL POINTS			

ARMOR & WEAPONS		AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	enhanced breastplate +3 (max dex=10, penalty=0)	9	10	0	15	Lt	20.0
SHIELD							

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+12	1d6+4	20/x2		P		
dueling sword of smoke +3 attack + 2d6 fire dam	+14+1+3	1d8+4+2d6 fire	19-20/x2		S		

