

K Hkone Suu

CHARACTER
Inphidian (Dancer) Medium Female
 RACE & LA SIZE GENDER
 30 Chaotic Neutral Ydersius
 AGE ALIGNMENT DEITY

PLAYER
 5'6" 120 lbs None Yellow Purple Scales
 HEIGHT WEIGHT HAIR EYES SKIN
 Orv (The Darklands) far beneath Geb
 HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Inphidian, Common, Undercommon, Draconic, Goblin, Elven, Dwarven

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	16	3	12	4		
DEX	22	6	16	6		
CON	14	2	10	4		
INT	18	4	16	2		
WIS	12	1	10	2		
CHA	20	5	18	2		

HITPOINTS

CURRENT HP	HP GAINED	HD	CLASS NAME
48	40	4	Inphidian: Monstrous Humanoid
	8	1	Mesmerist
NONLETHAL HP DAM			
TEMPORARY HP			
TOTAL HP	48	FAVORED CLASS	Inphidian

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Inphidian: Monstrous Humanoid	4	36		1	3	3	4
Mesmerist	0	10		0	2	2	1
TOTALS	4	46	0	1	5	5	5

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	27	-10+	6	0	6	1	4			
TOUCH	17	-10+			6	1				
FLAT-FOOT	20	-10+	6	0	0		4			

ARMOR CHECK PENALTY **0**
 MAXIMUM DEX **10**
 SPELL FAILURE **10%**

SAVING THROWS

TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	3	1	2		
REF	11	5	6		
WILL	6	5	1		

ATTACKS

TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	7		3		
RANGED	10		6		
CMB	10	4	DEX	6	
CMD	24	-10+	B4B	DODGE & DEFLECT	STR & DEX



FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Inphidian (ToHC-379) (Monstrous Humanoid, reptilian) **Inphidian Feats (2):**

Darkvision 60', HD: d10; skills: 4+IntMod **Skill Focus: Perform (Dance) +3**

Natural Weapons: Snake-hands (1d4 plus poison). **Improved Initiative +4**

AC: +4 natural AC bonus **Dodge +1 AC**

Entrancing Dance (Su) - Perform check to charm all w/in 30'

- Will save vs perform or be fascinated for 1d4+2 rounds

Poison (DC 16)

Class: Mesmerist HD: d8 skills: 6 + Int Mod

Weapon Prof: all simple weapons, hand crossbow, sap, sword cane & whip

Armor Proficiency: Light Armor, no shield **Mesmerists Tricks (1+Cha Mod), Plant trick, activate later**

Consummate Liar - + lv/2 bluff **Psychosomatic Surge: Add 1d8+lv/2 hp for 1 hour to ally**

Hypnotic Stare (Su) w/in 30', lower foe's Will by -2 **- extra (1d8 if target if triggering hit reduces below 0 hp)**

Painful Stare (Su) - when subject of stare takes dam, extra lv/2 dam

SKILLS

SKILL	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX	6		6		
* APPRAISE	INT	8	1	4	3	
* BLUFF	CHA	10	1	5	3	1
* CLIMB *	STR	8		3		5
* CRAFT:	INT	8	1	4	3	
* DIPLOMACY	CHA	9	1	5	3	
* DISABLE DEVICE *	DEX			6		
* DISGUISE	CHA	10	2	5	3	
* ESCAPE ARTIST *	DEX	11	2	6	3	
* FLY *	DEX	6		6		
* HANDLE ANIMAL	CHA			5		
* HEAL	WIS	1		1		
* INTIMIDATE	CHA	10	2	5	3	
* KN: arcana	INT	12	5	4	3	
* KN: dungeoneering	INT	8	1	4	3	
* KN: history	INT	8	1	4	3	
* KN: local	INT	8	1	4	3	
* KN: nobility	INT	8	1	4	3	
* KN: religion	INT	8	1	4	3	
* LINGUISTICS	INT	8	1	4	3	
* PERCEPTION	WIS	7	3	1	3	
* PERFORM: dance	CHA	16	5	5	3	3
* PROF:	WIS	5	1	1	3	
* RIDE *	DEX	6		6		
* SENSE MOTIVE	WIS	7	3	1	3	
* SLEIGHT OF HAND *	DEX	11	2	6	3	
* SPELLCRAFT	INT	12	5	4	3	
* STEALTH *	DEX	19	5	6	3	5
* SURVIVAL	WIS	1		1		
* SWIM *	STR	3		3		
* USE MAGIC DEVICE	CHA	9	1	5	3	
	STR					
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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 10 = **6** DEX MOD + **4** MISC MOD

HERO

SR **DR**

RESISTANCES

POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Inphidian Snake Scale Mail +1	6	10	0	10	Lt	15.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Snake Hands (2)	+7	1d4+3	20,x2		P		+poison (see below)
quarterstaff	+7	1d6+4	20,x2		B	4.0	
whip	+7	1d3+3	20x2		S	2.0	+disarm,trip
hand crossbow	+10	1d4+3	19-20/x2	30	P	4.0	

