Myaway Hout Inphidian (Cobra-Back)

Medium Male SIZE GENDER

5'10" HEIGHT

150 lbs WEIGHT

None HAIR

Yellow EYES

RACE & LA SIZE GENDER 40 Neutral Evil Ydersius	Orv (The Darklands) far beneath Geb	PAIMFINDER						
AGE ALIGNMENT DEITY	HOMELAND & BACKGROUND OCCUPATION	ROLEPLAYING GAME C						
LANGUAGES: Inphidian, Common, Undercommon		Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012						
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEMP	HITPOINTS  CURRENT HP HP GAINED HD CL	CLASS RECORDER  ASS NAME  BAB SKILL FC HPS FORT REF WILL LEVELS						
STR         24         7         18         6	60 5 Inphidian: Mo	onstrous Humanoid 5 30 1 4 4 5						
DEX 24 7 18 6	72	Slayer 1 7 2 2 0 1						
CON 18 4 14 4	-							
INT 12 1 10 2	NONLETHAL HP DAM TEMPORARY							
wis 10 0 8 2	HP							
CHA 16 3 14 2	TOTAL HP 72 class inpinio							
ABILITY SCORE &	CONDITIONS & MISCELLANEOUS TRACKING	SKILLS RANKS ABILITY TRAINED MISC						
RACIAL NOTES ATTACKS S	DEFENSE	*☑ ACROBATICS • DEX 11 1 7 3 *□ APPRAISE INT 1 1						
ARMOR CLASS TOTAL ARMOR SHIELD DEX SIZE	DODGE NATURAL DEFLECT MISC TEMP	* ☑ BLUFF CHA 7 1 3 3						
AC 28 -10+ 6 0 7	5 ARMOR CHECK PENALTY O	#22 CLIMB + STR 18 3 7 3 5 #22 CRAFT: INT 5 1 1 3						
<b>TOUCH</b> 17 =10+ 7	MAXIMUM DEX 10	*□ DIPLOMACY CHA 3 3						
<b>FLAT-FOOT</b> 21 =10+ 6 0 0	5 SPELL FAILURE 10%	□ DISABLE DEVICE + DEX 7						
	COMBAT NOTES & MODIFIERS	*□ ESCAPE ARTIST • DEX 7 7						
saving throws total class base ability enhance misc	ТЕМР	*						
7 0 7		*☑ HEAL WIS 4 1 0 3						
REF 13 6 7		*☑ INTIMIDATE         CHA         19         6         3         3         7           ☑ KN: dungeoneering         INT         5         1         1         3						
WILL 4 4 0		No. dungeoneering INT 5 1 1 3						
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY SIZE	MISC	☑ KN: local INT 5 1 1 3						
MELEE 13 6 7	MISC .	□ KN: INT 1 1 □ KN: INT 1						
ATTACK MODIFIER		□ Kn: INT 1						
ATTACK MODIFIER 13 0 1		LINGUISTICS INT 1 1 *2 PERCEPTION WIS 9 6 0 3						
CMB         13         6         DEX         7		* PERFORM: CHA 3 3						
CMD 30 =10+ B6B   DODE & STAR	1 KSS On	☑ PROF: WIS 4 1 0 3 *☑ RIDE + DEX 11 1 7 3						
		*☑ RIDE +         DEX         11         1         7         3           *☑ SENSE MOTIVE         WIS         5         2         0         3						
FEATS & I	EATURES	SLEIGHT OF HAND • DEX 7						
Race: Inphidian (ToHC-379) (Monstrous Humanoid, reptilian)	Inphidian Feats (3):	□ SPELLCRAFT INT 1 1 + 22 STEALTH + DEX 21 6 7 3 5						
Darkvision 60', HD: d10; skills: 4+IntMod	Weapon Focus (longbow) +1 attack & dam	*☑ SURVIVAL WIS 6 2 0 3 1						
Natural Weapons: Snake-hands (1d4 plus poison).	Point-Blank Shot - +1 attack & dam w/in 30'	★☑ Swim •         STR         12         2         7         3           □ Use Magic Device         CHA         3         3						
AC: +5 natural AC bonus	Rapid Shot - make one extra ranged attack	□ STR						
Spit Poison (Ex) (1/1d4 rnd) spit a line of inphidian poison, range 20'	Vital Strike - deal double damage on one attack	STR STR						
Class: Slayer: HD: d10; skills: 6+IntMod		□ STR						
Weapon Prof: All simple & martial weapons		STR STR						
Armor Prof: Light & Medium Armor & shields		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						
Studied Target (Ex) - study as move action then	EXPERIENCE 0 / 2,000							
+x=1 attack, damage, bluff, knowledge, perception, sense motive & survival	SLOW MEDIUM W FAST BASE FLY SWIM CLIMB MISC							
Track +lvl/2 survival checks		SPEED 30						
		$\begin{array}{c ccccccccccccccccccccccccccccccccccc$						
		HERO						
		SR DR						
		RESISTANCES						
ARMOR &	POOL POINTS							
ARMOR NAME & DESCRIPTION  ARMOR Inphidian Snake Scale Mail +1	AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT  6 10 0 10 Lt 15.0	<u> </u>						
ARMOR	0 10 0 10 11 15.0							
SHIELD								

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES		
Snake Hands (2)	+13	1d4+7	20,x2		Р		+poison (see below)		
longsword	+13	1d8+7	19-20/×2		S	4.0			
longbow	+13+1	1d8+7+1	20,x3	100	Р	3.0	+1 attack & dam w/in 30'		

FEATS & SPECIAL ABILITIES						FEATS & SPECIAL ABILITIES							
Po	ison (Ex) Bite—injury; save: Fort DC 12 + 1/2 HD + 0	Con Mod	USES/DAY	USED				NAM	E			USES/DAY	USED
	quency: 1/round for 4 rounds; effect: 1d4 Strength of				┨┞								
	re: 1 save. The save is Constitution based.	adinago,			┨┞								
Cu	re. 1 save. The save is constitution based.				┨┝								
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	EQUIPMENT & MAGIC ITEMS	;					E	QUIPM	ENT & N	AGIC ITEMS			
æ	ITEM	QTY / USES	WGT N/A	WEIGHT	*		n Gauntlets - a				QTY / USES	WGT N/A	0.5
	longsword				┧┝	_	faint transmuta				<del>-</del> -		
	longbow	1			┧┝		ands; Price 24			P lh			
	quiver w/ 20 arrows	+			┨┝	0.001	100 2	1,000, 1	voigiti 1/2	- 15.	$\vdash$		
	quivoi wi 20 anowo	+			┨┞	Inphidia	n Snakescale	Δrmor	+1 (Light	Armorl)	_		
		+			┨┞	_				nor check penalty.			
		+			┧┝		Ith & climb bor		,				
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	WORN MAGIC ITEM EQUIPMENT						BAGS & CO	NTAIN					
	EQUIPMENT SLOTS FOR MAGIC ITEMS BELT:	#			CONTAIN	ER			vo	LUME/WEIGHT LIMIT/NO	rES		WEIGHT
	BODY:												
	CHEST:												
	EYES:			CU	RRENC	Y				TREASURE C	ARRIED		
	FEET:	PLATINUM	CARR			WGT N/A	STORED	#		TREASURE			WEIGHT
		GOLD			-			$\vdash$					<del>                                     </del>
	HEAD:	SILVER			-	-		+					<del>                                     </del>
н	EADBAND:	COPPER						Ш					
	NECK:	COPPER						LIGHT	MEDIUM	LOADS &	LIFT ABOVE	LIFT OFF	DRAG &
	RING:							LIGHT LOAD	10AD	LOAD 696	HEAD 696	GROUND	3480
	RING:	ARMOR &	CURREN	CARRI	IPMENT	MISC	TOTAL	$\overline{}$	+	MODIFIED		_	
SH	OULDERS:	WEAPONS	-			MISC		0	0	LOAD	0	0	0
	WRIST:	22.0	0.0		0.5		22.5	CURREN	T LOAD	LIGHT 🗹 M	IEDIUM 🗖	HEAV	VY 🔲