

Myaway Hout

CHARACTER
Inphidian (Cobra-Back) Medium Male
 RACE & LA SIZE GENDER
 40 Neutral Evil Ydersius
 AGE ALIGNMENT DEITY

PLAYER
 5'10" 150 lbs None Yellow Yellow 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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	24	7	18	6		
DEX	24	7	18	6		
CON	18	4	14	4		
INT	12	1	10	2		
WIS	10	0	8	2		
CHA	16	3	14	2		

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
72	60	5	Inphidian: Monstrous Humanoid	5	30		1	4	4	5			
	12	1	Slayer	1	7		2	2	0	1			
TOTAL HP			72	FAVORED CLASS	Inphidian	TOTALS	6	37	0	3	6	4	6

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	28	-10+	6	0	7		5			
TOUCH	17	-10+			7					
FLAT-FOOT	21	-10+	6	0	0		5			

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

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	3	4			
REF	13	6	7			
WILL	4	4	0			



ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	13	6		7		
RANGED	13	6		7		
CMB	13	6	DEX	7		
CMD	30	-10+	B6B	0	14	

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS	DEX 11	1	7	3	
<input type="checkbox"/> APPRAISE	INT 1		1		
<input checked="" type="checkbox"/> BLUFF	CHA 7	1	3	3	
<input checked="" type="checkbox"/> CLIMB	STR 18	3	7	3	5
<input checked="" type="checkbox"/> CRAFT	INT 5	1	1	3	
<input checked="" type="checkbox"/> DIPLOMACY	CHA 3		3		
<input type="checkbox"/> DISABLE DEVICE	DEX		7		
<input checked="" type="checkbox"/> DISGUISE	CHA 7	1	3	3	
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX 7		7		
<input type="checkbox"/> FLY	DEX 7		7		
<input type="checkbox"/> HANDLE ANIMAL	CHA		3		
<input checked="" type="checkbox"/> HEAL	WIS 4	1	0	3	
<input checked="" type="checkbox"/> INTIMIDATE	CHA 19	6	3	3	7
<input checked="" type="checkbox"/> KN: dungeoneering	INT 5	1	1	3	
<input checked="" type="checkbox"/> KN: geography	INT 5	1	1	3	
<input checked="" type="checkbox"/> KN: local	INT 5	1	1	3	
<input type="checkbox"/> KN:	INT		1		
<input type="checkbox"/> KN:	INT		1		
<input type="checkbox"/> KN:	INT		1		
<input type="checkbox"/> LINGUISTICS	INT		1		
<input checked="" type="checkbox"/> PERCEPTION	WIS 9	6	0	3	
<input type="checkbox"/> PERFORM	CHA 3		3		
<input checked="" type="checkbox"/> PROF:	WIS 4	1	0	3	
<input checked="" type="checkbox"/> RIDE	DEX 11	1	7	3	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS 5	2	0	3	
<input type="checkbox"/> SLEIGHT OF HAND	DEX		7		
<input type="checkbox"/> SPELLCRAFT	INT		1		
<input checked="" type="checkbox"/> STEALTH	DEX 21	6	7	3	5
<input checked="" type="checkbox"/> SURVIVAL	WIS 6	2	0	3	1
<input checked="" type="checkbox"/> SWIM	STR 12	2	7	3	
<input type="checkbox"/> USE MAGIC DEVICE	CHA		3		
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

FEATS & FEATURES

Race: Inphidian (ToHC-379) (Monstrous Humanoid, reptilian) **Inphidian Feats (3):**
 Darkvision 60', HD: d10; skills: 4+IntMod **Weapon Focus (longbow) +1 attack & dam**
 Natural Weapons: Snake-hands (1d4 plus poison). **Point-Blank Shot - +1 attack & dam w/in 30'**
 AC: +5 natural AC bonus **Rapid Shot - make one extra ranged attack**
 Spit Poison (Ex) (1/1d4 rnd) spit a line of inphidian poison, range 20' **Vital Strike - deal double damage on one attack**
 Class: Slayer: HD: d10; skills: 6+IntMod
 Weapon Prof: All simple & martial weapons
 Armor Prof: Light & Medium Armor & shields
 Studied Target (Ex) - study as move action then
 +x=1 attack, damage, bluff, knowledge, perception, sense motive & survival
 Track +lv/2 survival checks

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	30				
INIT	7	=	7	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 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)	+13	1d4+7	20,x2		P		+poison (see below)
longsword	+13	1d8+7	19-20/x2		S	4.0	
longbow	+13+1	1d8+7+1	20,x3	100	P	3.0	+1 attack & dam w/in 30'

