

Myrkyk Hebeloma  
 CHARACTER PLAYER  
 Lamia (Matriarch) Medium Female 6' 8" 170 lbs white scales golden white  
 RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN  
 29 Neutral Evil Lamashtu, Mother of Monsters Nar-Voth, below Varisia, Avistan  
 AGE ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION  
 LANGUAGES: Commoner, Draconic



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

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

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
14	13	1	Toxic Sniper (slayer)	1	6	1	2	2	0	1
NONLETHAL HP DAM										
TEMPORARY HP			Toxic Sniper							
TOTAL HP	14	FAVORED CLASS	TOTALS	1	6	1	2	2	0	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	-10+	3	0	4					
TOUCH	14	-10+			4					
FLAT-FOOT	13	-10+	3	0	0					

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	2	3			
REF	6	2	4			
WILL	2	0	2			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	3	1		2		
RANGED ATTACK MODIFIER	5	1		4		
CMB	5	1	DEX	4		
CMD	17	-10+	B1B	0	STA & DEX	6



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

Race: Lamia (monstrous humanoid; lamia) (KP:ARC 185) Class: Slayer HD: d10; Skills 6 + Int Mod (ACG)  
 Speed: +8 climb & swim Archetype: Toxic Sniper (PotW 27)  
 Intimidating: +2 to Intimidate Weapon Prof: all simple weapons and firearms  
 Alien Minds: +2 save vs mind-affecting effects Armor Prof: Light Armor  
 Snake Body: No tripping; no foot items Scrapper's Gun: Gunsmithing feat  
 Senses: darkvision 60 ft. and low-light vision Studied Target: Study foe during move, +1 attack, damage & skills  
 Charismatic: +2 to Bluff and Use Magic Device Sharpshooter's Study (Ex): Studied target w/ ranged weapon only  
 Spell Resistance, spell resistance 6 + level  
 Spell-Like Abilities: charm person & ventriloquism (1.day)  
 Weapon Familiarity: naturally proficient w/ scimitar & all bows

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

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	30		30	20	

INIT 4 = 4 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
Lesser Matriarch's Headress +3	3					

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
scimitar	+3	1d6+3	18-20,x2		S	4.0	
composite long bow	+5	1d8+3	20,x3	110	P	3.0	
long rifle	+3	1d10	20,x4	80	B,P	12.0	

