

Ucide

CHARACTER		Medium		Female		PLAYER		5' 2"		165 lbs		black		black		green	
Hobgoblin		SIZE		GENDER		RACE & LA		HEIGHT		WEIGHT		HAIR		EYES		SKIN	
16		Chaotic Evil		Lamashtu via Venkelvore (ISG-189)		Storvall Plateau, Varisia, Golarion (ISWG-197)		HOMELAND & BACKGROUND OCCUPATION									
LANGUAGES:		Goblin, Common, Orc, Gnoll, Undercommon															



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	22	6	18		4	
DEX	24	7	18	2	4	
CON	16	3	14	2		
INT	16	3	16			
WIS	10	0	10			
CHA	8	-1	8			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
124	124	10	Slayer	10	90		7	7	3	10
TOTAL HP			TOTALS							
124			10 90		0 7 7 3 10					

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	28	-10+	9	2	7					
TOUCH	17	-10+			7					
FLAT-FOOT	21	-10+	9	2	0					

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: --
 SPELL FAILURE: 35%

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	10	7	3			
REF	14	7	7			
WILL	3	3	0			

COMBAT NOTES & MODIFIERS
 BAB +5 second attack



ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	16	10		6		
RANGED	17	10		7		
CMB	17	10	DEX	7		
CMD	33	-10+	10	0	13	

SKILLS					RANKS TOTAL	90
	TOTAL	RANKS	ABILITY	TRAINED	MISC	
<input checked="" type="checkbox"/> ACROBATICS	DEX 14	4	7	3		
<input type="checkbox"/> APPRAISE	INT 3		3			
<input checked="" type="checkbox"/> BLUFF	CHA 3	1	-1	3		
<input checked="" type="checkbox"/> CLIMB	STR 13	4	6	3		
<input checked="" type="checkbox"/> CRAFT: traps	INT 16	10	3	3		
<input type="checkbox"/> DIPLOMACY	CHA -1		-1			
<input checked="" type="checkbox"/> DISABLE DEVICE	DEX 14	4	7	3		
<input checked="" type="checkbox"/> DISGUISE	CHA 3	1	-1	3		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX 7		7			
<input type="checkbox"/> FLY	DEX 7		7			
<input type="checkbox"/> HANDLE ANIMAL	CHA		-1			
<input checked="" type="checkbox"/> HEAL	WIS 4	1	0	3		
<input checked="" type="checkbox"/> INTIMIDATE	CHA 15	10	-1	3	3	
<input checked="" type="checkbox"/> KN: dungeoneering	INT 10	4	3	3		
<input checked="" type="checkbox"/> KN: geography	INT 16	10	3	3		
<input checked="" type="checkbox"/> KN: local	INT 10	4	3	3		
<input type="checkbox"/> KN:	INT		3			
<input type="checkbox"/> KN:	INT		3			
<input type="checkbox"/> KN:	INT		3			
<input type="checkbox"/> LINGUISTICS	INT		3			
<input checked="" type="checkbox"/> PERCEPTION	WIS 13	10	0	3		
<input type="checkbox"/> PERFORM	CHA -1		-1			
<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 13	10	0	3		
<input type="checkbox"/> SLEIGHT OF HAND	DEX		7			
<input type="checkbox"/> SPELLCRAFT	INT		3			
<input checked="" type="checkbox"/> STEALTH	DEX 28	10	7	3	8	
<input checked="" type="checkbox"/> SURVIVAL	WIS 8	4	0	3	1	
<input checked="" type="checkbox"/> SWIM	STR 10	1	6	3		
<input type="checkbox"/> USE MAGIC DEVICE	CHA		-1			
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Hobgoblin (humanoid, goblinoid) (ARG-120)	Demoralizing Lash - hit demoralized foe, extend shaken 1 rnd
Darkvision 60'	Toughness +lvl +2 hp
Sneaky +4 Stealth	Improved Initiative +4
Class: Slayer (ACG-53) HD: d10, skills 6 + Int Mod	Improved Critical (long bow)
Weapon Prof: All simple & martial	Point-blank Shot +1 attack and dam w/in 30'
Armor Prof: Light & Medium Armor & Shields	Precise Shot - no penalty shooting into melee
Track: +lvl/2 Survival	Bullseye Shot - if no move, gain +4 attack
Studied Target: study foe as move, then +x=3 skills, attack, dam	Rapid Shot - on extra ranged attack
Sneak Attack +3d6 Damage	
Blood Reader - knows remaining hp of foes	
Deadly Range - increase sneak attack to 40'	
Poison Use - trained in poison, can't accidentally poison	
Trapfinding & trap sense as rogue	
Bleeding Attack (Ex) - +x=3 bleed dam from sneak attack	
Assassinate - sneak attack studied opponent, save or die	

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 105,000 / 105,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				
INIT	11	=	7	DEX MOD	+ 4
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Hide of the Hunters of Hadregash +5	9			20	Med	20.0
SHIELD heavy wooden shield	2			15		10.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Venkelvore's whip +3	+16+3	1d3+6+3	19-20,x2		S	2.0	disarm, nonlethal, reach, trip
dagger	+16	1d4+6	19-20,x2	10	P,S	1.0	
battleaxe	+16	1d8+6	20,x3		S	6.0	
hobgoblin's longbow of slaying +3	+17+3	1d8+6+6+3	19-20,x3	100	P	3.0	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

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NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS			
№	ITEM	QTY / USES	WGT N/A WEIGHT
	dagger		
	battle axe		

EQUIPMENT & MAGIC ITEMS			
№	ITEM	QTY / USES	WGT N/A WEIGHT
	girdle of giant strength +4 Str		
	Hide of the Hunters of Hadregash +5 AC		
	- endow wearer with camouflage as feat +4 stealth		
	- +8 stealth if lying in wait		
	Venkelvore's whip +3		
	- critical on 19-20		
	- +3 disarm and trip		
	- +3 intimidate		
	hobgoblin's longbow of slaying +3		
	- bonuses apply only when wielded by hobgoblin		
	- double bonus of "arrows of slaying"		
	- double strength damage		
	quivery with 20 arrows of greater slaying arrows		
	- DC 23 or take 100 damage (doubled w/ slaying bow)		
	- elves (5) (1/2 dam to half-elf)		
	- dwarves (5)		
	- humans (5) (1/2 dam to half-elf)		
	- gnome (1)		
	- halfling (1)		
	- orc (1) (1/2 dam to half-orc)		
	- gnoll (1)		
	- goblinoid (1)		

WORN MAGIC ITEM EQUIPMENT
EQUIPMENT SLOTS FOR MAGIC ITEMS
BELT:
BODY:
CHEST:
EYES:
FEET:
HANDS:
HEAD:
HEADBAND:
NECK:
RING:
RING:
SHOULDERS:
WRIST:

BAGS & CONTAINERS			
№	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED	
№	TREASURE
TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
42.0	0.0	0.0		42.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
176	352	528	N	528	1056	2640
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>		HEAVY <input type="checkbox"/>