

Dhahab
 CHARACTER: Shabti Medium female 5'11" 145 golden golden golden
 RACE & LA: 2,000 Lawful Neutral Maat
 AGE: 2,000 ALIGNMENT: Lawful Neutral DEITY: Maat
 HOMELAND & BACKGROUND OCCUPATION: Ipeq, Osirion



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	18	4	16		2	
DEX	18	4	16		2	
CON	18	4	16	2		
INT	16	3	16			
WIS	16	3	16			
CHA	18	4	16	2		

HITPOINTS				CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS				
104	104	10	Brawler	10	70		7	7	3	10				
TOTAL HP				104	FAVORED CLASS		TOTALS	10	70	0	7	7	3	10

ABILITY SCORE & RACIAL NOTES

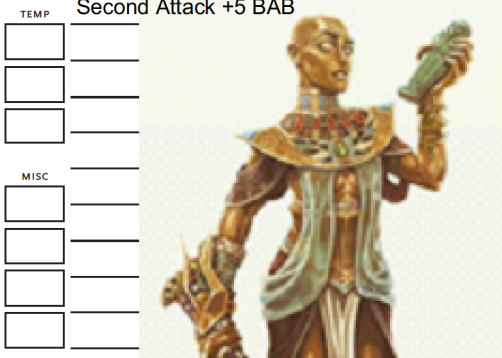
CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	29	-10+	7	0	4	2	5		1	
TOUCH	16	-10+			4	2				
FLAT-FOOT	22	-10+	7	0	0		5			

ARMOR CHECK PENALTY	MAXIMUM DEX	SPELL FAILURE
0	5	0%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	13	7	4		2	
REF	13	7	4		2	
WILL	8	3	3		2	

COMBAT NOTES & MODIFIERS



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	14	10		4		
RANGED ATTACK MODIFIER	14	10		4		
CMB	14	10	STR	4		
CMD	30	-10+	10	DEX	8	

SKILLS				RANKS TOTAL	70
TOTAL	RANKS	ABILITY	TRAINED	MISC	
<input checked="" type="checkbox"/> ACROBATICS	DEX	14	7	4	3
<input type="checkbox"/> APPRAISE	INT	3		3	
<input type="checkbox"/> BLUFF	CHA	4		4	
<input checked="" type="checkbox"/> CLIMB	STR	14	7	4	3
<input checked="" type="checkbox"/> CRAFT	INT	8	2	3	3
<input type="checkbox"/> DIPLOMACY	CHA	4		4	
<input type="checkbox"/> DISABLE DEVICE	DEX			4	
<input type="checkbox"/> DISGUISE	CHA	4		4	
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	14	7	4	3
<input type="checkbox"/> FLY	DEX	4		4	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	8	1	4	3
<input type="checkbox"/> HEAL	WIS	3		3	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	9	2	4	3
<input checked="" type="checkbox"/> KN: all	INT	16	10	3	3
<input type="checkbox"/> KN:	INT			3	
<input type="checkbox"/> KN:	INT			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	16	10	3	3
<input checked="" type="checkbox"/> PERFORM	CHA	8	1	4	3
<input checked="" type="checkbox"/> PROF: mortician	WIS	16	10	3	3
<input checked="" type="checkbox"/> RIDE	DEX	8	1	4	3
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	16	10	3	3
<input type="checkbox"/> SLEIGHT OF HAND	DEX			4	
<input type="checkbox"/> SPELLCRAFT	INT			3	
<input type="checkbox"/> STEALTH	DEX	4		4	
<input type="checkbox"/> SURVIVAL	WIS	3		3	
<input checked="" type="checkbox"/> SWIM	STR	9	2	4	3
<input type="checkbox"/> USE MAGIC DEVICE	CHA			4	
<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: Shabti (outsider; native) (B5-227)	Two Weapon Fighting - lower penalty for 2 attacks (PCR-136)
darkvision 60'	Improved Two Weapon Fighting
Immortal (Ex) - do not age, can't die of old age	Greater Improved Two Weapon Fighting - 3 attacks
Immune to Undeath (Ex)	Two Weapon Defense +1 AC
Past Life Knowledge - all knowledge are class skills	Vital Strike x2 damage
Resist Level Drain (Ex) - no penalty from negative lvls, regained after 24 hrs	Power Attack -1 attack for +2 damage
Shattered Soul (Ex) - cannot be resurrected	Cleave & Greater Cleave - continued attack until miss
Class: Brawler (ACG-23) HD: d10, skills 4 +Int Mod	
Weapon Prof: All simple + short sword	
Armor Prof: Light armor, no shields	
Brawler's Cunning (Ex) - always meet Int Feat needs	Close Weapon Mastery - increase weapon dam
Martial Flexibility - trade move for feat not known 3+lvl/2/day	Brawler's Strike - unarmed strikes magical, cold iron, silver
Martial Training - both fighter and monk for feats	Knockout 2/day - fort save DC 10+lvl/2+Str, unconscious 1d6 rnds
Improved Unarmed Strike -	AC Bonus +2
Brawler's Fury - Improved 2-Weapon Fighting	Maneuver Training (Ex) grapple +2, disarm +1

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

SPEED		BASE	FLY	SWIM	CLIMB	MISC
SPEED	30					
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
Chain Shirt of Ethereal Travel +3	7	5				10.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
mated pair of short sword +3 (female)	+14+3	1d8+4+3+1d6 cold dam	18-20,x3		P	2.0	
mated pair of short sword +3 (male)	+14+3	1d8+4+3+1d6 fire dam	18-20,x3		P	2.0	
unarmed	+14	1d10+4	20,x2		B		

