

Hk Lout

CHARACTER
Inphidian (Rattler) Medium Female
RACE & LA SIZE GENDER
 40 Chaotic Evil Ydersius
AGE ALIGNMENT DEITY

PLAYER
 8'0" 300 lbs None Yellow Black 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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	26	8	18	8		
DEX	18	4	14	4		
CON	20	5	14	6		
INT	12	1	10	2		
WIS	14	2	10	4		
CHA	22	6	18	4		

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
97	78	6	Inphidian: Monstrous Humanoid	6	30	6	2	5	5	6			
	13	1	Antipaladin	1	3		2	0	2	1			
TOTAL HP			97	FAVORED CLASS	Inphidian	TOTALS	7	33	6	4	5	7	7

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	30	-10+	10	0	4		6			
TOUCH	14	-10+			4					
FLAT-FOOT	26	-10+	10	0	0		6			

SKILLS RANKS TOTAL 33

	ABILITY	TOTAL	RANKS	TRAINED	MISC
<input type="checkbox"/> ACROBATICS	DEX	4		4	
<input type="checkbox"/> APPRAISE	INT	1		1	
<input checked="" type="checkbox"/> BLUFF	CHA	10	1	6	3
<input type="checkbox"/> CLIMB	STR	17		8	9
<input checked="" type="checkbox"/> CRAFT	INT	5	1	1	3
<input type="checkbox"/> DIPLOMACY	CHA	6		6	
<input type="checkbox"/> DISABLE DEVICE	DEX			4	
<input checked="" type="checkbox"/> DISGUISE	CHA	10	1	6	3
<input type="checkbox"/> ESCAPE ARTIST	DEX	4		4	
<input type="checkbox"/> FLY	DEX	4		4	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	10	1	6	3
<input type="checkbox"/> HEAL	WIS	2		2	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	16	7	6	3
<input checked="" type="checkbox"/> KN: religion	INT	11	7	1	3
<input type="checkbox"/> KN:	INT			1	
<input type="checkbox"/> KN:	INT			1	
<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 type="checkbox"/> PERCEPTION	WIS	6		2	4
<input type="checkbox"/> PERFORM	CHA	6		6	
<input checked="" type="checkbox"/> PROF:	WIS	6	1	2	3
<input checked="" type="checkbox"/> RIDE	DEX	8	1	4	3
<input type="checkbox"/> SENSE MOTIVE	WIS	10	5	2	3
<input type="checkbox"/> SLEIGHT OF HAND	DEX			4	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	8	4	1	3
<input checked="" type="checkbox"/> STEALTH	DEX	12	4	4	3
<input type="checkbox"/> SURVIVAL	WIS	2		2	
<input type="checkbox"/> SWIM	STR	16		8	8
<input type="checkbox"/> USE MAGIC DEVICE	CHA			6	
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				



SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	9	4	5			
REF	9	5	4			
WILL	9	7	2			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	15	7		8		
RANGED	11	7		4		
CMB	15	7	STR	8		
CMD	29	-10+	B7B	0	12	

FEATS & FEATURES

Race: Inphidian (ToHC-379) (Monstrous Humanoid, reptilian) **Inphidian Feats (3):**
 Darkvision 60', HD: d10; skills: 4+IntMod **Power attack -1 attack for +2 damage**
 Natural Weapons: Snake-hands (1d6 plus poison). **Cleave & Greater Cleave - attack until first miss**
 AC: +6 natural AC bonus **Vital Strike - double damage on one attack**
 Racial +4 Perception +8 climb +8 swim
 poison (DC 18)
 Death Rattle (Su): 3d6 dam, 40' rad (1/d4 rnds) DC 16 Fort save
 Class: Antipaladin HD: d10 skills: 2+Int Mod
 Weapon Prof: all simple and martial weapons
 Armor Prof: all + shields
 Aura of Evil (Ex)
 Detect Good (Sp) 60' as move (at will)
 Smite Good (Su) +Cha Mod to attack, + lvl dam
 - for good clerics/outsidars/dragons +2 dam/lvl, bypass DR
 - +ChaMod AC for smited foe (1/day for duration of day)

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Inphidian Snakeplate Armor +1	10	5	0	10	H	50.0
SHIELD						

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		20	20	
INIT	4	=	4	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Snake Hands (2)	+15	1d6+8	20,x2		P		+poison (see below)
Greatsword	+15	2d6+12	19-20,x2		S	10.0	

