8'0" Yellow Inphidian (Rattler) Medium Female 300 lbs None



RACE & LA 40 Chaotic Evil		l	Ydersius GENDER				Orv (The Darklands) far beneath Geb										3					
AGE ALIGNMENT DEITY LANGUAGES: Inphidian, Common				HOMELANI	& BACKGRO	OUND OCCUPA	ATION				JEJP.	LAN	LIUDK	G G	/eVJ00							
LANGUAGES	_{s:} Inpnidian, C	ommo	n												Original by Neceros				hoo.com.	Version	1.0.2012	
ABILITY S		MOD	BASE	ENHANCE	MISC	TEMP		CURRENT	TPOIN		P GAINED	HD		c	CLASS RE	COR BAB	DER SKILL	FC HPS	FORT	REF	WILL	LEVELS
STI	R 26	8	18	8							78				onstrous Humanoid	6	30	6	2	5	5	6
DE	x 18	4	14	4				9			13	1		An	tipaladin	1	3		2	0	2	1
COI	N 20	5	14	6																		
IN			10	2			NONLETH HP DAM	AL														
		씈		=			TEMPORA HP	RY														
WI		2	10	4			TOTAL HP				97	FAVOR CLAS		Inphid	lian TOTALS	7	33	6	4	5	7	7
CHA 22 6 18 4							CONDITIONS & MISCELLANEOUS TRACKING								SKILLS RANKS 33							
ABILITY S RACIAL	CORE & L NOTES													TOTAL RANKS ABILITY TRAINED MISC								
							DEFE								*□ Appraise		_	1		1		
ARMOR			ARMOR	SHIELD	4	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP	ARM	IOR CHECK	0	* ☑ BLUFF * □ CLIMB •			10 17	1	6	3	9
AC		=10+	10					6				_	PENALTY		*☐ CLIMB • *☑ CRAFT:		_	5	1	1	3	9
TOU	сн 14	= 10 +			4							_	MAXIMUM DEX		*□ DIPLOMACY		_	6		6		
FLAT-F	оот 26	=10+	10	0	0			6					SPELL FAILURE	10%	DISABLE DEVICE ◆★☑ DISGUISE		HA	10	1	6	3	
							•			сомват	NOTES & M	DDIFIERS			*□ ESCAPE ARTIST •		_	4		4		
SAVING TH	SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE MISC TEMP											* FLY •		_	4		4					
FOR	RT 9		4	5											☑ HANDLE ANIMAL *□ HEAL			10	1	6	3	
RE	F 9		5	4										∗ INTIMIDATE	С		16	7	6	3		
WIL	L 9		7	2											✓ KN: religion ☐ KN:		NT NT	11	7	1	3	
								10				6A	☐ Kn:		NT			1				
	ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY SIZE						MISC						□ Kn:		NT	\perp	\perp	1				
MELEE 15 7 8							A STATE OF THE STA		100) du	□ Kn:		NT NT	+		1						
RANC ATTACK MC			7		4		En Algor							LINGUISTICS		NT			1			
СМ	в 15	7	STR	2	8									*☐ PERCEPTION *☐ PERFORM:			6		6		4	
СМ	D 29	=10+	в⊼в	DOIDE &	§12°								✓ Prof:		_	6	1	2	3			
DENVECT DEN															*☑ RIDE ◆	_	8	1	4	3		
	FEATS &						FEATURES							☐ SLEIGHT OF HAND ◆		DEX	10	5	4	3		
Bass: Is	nnhidian /TaU/	270\/	Monotro					HARACTER F							☑ Spellcraft		8	4	1	3		
	Race: Inphidian (ToHC-379) (Monstrous Humanoid, reptilian)												*☑ STEALTH • *□ SURVIVAL	_	12	4	2	3	1			
	Darkvision 60', HD: d10; skills: 4+IntMod					Power attack -1 attack for +2 damage								÷□ Swim •			16		8		8	
Natural Weapons: Snake-hands (1d6 plus poison).						Cleave & Greater Cleave - attack until first miss							☐ Use Magic Device	STR	на	\dashv		6				
	natural AC						Vital Strike - double damage on one attack								STR	т	\pm		_			
Racial	+4 Perception	on +8	climb +	·8 swim											STR	F	\blacksquare					
poison	poison (DC 18)															STR	+	\dashv				
Death R	Death Rattle (Su): 3d6 dam, 40' rad (1/d4 rnds) DC 16 Fort save													STR		ユ		\Box				
Class:	Class: Antipaladin HD: d10 skills: 2+Int Mod													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								
Weapo	Weapon Prof: all simple and martial weapons											EXPERIENCE SLOW MEDIUM FA			0			2,000				
Armor	Armor Prof: all + shields												SLOW - MEDIUM - FA	31 1	BASE	FLY	y sw	/ім	CLIMB	MISC		
Aura o	f Evil (Ex)														SPEED		30		2	0	20	
Detect Good (Sp) 60' as move (at will)													INIT 4	1	= [4	DEX MOD	+ [MISC MOD		
Smite Good (Su) +Cha Mod to attack, + Ivl dam														HERO								
- for good clerics/outsiders/dragons +2 dam/lvl, bypass DR																			_			
- +ChaMod AC for smited foe (1/day for duration of day)															SR DR							
														RESISTANCES								
	ARMOR & ARMOR NAME & DESCRIPTION						WEAP	ONS	AC BONUS	MAX DEX	PENALTY S	SPELL FAI	L TYPE	WEIGHT	POOL POINTS							
ARMOR In	ıphidian Snak								10	5	0	10	Н	50.0								
									_		$\overline{}$			_								

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

FEATS & SPECIAL ABILITIE	S					F	EATS &	SPECIA	AL ABILITIES			
Poison (Ex) Bite—injury; save: Fort DC 12 + 1/2 HD +		USES/DAY	USED				NAME				USES/DAY	USED
frequency: 1/round for 4 rounds; effect: 1d4 Strength			┨╟									
cure: 1 save. The save is Constitution based.			┨┝							<u> </u>		
cure. I save. The save is Constitution based.				┨╟							├──	
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				⇃닎								
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FOURMENT & MACICITEN	10						OHIDM	ENIT C. B	AACIC ITEMS			
EQUIPMENT & MAGIC ITEM	QTY / USES	WGT N/A	WEIGHT	*					MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT
				⇃⇂	_	an Gauntlets -			akes heads	2		0.5
				⇃닎		faint transmuta						<u> </u>
				⇃닎	- Slot h	ands; Price 24	4,000; W	eight1/2	2 lb.			
				⇃닎								
				⇃닎	Inphidia	an Snakeplate	Armor +	1 (Heav	y Armor!)			
				↓L	spell failu	ire 10%, a max De	ex bonus ·	+5, no arn	nor check penalty.			
					+1 stea	Ith & climb bor	nus					
					+x intim	nidate bonus w	here x=	# of inph	nidians in party			
				1 🗆	OR intir	midating prowe	ess - ado	d Str Mo	d to Intimidate			
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WORN MAGIC ITEM EQUIPMENT						BAGS & CO	NIAIN	ERS				
EQUIPMENT SLOTS FOR MAGIC ITEMS	*			CONTAINE	R				LUME/WEIGHT LIMIT/NO	res		WEIGHT
BELT:	\vdash											-
BODY:												
CHEST:	\vdash											-
EYES:												
FEET:		CARR		CARRIED	WGT N/A	STORED	*		TREASURE C	ARRIED		WEIGHT
HANDS:	PLATINUM											$oxed{oxed}$
HEAD:	GOLD											
HEADBAND:	SILVER											
NECK:	COPPER								LOADS &	LIET		
RING:							LIGHT	MEDIUM LOAD	HEAVY LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
RING:			ARRII	ED WE	IGHT		306	613	919	919	1838	4595
SHOULDERS:	ARMOR & WEAPONS	CURREN		JIPMENT	MISC	TOTAL	0	0	MODIFIED LOAD	0	0	0
WRIST:	60.0	0.0		0.5		60.5	CURRENT	LOAD		EDIUM 🗖	HEA.	VY 🔲
		1 0.0		0.0		1 30.0	-5		LIGHT M	- PIOWI	HEA	