

Ibhubesi
 CHARACTER: Nkosi (Smoke Creature) Medium Female
 RACE & LA: 26 Lawful Neutral lomedae
 AGE ALIGNMENT DEITY
 David
 PLAYER: 5'10" 140 lbs tawny fur blue N.A.
 HEIGHT WEIGHT HAIR EYES SKIN
 Usaro, Mwangi Expanse
 HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: Southern, Auran, Ignan, Common, Polyglot, Charau-ka



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

| ABILITY SCORE | TOTAL | MOD | BASE | ENHANCE | MISC | TEMP |
|---------------|-------|-----|------|---------|------|------|
| STR | 18 | 4 | 18 | | | |
| DEX | 34 | 12 | 16 | 8 | 4 | 6 |
| CON | 16 | 3 | 16 | | | |
| INT | 16 | 3 | 12 | 2 | 2 | |
| WIS | 14 | 2 | 14 | | | |
| CHA | 10 | 0 | 10 | -2 | 2 | |

| HITPOINTS | | | CLASS RECORDER | | | | | | | | | | |
|------------|-----------|----|----------------|---------------|--------|--------|------|-----|------|--------|---|---|----|
| CURRENT HP | HP GAINED | HD | CLASS NAME | BAB | SKILL | FC HPS | FORT | REF | WILL | LEVELS | | | |
| 141 | 79 | 7 | Ranger | 7 | 63 | 7 | 5 | 5 | 2 | 7 | | | |
| | 55 | 5 | Swordlord | 5 | 25 | 0 | 2 | 3 | 2 | 5 | | | |
| TOTAL HP | | | 141 | FAVORED CLASS | Ranger | TOTALS | 12 | 88 | 7 | 7 | 8 | 4 | 12 |

ABILITY SCORE & RACIAL NOTES

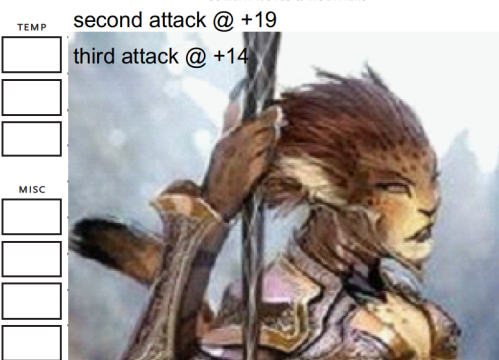
| ATTACKS & DEFENSE | | | | | | | | | | |
|-------------------|-------|-------|--------|-----|------|-------|---------|---------|------|------|
| ARMOR CLASS | TOTAL | ARMOR | SHIELD | DEX | SIZE | DODGE | NATURAL | DEFLECT | MISC | TEMP |
| AC | 35 | -10+ | 9 | 0 | 12 | | | 1 | 3 | |
| TOUCH | 23 | -10+ | | | 12 | | | 1 | | |
| FLAT-FOOT | 20 | -10+ | 9 | 0 | 0 | | | 1 | | |

| SAVING THROWS | | | | | | |
|---------------|-----|------|------------|---------|---------|------|
| FORT | REF | WILL | CLASS BASE | ABILITY | ENHANCE | MISC |
| 10 | 20 | 6 | 7 | 3 | | |
| | | | 8 | 12 | | |
| | | | 4 | 2 | | |

| ATTACKS | | | | | | |
|---------|--------|-----|-----|-------------------|------|---------|
| MELEE | RANGED | CMB | CMD | BASE ATTACK BONUS | TEMP | ABILITY |
| 16 | 24 | 24 | 39 | 12 | | 4 |
| | | | | 12 | | 12 |
| | | | | 12 | | DEX |
| | | | | 12 | | 16 |

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: 12
 SPELL FAILURE: 15%



| SKILLS | | | | | RANKS TOTAL |
|---|-------|---------|---------|------|-------------|
| TOTAL | RANKS | ABILITY | TRAINED | MISC | 88 |
| <input checked="" type="checkbox"/> ACROBATICS | DEX | 19 | 4 | 12 | 3 |
| <input type="checkbox"/> APPRAISE | INT | 3 | | 3 | |
| <input checked="" type="checkbox"/> BLUFF | CHA | 4 | 1 | 0 | 3 |
| <input checked="" type="checkbox"/> CLIMB | STR | 9 | 2 | 4 | 3 |
| <input checked="" type="checkbox"/> CRAFT | INT | 3 | | 3 | |
| <input checked="" type="checkbox"/> DIPLOMACY | CHA | 4 | 1 | 0 | 3 |
| <input type="checkbox"/> DISABLE DEVICE | DEX | | | 12 | |
| <input type="checkbox"/> DISGUISE | CHA | 0 | | 0 | |
| <input checked="" type="checkbox"/> ESCAPE ARTIST | DEX | 12 | | 12 | |
| <input type="checkbox"/> FLY | DEX | 12 | | 12 | |
| <input checked="" type="checkbox"/> HANDLE ANIMAL | CHA | 6 | 3 | 0 | 3 |
| <input checked="" type="checkbox"/> HEAL | WIS | 8 | 3 | 2 | 3 |
| <input checked="" type="checkbox"/> INTIMIDATE | CHA | 23 | 12 | 0 | 3 |
| <input checked="" type="checkbox"/> KN: dungeoneering | INT | 7 | 1 | 3 | 3 |
| <input checked="" type="checkbox"/> KN: geography | INT | 14 | 8 | 3 | 3 |
| <input checked="" type="checkbox"/> KN: nature | INT | 16 | 10 | 3 | 3 |
| <input checked="" type="checkbox"/> KN: nobility | INT | 9 | 3 | 3 | 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 | 17 | 12 | 2 | 3 |
| <input checked="" type="checkbox"/> PERFORM | CHA | 4 | 1 | 0 | 3 |
| <input checked="" type="checkbox"/> PROF: | WIS | | | 2 | |
| <input type="checkbox"/> RIDE | DEX | 12 | | 12 | |
| <input checked="" type="checkbox"/> SENSE MOTIVE | WIS | 8 | 3 | 2 | 3 |
| <input type="checkbox"/> SLEIGHT OF HAND | DEX | | | 12 | |
| <input checked="" type="checkbox"/> SPELLCRAFT | INT | 8 | 2 | 3 | 3 |
| <input checked="" type="checkbox"/> STEALTH | DEX | 27 | 12 | 12 | 3 |
| <input checked="" type="checkbox"/> SURVIVAL | WIS | 13 | 8 | 2 | 3 |
| <input checked="" type="checkbox"/> SWIM | STR | 9 | 2 | 4 | 3 |
| <input type="checkbox"/> USE MAGIC DEVICE | CHA | | | 0 | |
| <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: Nkosi (Lionfolk) (SB-73) | Class: Ranger HD: d10 skills 6 + Int Mod |
| Type: Monstrous Humanoid + shapechanger | Woodland Stride (Ex) - move through underbrush at speed |
| Stalker: Perception & Stealth are class skills | Weapon & Armor: All simple & Martial; Lt & Med armor |
| Hunter's Form (Su): Can change into form of lioness (3+lvl/2/day) | Track: +lvl/2 survival checks to track |
| Hunter's Max (Ex): Bite Attack | Wild Empathy (Ex) improve the initial attitude of an animal |
| Template: Smoke Creature (AB-263) +4 Dex, +2 Int, +2 Cha | Exotic Weapon Proficiency (dueling sword) |
| Type: outsider + air, fire, elemental & extraplanar | Weapon Focus (dueling sword) +1 attack |
| Cloud Sight (Ex): See through clouds, mist, smoke etc. | Weapon Finesse - use Dex instead of Str for melee attack |
| Smokey Form (Ex) constant concealment (as blur) 20% miss | Dazzling Display - demoralize foes w/in 30' w/ intimidate check |
| Immunity: inhaled poisons & gas or cloud- attacks/spells | Intimidating Prowess - Add Str Mod to Intimidate Check |
| Fly: 35, perfect maneuverability | Power attack trade -2 attack for +4 damage |
| Smoke Travel (Su): Dimension Door from smoke to smoke (at will; long range) | Combat Style: Menacing |
| Breath Weapon: Cloud of Smoke 20' Square 2d6 fire dam, 5 rnds | Endurance: +4 various Con based saves |
| +5 stealth in smoke, fog, clouds | Favored Terrain: Jungle +2 relevant checks & Init |
| Air Mastery: Airborne foes: -1 attack and damage vs smoke | Hunter's Bond (Ex) - grant favored enemy bonus to ally w/in 30' |

| | |
|---|------------------------------|
| MARK A <input type="checkbox"/> TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES | |
| EXPERIENCE | 220,000 / 315,000 |
| SLOW <input type="checkbox"/> MEDIUM <input checked="" type="checkbox"/> FAST <input type="checkbox"/> | |
| SPEED | 35 / 35 |
| INIT | 14 = 12 DEX MOD + 2 MISC MOD |
| HERO | |
| SR | DR |
| RESISTANCES | Fire 10 |
| POOL POINTS | |

| ARMOR & WEAPONS | | | | | | |
|---|----------|---------|---------|------------|------|--------|
| ARMOR NAME & DESCRIPTION | AC BONUS | MAX DEX | PENALTY | SPELL FAIL | TYPE | WEIGHT |
| ARMOR enhanced breastplate +3 (max dex=10, penalty=0) | 9 | 12 | 0 | 15 | Lt | 20.0 |
| SHIELD | | | | | | |

| WEAPON NAME & DESCRIPTION | ATTACK MODIFIERS | DAMAGE | CRITICAL | RANGE | TYPE | WEIGHT | AMMO & NOTES |
|---|------------------|-----------------|----------|-------|------|--------|--------------|
| bite | +24 | 1d6+12 | 20/x2 | | P | | |
| dueling sword of smoke +3 attack + 2d6 fire dam | +24+1+3 | 1d8+12+2d6 fire | 17-20/x2 | | S | | |
| matching dueling swords of smoke (x2) | | | | | | | |

