

26 Lawful Neutra	al lomeda	ae	GENDEN		Usaro, N					ETES	SKII		ROI							3
AGE ALIGNMENT LANGUAGES: Southern, Au	HOMELAND &	BACKGROUN	ID OCCUPAT	ION					Original by Neceros					Version 1	.0.2012					
				.,		LUTE	POINT	re					CLASS RE							
STR 18	4 18	ENHANCE	MISC	TEMP		CURRENT HE		НР	GAINED	HD 7			ASS NAME	BAB	5KILL 63	FC HPS		REF	WILL	LEVELS
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RACIAL NOTES										* ★ ACROBATICS •		_	19		12	3	MISC			
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FLAT-FOOT 20	10+ 9	0	0		L	L	1				FAILURE	15%	*□ Disguise	С	_	0		0		
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	ASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC		1	- 40		٤.,			☑ Kn: nobility		_	9	3	3	3	
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RANGED 24	12		12							100	Provide the	LINGUISTICS		NT	\rightarrow		3			
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CMD 39	10+ B/2 B	DODGE &	16			W. B.	別。					*□ RIDE +			12		12			
													₽ SENSE MOTIVE		_	8	3	2	3	
		CLASS FEA			EATURE EATS, AND CHA		TURES				☐ SLEIGHT OF HAND ◆ ☑ SPELLCRAFT		NT NT	8	2	3	3			
Race: Nkosi (Lionfo	lk) (SB-73)		,		Class:			10 sk	ills 6 +		*■ STEALTH •			_	12	12	3			
Type: Monstrous Hu	umanoid + sł	napech	anger		Woodlan	nd Stride	(Ex) - r	nove th	hrough	*☑ SURVIVAL *☑ SWIM •		_	13 9	8 2	2	3				
Stalker: Perception	& Stealth are	e class	skills		Weapon	n & Armo	or: All s	simple	& Mar	armor	☐ USE MAGIC DEVICE		на		2	0				
Hunter's Form (Su): Can	change into forn	n of lione	ess (3+lvl	/2/day)	Track: -	+lvl/2 su	urvival	check	s to tra		STR STR	+	-							
Hunter's Max (Ex): I	Bite Attack				Wild Em	pathy (E	x) impr	ove th	e initial		STR	F								
Template: Smoke Crea	ture (AB-263) -	+4 Dex,	+2 Int, +	2 Cha	Exotic V	Weapor	n Profic	ciency	(dueli		STR	+				\rightarrow				
Type: outsider + air	, fire, elemer	ıtal & e	xtrapla	nar	Weapoi	n Focus	s (dueli	ing sw	/ord) +	1 atta		STR	上	\perp			\Box			
Cloud Sight (Ex): See	e through clou	ıds, mis	t, smok	e etc.	Weapon	Finesse	e - use [Dex ins	stead of	MARK A □ TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONU. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES										
Smokey Form (Ex) cons	Dazzling	Display -	- demora	alize fo	es w/in :	EXPERIENCE SLOW MEDIUM 2 FA	sт □ [2:	20,00	0 /	31	5,00	0							
Immunity: inhaled pois	Intimida	ting Pro	wess -	Add S	tr Mod	Check	00777		BASE	FLY		им с	LIMB	MISC						
Fly: 35, perfect man	Power a	attack tr	rade -2	attac	k for +	4 dan	nage		SPEED		35	35			_					
Smoke Travel (Su): Dimension	g range)	Comba	t Style:	Mena	cing					INIT 1	<u>4</u>	= _	12	MOD	+		MOD			
Breath Weapon: Cloud of	Endura								HERO											
+5 stealth in smoke,	Favored							SR DR												
Air Mastery: Airborne fo	smoke	Hunter's	Bond (Ex	() - grant	favore	d enem	y bonus	- RESISTANCES Fire 10												
	OR &	WEAPOI							_	POOL POINTS										
enhanced breas	ARMOR NAME			ltv=0)		Ac	G BONUS M	12	PENALTY S	15	TYPE Lt	wеіднт 20.0								
ARMOR	ipiate ro (IIIa)	C GEX-1	o, pena	y-0)			-	12		10	L	20.0								
SHIELD	NAME & DESCRIPTION				ATTACK	MODIFIESS			DAN	IACE.		CRITIC	DANCE TO	WES	т		A 3.000	2 NOTE		
WEAPON	NOME & DESCRIPTION			_	ATTACK	MODIFIERS			DAN	INGE		CRITICA	L RANGE TYPE	WEIGH			АММС	& NOTES		

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	ITPE	WEIGHT	AMMO & NOTES
bite	+24	1d6+12	20/x2		Р		
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)							

	FEATS & SPECIAL ABILITIES	uese/pay				F	EAT	S & SF	PECIA	L ABII	LITIES		uese/pay	HOED	
favo	ored enemy: +2 Bluff, Knowledge, Perception, Sense Motive, Survival, att	USES/DAY	USED	Pr	estige C	lass: Swordlor	d (P		D: d10	0, skills	2+Int N	/lod	USES/DAY	USED	
+2	vs outsiders (evil); +4 vs primates			Dueling Mastery (Combat) +2 init w/ dueling sword, +2 AC if one du											
lm	proved Critical (dueling sword) double threat range			Deft Strike (Ex) - use Dex Mod (not Str) as damage								us			
-	vo Weapon Fighting (reduce penalty to -2 for each w	eapon)			Display Weapon Prowess (Ex) +4 Intimidate										
-	proved Two Weapon Fighting (off hand weapon gets two						Parry (Ex) +1 A								
					- I		cs (Ex) make sense n					ame foe for	r +2 attack		
Г					Sh	atter Cor	nfidence (Ex): in	timid	ate afte	er che	ck critica	al leaves	shaken		
Г					- I		shaken, intimida								
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×	EQUIPMENT & MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT	*		E	ΩUI	PMEN	T & N	AGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT
	Ring of Protection +3, Resistance Fire 10	,	,		JL								,	·	
	Belt of Incredible Dexterity +6				JL										
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	WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	К			CONTAINE	ER	BAGS & CO	NT/	AINER		.UME/WEIGH	HT LIMIT/NOT	ES		WEIGHT
	BELT:														
	BODY:														
	CHEST:														
	EYES:														
	FEET:		CAR		CARRIED	WGT N/A	STORED	*				SURE CA	ARRIED		WEIGHT
	HANDS:	LATINUM						Ĺ							
	HEAD:	GOLD													
н	EADBAND:	SILVER						Ĺ							
	NECK:	COPPER									LO	ADS &	LIFT		
	RING:									EDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
	RING:		(CARRII	ED WE	IGHT			- 1	202	303	N.	303	606	1515
SH		ARMOR & WEAPONS	CURREN	ICY EQL	JIPMENT	MISC	TOTAL		0	0		MODIFIED LOAD	0	0	0
	WRIST:	20.0	0.0		0.0		20.0	cur	RENT LO	AD	LIGHT	Z M	EDIUM 🗖	HEA	vy 🗆
	DICINAL CREATER BY BILL BARNES (WAYN NECEROS COM) MODISIER BY DAN BRINK THIS BRO	DUCT LICENCE	D BY CREAT!	/E COMMON	S LICENSE /	HTTD://CDEAT	VECOMMONS ORG/LICENS	EC/DV	NC-SA /3 (N	DATHELL			OBYMPITTE	BAIZO BUB: "	SHINGLIC

		SPEL	LS PER	R DAY					SPELLS PER DAY														
CLASS		Ranger LEVEL 7							BLOODLINE/PATI	RON				C	LASS						LEVEI	-	٦
		ABILITY SPELLS							BLOODLINE/PATI	RON					TOTAL	CL		ABILITY BONUS		SPELLS KNOWN	_		
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25FT + FT / 2 LVL	40		100FT 10FT /	+ 17	0	400FT + 40FT / LV	680	0	FOCUS	<u> </u>				25i 5ft /	T+	25	100	DFT + r / LVL	100		LONG: 400FT + 40FT / LV	400)
60-1		TAL	CLAS	S ABILI	тү отн	ER CUI	RRENT POIN	NTS	PROHIBI ⁻			TOTAL	CI	.ASS	ABILITY	ОТНЕ	e cu	RRENT POIN	15				
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											SPELLS												
1	PREP U	SED	Anima	al Mess	senaer	- Send	ds a Ti		ne & description Animal to a spe	ecific	place.		school Enchantr		D	URATION	R/	ANGE		SAVE	SR	REFERENC	Ε
1									e to you.			_	Enchantr										_
1									HD of animals		-	Enchantr										_	
1			Charm Animal - Makes one animal your friend.										Enchantr	ment									_
1			Hide from animals - animals can't perceive one subject/level.										Enchantr	ment									_
1			Speak with animals - You can communicate with animals.										Divination										_
1			Summon Nature's Ally I - Summons creature to fight for you.										Conjura	ition									
1			Hunter's Howl - Treat enemies as favored for 1 round/level. +2 attack, damage									ge	Necroma	ancy									
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2									· · · · · · · · · · · · · · · · · · ·		f hindering you and your all	_	Enchantr						-				_
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