

Tumbili
 CHARACTER
 kech Medium Female
 RACE & LA SIZE GENDER
 22 Neutral Evil Angazhan
 AGE ALIGNMENT DEITY
 LANGUAGES: Kech, Banderlog, Common, Giant

PLAYER
 6' 0" 150 lbs greenish-brown leaves sapphire blue fur
 HEIGHT WEIGHT HAIR EYES SKIN
 Mwangi Expanse
 HOMELAND & BACKGROUND OCCUPATION



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	22	6	18	4		
CON	14	2	12	2		
INT	14	2	14			
WIS	12	1	10	2		
CHA	12	1	12			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
58	50	5	Kech	5	35		1	4	4	5
	8	1	Rogue	0	10		2	0	0	1
TOTAL HP			TOTALS							
58			Kech		5	45	0	3	4	6

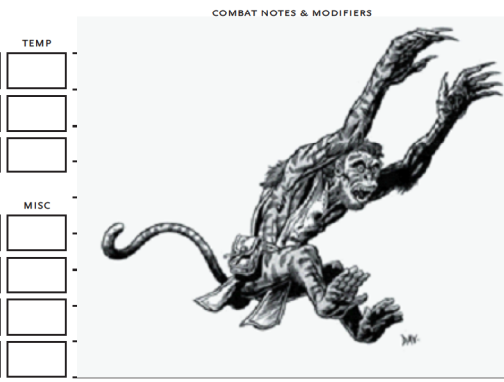
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	-10+	0	0	6	1	4			
TOUCH	17	-10+			6	1				
FLAT-FOOT	14	-10+	0	0	0		4			

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: --
 SPELL FAILURE: 0%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	3	2			
REF	10	4	6			
WILL	5	4	1			



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	9	5		4		
RANGED	11	5		6		
CMB	11	5	DEX	6		
CMD	26	-10+	B5B	10		

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX	10	1	6	3	
<input checked="" type="checkbox"/> APPRAISE	INT	6	1	2	3	
<input checked="" type="checkbox"/> BLUFF	CHA	5	1	1	3	
<input checked="" type="checkbox"/> CLIMB *	STR	8	1	4	3	
<input checked="" type="checkbox"/> CRAFT:	INT	6	1	2	3	
<input checked="" type="checkbox"/> DIPLOMACY	CHA	5	1	1	3	
<input checked="" type="checkbox"/> DISABLE DEVICE *	DEX	15	5	6	3	1
<input checked="" type="checkbox"/> DISGUISE	CHA	5	1	1	3	
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX	15	6	6	3	
<input type="checkbox"/> FLY *	DEX	6		6		
<input type="checkbox"/> HANDLE ANIMAL	CHA			1		
<input type="checkbox"/> HEAL	WIS	2	1	1		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	5	1	1	3	
<input checked="" type="checkbox"/> KN: dungeoneer	INT	6	1	2	3	
<input checked="" type="checkbox"/> KN: local	INT	6	1	2	3	
<input type="checkbox"/> KN:	INT			2		
<input type="checkbox"/> KN:	INT			2		
<input type="checkbox"/> KN:	INT			2		
<input checked="" type="checkbox"/> LINGUISTICS	INT	6	1	2	3	
<input checked="" type="checkbox"/> PERCEPTION	WIS	13	6	1	3	3
<input checked="" type="checkbox"/> PERFORM:	CHA	5	1	1	3	
<input checked="" type="checkbox"/> PROF:	WIS	5	1	1	3	
<input checked="" type="checkbox"/> RIDE *	DEX	6		6		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	10	6	1	3	
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	DEX			6		
<input type="checkbox"/> SPELLCRAFT	INT			2		
<input checked="" type="checkbox"/> STEALTH *	DEX	19	6	6	3	4
<input type="checkbox"/> SURVIVAL	WIS	1		1		
<input checked="" type="checkbox"/> SWIM *	STR	8	1	4	3	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	5	1	1	3	
<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 Kech (ToHC-393) (Monstrous Humanoid) HD: d10	Kech feats (3) and skills (4+Int Mod/lvl)
Darkvision 60'; Natural Armor +4	Dodge +1 AC
Racial Skills: Perception +2; Stealth +4 (+10 forests)	Improved Initiative +4
Rend: If two claws hit, add! 1d6+1.5 Str Mod	Vital Strike - one attack does double damage
Pass Without Trace (Ex) - any terrain, nonmagical tracking impossible	Accomplished Sneak Attacker +1d6 damage
Class: Rogue HD: d8, skills 8 + Int Mod	
Weapon Prof: All simple, hand crossbow, rapier, sap, shortbow, short sword	
Armor Prof: All light armor	
Sneak attack +2d6 damage	
Trapfinding: +1l/2 Perception, Disable Device	

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	40			20	
INIT	10	=	6	DEX MOD	+ 4
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws (x2)	+9	1d4+4	20,x2		S		plus rend, 1d6+1.5 Str Mod
bite	+9	1d6+4	20,x2		P		