

## Sinspawn, Wrathspawn

Male Sinspawn, Wrathspawn - CL3 - CR 2

Neutral Evil Aberration

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	13	+1	
<b>DEX</b> DEXTERITY	13	+1	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	10	0	
<b>WIS</b> WISDOM	13	+1	
<b>CHA</b> CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+3	=	+1	+2			
<b>REFLEX</b> (DEXTERITY)	+2	=	+1	+1			
<b>WILL</b> (WISDOM)	+4	=	+3	+1			

Immunity to Mind-Affecting attacks

Spell Resistance (13)

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	14	=		+1		+2		+1	
<b>Touch AC</b>	12								
<b>CM Bonus</b>	+3	=	+2	+1		-		-	
<b>CM Defense</b>	15	=	10	+2	+1	+1		-	
<b>Base Attack</b>				+2					
<b>Initiative</b>				+5					
<b>Speed</b>				40 ft					

### Bite (Sinspawn, Wrathspawn)

Main hand: +3, 1d6+1 Crit: x2  
Light, B/P/S

### Claw x2 (Sinspawn, Wrathspawn)

Main hand: +3, 1d4+1 Crit: x2  
Light, B/S

### Ranseur

Both hands: +3, 2d4+1 Crit: x3  
2-hand, P, Disarm, Reach

### Unarmed strike

Main hand: +3, 1d3+1 Crit: x2  
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+1	DEX (1)	-	
Speed greater than 30' : +4 jump				
<b>Appraise</b>	+0	INT (0)	-	
<b>Bluff</b>	+1	CHA (1)	-	
<b>Climb</b>	+1	STR (1)	-	
<b>Diplomacy</b>	+1	CHA (1)	-	
<b>Disable Device</b>	-	DEX (1)	-	
<b>Disguise</b>	+1	CHA (1)	-	
<b>Escape Artist</b>	+1	DEX (1)	-	
<b>Fly</b>	+1	DEX (1)	-	
<b>Handle Animal</b>	-	CHA (1)	-	
<b>Heal</b>	+1	WIS (1)	-	
<b>Intimidate</b>	+7	CHA (1)	3	
<b>Linguistics</b>	-	INT (0)	-	
<b>Perception</b>	+7	WIS (1)	3	
<b>Ride</b>	+1	DEX (1)	-	
<b>Sense Motive</b>	+1	WIS (1)	-	
<b>Sleight of Hand</b>	-	DEX (1)	-	
<b>Spellcraft</b>	-	INT (0)	-	
<b>Stealth</b>	+7	DEX (1)	3	
<b>Survival</b>	+7	WIS (1)	3	
<b>Swim</b>	+1	STR (1)	-	
<b>Use Magic Device</b>	-	CHA (1)	-	

### Feats

Armor Proficiency (Heavy)  
Armor Proficiency (Light)  
Armor Proficiency (Medium)  
Dodge

### Feats

Improved Initiative  
Martial Weapon Proficiency - All  
Shield Proficiency  
Simple Weapon Proficiency - All

### Gear

**Total Weight Carried: 12/150lbs, Light Load  
(Light: 50lbs, Medium: 100lbs, Heavy: 150lbs)**

Ranseur 12 lbs

### Special Abilities

Darkvision (60 feet)  
Scent (Ex)  
Sin-Scent (Su)  
Sinful Bite (DC 12) (Su)

### Languages

Aklo

### Experience & Wealth

Current Cash: **You have no money!**

## Sinspawn, Wrathspawn – Abilities & Gear

### Dodge

### Feat

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

**Prerequisite:** Dex 13.

**Benefit:** You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

### Improved Initiative

### Feat

Your quick reflexes allow you to react rapidly to danger.

**Benefit:** You get a +4 bonus on initiative checks.

### Darkvision (60 feet)

### Racial Ability, Senses (Aberrati

You can see in the dark (black and white vision only).

### Immunity to Mind-Affecting attacks

### Unknown

You are immune to Mind-Affecting attacks.

### Scent (Ex)

### Racial Ability

This special quality allows a creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When a creature detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The creature can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

A creature with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

### Sin-Scent (Su)

### Racial Ability (Sinspawn, Wrat

Sinspawn have scent against creatures whose nature reflects the sinspawn's sin. For example, wrathful sinspawn can scent creatures using rage effects. The GM should adjudicate what creatures a particular sinspawn can scent.

### Sinful Bite (DC 12) (Su)

### Racial Ability (Sinspawn, Wrat

A creature bitten by a sinspawn is overwhelmed with sinful thoughts (DC 12 Will save negates). These emotions are so powerful that the target becomes sickened for 1d6 minutes. An affected target that is bitten a second time is staggered for 1 round if it fails its saving throw. Calm emotions, remove curse, or break enchantment negates the effects of sinful bite. The save DC is Charisma-based.

### Spell Resistance (13)

### Unknown

You have Spell Resistance.