

Sinspawn, Wrathspawn

Male Sinspawn, Wrathspawn - CL3 - CR 2

Neutral Evil Aberration

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

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

Immunity to Mind-Affecting attacks	Spell Resistance (13)
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	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	14	=		+1		+2		+1	
Touch AC	12								
CM Bonus	+3	=	+2	+1					

			BAB	Strength	Dexterity	Size
CM Defense	15	= 10	+2	+1	+1	-

Base Attack	+2	HP	19
Initiative	+5	Damage / Current HP	
Speed	40 ft		

Bite (Sinspawn, Wrathspawn)

Mainhand: **-2, 1d6** **Plus Sinful Bite** Crit: x2
Light, B/P/S

Claw x2 (Sinspawn, Wrathspawn)

Mainhand: **-2, 1d4** Crit: x2
Light, B/S

Ranseur

Both Hands: **+3, 2d4+1** Crit: x3
2-Hand, P, Disarm, Reach

Combined:

bite +3 (1d6+1 plus sinful bite), 2 claws +3 (1d4+1)

Skill Name	Total	Ability	Ranks	Temp
Acrobatics Speed greater than 30' : +4 jump	+1	DEX (1)	-	
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	+1	STR (1)	-	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+1	DEX (1)	-	
Fly	+1	DEX (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	+7	CHA (1)	3	
Perception	+7	WIS (1)	3	
Ride	+1	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Stealth	+7	DEX (1)	3	
Survival	+7	WIS (1)	3	
Swim	+1	STR (1)	-	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Dodge
Improved Initiative
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All

Special Abilities

Scent (Ex)
Sin-Scent (Su)
Sinful Bite (DC 12) (Su)

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.

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, Wrathspawn)

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, Wrathspawn)

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.

Spell Resistance:

make a caster level check (1d20 + caster level) at least equal to the creature's spell resistance for the spell to affect that creature.

Sickened:

The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Staggered:

A staggered creature may take a single move action or standard action each round (but not both, nor can he take full-round actions). A staggered creature can still take free, swift and immediate actions.