

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)

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

Bite (Sinspawn, Wrathspawn)

Main hand: +3, 1d6+1 Crit: x2
 Main w/ offhand: -3, 1d6+1 Light, B/P/S
 Main w/ light off.: -1, 1d6+1
 Offhand: -5, 1d6

Claw x2 (Sinspawn, Wrathspawn)

Main hand: +3, 1d4+1 Crit: x2
 Main w/ offhand: -3, 1d4+1 Light, B/S
 Main w/ light off.: -1, 1d4+1
 Offhand: -5, 1d4

Ranseur

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



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+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)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Dodge

+1 AC.

Feats

Improved Initiative

You get a +4 bonus on initiative checks.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Unarmed strike

Main hand: **+3, 1d3+1**

Crit: x2

Main w/ offhand: **-3, 1d3+1**

Light, B, Nonlethal

Main w/ light off.: **-1, 1d3+1**

Offhand: **-5, 1d3**

Gear

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

Ranseur

12 lbs

Special Abilities

Darkvision (60 feet)

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

Scent (Ex)

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.

Sin-Scent (Su)

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)

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

Experience & Wealth

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

Languages

Aklo