

Ghoul

Male Ghoul - CL2 - CR 1

Chaotic Evil Undead

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	-	+2	
INT INTELLIGENCE	13	+1	
WIS WISDOM	14	+2	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2 =		+2				Channel Resistance: +2 bonus vs. channeled energy
REFLEX (DEXTERITY)	+2 =		+2				Channel Resistance: +2 bonus vs. channeled energy
WILL (WISDOM)	+5 =	+3	+2				Channel Resistance: +2 bonus vs. channeled energy

Immunity to Ability Drain	Immunity to Non-lethal Damage
Immunity to Bleeds	Immunity to Paralysis
Immunity to Death Effects	Immunity to Physical Ability Damage
Immunity to Disease	Immunity to Poison
Immunity to Energy Drain	Immunity to Sleep
Immunity to Exhausted	Immunity to Stunning
Immunity to Fatigue	Undead Traits
Immunity to Mind-Affecting attacks	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14	=			+2		+2		
Touch AC	12	Flat-Footed AC			12			
		BAB	Strength	Size	Misc			
CM Bonus	+2	=	+1	+1	-	-		
			BAB	Strength	Dexterity	Size		
CM Defense	14	= 10	+1	+1	+2	-		
Base Attack					+1	HP	13	
Initiative					+2	Damage / Current HP		
Speed					30 ft			

Bite (Ghoul)

Main hand: +3, 1d6+1

Crit: x2
Light, B/P/S

Claw x2 (Ghoul)

Main hand: +3, 1d6+1

Crit: x2
Light, B/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (2)	2	
Appraise	+1	INT (1)	-	
Bluff	+2	CHA (2)	-	
Climb	+6	STR (1)	2	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+2	WIS (2)	-	
Intimidate	+2	CHA (2)	-	
Perception	+7	WIS (2)	2	
Ride	+2	DEX (2)	-	
Sense Motive	+2	WIS (2)	-	
Stealth	+7	DEX (2)	2	
Survival	+2	WIS (2)	-	
Swim	+3	STR (1)	2	

Feats

Simple Weapon Proficiency - All
Weapon Finesse

Special Abilities

Channel Resistance +2
Darkvision (60 feet)
Disease (DC 13) (Su)
Paralysis (1d4+1 rounds, elves are immune) (DC 13)

Gear

Total Weight Carried: 0/150lbs, Light Load
(Light: 50lbs, Medium: 100lbs, Heavy: 150lbs)
Money -

Experience & Wealth

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

Languages

Common

Ghoul – Abilities & Gear

Weapon Finesse	Feat
You are trained in using your agility in melee combat, as opposed to brute strength.	

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Channel Resistance +2	Unknown
A creature with this special quality (usually an undead) is less easily affected by clerics or paladins. A creature with channel resistance adds the bonus listed for that creature to saves made to resist the effects of channel energy, including effects that rely on the use of channel energy (such as the Command Undead feat).	

Darkvision (60 feet)	Racial Ability, Senses (Undead)
You can see in the dark (black and white vision only).	

Disease (DC 13) (Su)	Racial Ability (Ghoul)
Ghoul Fever: Bite-injury; save Fort DC 13; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.	

Immunity to Ability Drain	Unknown
Immunity to ability drain	

Immunity to Bleeds	Unknown
You are immune to bleeds.	

Immunity to Death Effects	Unknown
You are immune to death effects.	

Immunity to Disease	Unknown
You are immune to diseases.	

Immunity to Energy Drain	Unknown
Immune to energy drain	

Immunity to Exhausted	Unknown
You are immune to the exhausted condition.	

Immunity to Fatigue	Unknown
You are immune to the fatigued condition.	

Immunity to Mind-Affecting attacks	Unknown
You are immune to Mind-Affecting attacks.	

Immunity to Non-lethal Damage	Unknown
You are immune to Non-Lethal Damage	

Immunity to Paralysis	Unknown
You are immune to paralysis.	

Immunity to Physical Ability Damage	Unknown
Immune to ability damage to your physical abilities.	

Immunity to Poison	Unknown
You are immune to poison.	

Immunity to Sleep	Unknown
You are immune to sleep effects.	

Immunity to Stunning	Unknown
You are immune to being stunned.	

Paralysis (1d4+1 rounds, elves are immune Racial Ability (Ghoul))	
This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (DC 10 + 1/2 paralyzing creature's racial HD + paralyzing creature's Con modifier; the DC is given in the creature's description). Unlike hold person and similar effects, a paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown. The duration of the paralysis varies and is included in the creature's description.	

Undead Traits	Racial Ability
Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage. Undead have no CON score, and use their CHA bonus for CON effects.	