

Cyndel Ghydel

Female tiefling slayer 11

CG Medium outsider (native)

Init +4; **Senses** darkvision 60 ft.; Perception +14

Languages Abyssal, Common, Infernal

DEFENSE

AC 24, touch 15, flat-footed 20 (+9 armor, +1 deflection, +2 Dex, +2 natural)

hp 118 (11 HD)

Fort +11, **Ref** +13, **Will** +5

DR 2/-; **Resist** fire 5

OFFENSE

Speed 30 ft. (6 squares); 40 ft. when charging, running, or withdrawing

Melee +1 *wounding kukri* +17/+12/+7 (1d4+5 plus 1 bleed/19-20/×3) and bite +10 (1d6+2) or

+1 *wounding kukri* +15/+10/+5 (1d4+5 plus 1 bleed/19-20/×3) and

+1 *wounding kukri* +15/+10/+5 (1d4+5 plus 1 bleed/19-20/×3) and

bite +10 (1d6+2) with Improved Two-Weapon Fighting

Ranged mwk throwing knives +16/+11/+6 (1d4+4) or

mwk throwing knives +14/+9/+4 (1d4+4) and

mwk throwing knives +14/+9/+4 (1d4+4) with Two-Weapon Fighting

Special Attacks maw, sneak attack +3d6, studied target +3 (3 targets)

Spell-Like Abilities (CL 11th; Concentration +10)

1/day – *darkness*

STATISTICS

Abilities Str 18 (+4), Dex 18 (+4), Con 14 (+2), Int 12 (+1), Wis 10 (+0), Cha 8 (–1)

Base Atk +11; **CMB** +15 (+17 with kukris); **CMD** 29

Feats Dazzling Display, Double Slice, Greater Two-Weapon Fighting^B, Improved Critical (kukri), Improved Two-Weapon Fighting^B, Two-Weapon Fighting^B, Two-Weapon Rend (1d10+6 damage), Violent Display, Weapon Focus (kukri)

Skills Acrobatics +14 (+19 when jumping), Climb +19, Intimidate +13, Perception +14, Stealth +19, Survival +14 (+19 tracking), Swim +19; **Armor Check Penalty** –4

SQ fiendish sprinter, prehensile tail, scaled skin, slayer talents (ranger combat style: two-weapon combat ×3, snap shot, unwitting ally), track +5

Combat Gear *bandages of rapid recovery* (6), *potions (cure light wounds 6)*; **Other Gear** +1 *wounding kukris* (2), +3 *adamantine chainmail*, *amulet of natural armor* +1, *boots of striding and springing*, *cloak of Elvenkind* (doubles as a *cloak of resistance* +2), *gloves of swimming and climbing*, *hat of disguise*, masterwork throwing knives (as darts, 10), *ring of protection* +1, tender (29gp), *traveler's any-tool*

Encumbrance light 100 lb., medium 200 lb., heavy 300 lb.; **Weight Carried** 52 lb. 6 oz. (excluding tender)

SPECIAL ABILITIES

Fiendish Sprinter You gain a 10-foot racial bonus to your speed when using the charge, run, or withdraw actions.

Maw You possess a bite attack that deals 1d6 points of damage. It is a primary natural attack.

Prehensile Tail You possess a long, flexible tail that can be used to carry items. While you cannot wield weapons with your tail, you can use it to retrieve small, stowed objects carried on your person as a swift action.

Scaled Skin You gain fire resistance 5 and a +1 natural armor bonus to AC.

Snap Shot (Ex) You may treat your initiative roll as a 20 for a surprise round, regardless of your initiative, but you may only take an attack action with a ranged weapon. Your normal initiative roll is used in subsequent rounds. If two or more characters possess this talent, their initiative determines the order in



which they act, but they all go before any other creature. If you are prevented from acting in the surprise round, this talent has no effect.

Sneak Attack Your attack deals 3d6 extra damage anytime your target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when you flank your target. This bonus damage is considered precision damage. Should you score a critical hit with precision damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.

Stalker (Ex) You gain your studied target bonus on Disguise, Intimidate, and Stealth checks against your studied opponent.

Studied Target (Ex) You can study up to three opponents you can see as a move or swift action. You then gain a +3 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks attempted against those opponents, and a +3 bonus on weapon attack and damage rolls against it. The DCs of your slayer class abilities against those opponents increase by 3. You can only maintain these bonuses against three opponents at a time; these bonuses remain in effect until either the opponents are dead or you study new targets. If you deal sneak attack damage to a target, you can study that target as an immediate action, allowing you to apply your studied target bonuses against that target (including to the normal weapon damage roll). You may discard this connection to a studied target as a free action, allowing you to study another target in its place.

Swift Tracker (Ex) You can move at your normal speed while using Survival to follow tracks without taking the normal –5 penalty. When moving at up to twice your normal speed while tracking, you take only a –10 penalty instead of the normal –20.

Track (Ex) You add ½ your slayer level (minimum 1) to Survival skill checks made to follow tracks.

Unwitting Ally (Ex) You can spend a swift action to attempt to make an opponent act like an ally for the purposes of providing a flank until the beginning of your next turn. The opponent must be able to hear and see you, and you must succeed at a Bluff check opposed by the opponent's Sense Motive. If the check succeeds, the opponent acts as an ally for the purpose of providing a flank. Whether or not the check succeeds, you cannot use this trick again on the same opponent for the next 24 hours. If you fail the check by 5 or more, you cannot use the unwitting ally ability on any opponent within line of sight of the failed attempt for 24 hours.