

Lance Tindleson

NAME

Tempter Demon1

0

EXPERIENCE

1

1000

Character Level

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1	12	+1
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	20	+5	20	+5	20	+5
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	21	+5	21	+5	21	+5

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+2	= +1	+ +1	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+3	= +1	+ +2	+ +0	+ +0	+ +0		
WILL (wisdom)	+8	= +4	+ +2	+ +0	+ +2	+ +0		

	TOTAL	=	BASE ATTACK BONUS	+	STAT	+	SIZE	+	MISC	+	EPIC	+	TEMP
MELEE attack bonus	+4	=	+3	+	+1	+	+0	+	+0	+	+0	+	
RANGED attack bonus	+5	=	+3	+	+2	+	+0	+	+0	+	+0	+	
GRAPPLE attack bonus	+4	=	+3	+	+1	+	+0	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	1d3+1	20/x2	5 ft.

Knife			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	19-20/x0	5 ft.
	To Hit	Dam	To Hit			Dam	
1H-P	+4	1d4+1	2W-P-(OH)	-2			1d4+1
1H-O	+0	1d4	2W-P-(OL)	+0			1d4+1
2H	+4	1d4+1	2W-OH	-6			1d4
	10 ft.	20 ft.	30 ft.	40 ft.		50 ft.	
TH	+5	+3	+1	-1		-3	
Dam	1d4+1	1d4+1	1d4+1	1d4+1		1d4+1	
Special Properties							

Pistol				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried		M	20/x0	5 ft.
	30 ft.	60 ft.	90 ft.	120 ft.		150 ft.		
TH	+5	+3	+1	-1		-3		
Dam	2d4	2d4	2d4	2d4		2d4		
Special Properties		Lic						

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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Nick

PLAYERNAME

Human

Medium

5' 5"

169 lbs.

None

ALIGNMENT

RACE

SIZE

HEIGHT

WEIGHT

VISION

AGE

GENDER

EYES

HAIR

POINTS

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
HP hit points			Walk 30 ft.
AC armor class			
TOTAL	FLAT	TOUCH	
INITIATIVE			
TOTAL	DEX MODIFIER	MISC MODIFIER	
BASE ATTACK			
bonus			

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/4
					RANKS	MISC MODIFIER
✓ Appraise	INT	9	=	5	+ 4.0	+
✓ Balance	DEX	2	=	2	+	+
✓ Bluff	CHA	5	=	5	+	+
✓ Climb	STR	1	=	1	+	+
✓ Computer Use	INT	9	=	5	+ 4.0	+
✓ Concentration	CON	5	=	1	+ 4.0	+
Craft (Mechanical)	INT	7	=	5	+ 2.0	+
Craft (Pharmaceutical)	INT	8	=	5	+ 3.0	+
✓ Craft (Writing)	INT	5	=	5	+	+
✓ Diplomacy	CHA	8	=	5	+	3
✓ Disguise	CHA	5	=	5	+	+
✓ Drive	DEX	6	=	2	+ 4.0	+
✓ Escape Artist	DEX	2	=	2	+	+
✓ Forgery	INT	5	=	5	+	+
✓ Gather Information	CHA	5	=	5	+	+
✓ Heal	WIS	6	=	2	+ 4.0	+
✓ Hide	DEX	2	=	2	+	+
✓ Intimidate	CHA	5	=	5	+	+
✓ Jump	STR	1	=	1	+	+
Knowledge (Art)	INT	9	=	5	+ 4.0	+
Knowledge (Behavioral Sciences)	INT	9	=	5	+ 4.0	+
Knowledge (Business)	INT	9	=	5	+ 4.0	+
Knowledge (Civics)	INT	9	=	5	+ 4.0	+
Knowledge (Current Events)	INT	9	=	5	+ 4.0	+
Knowledge (Earth and Life Sciences)	INT	9	=	5	+ 4.0	+
Knowledge (History)	INT	9	=	5	+ 4.0	+
Knowledge (Occult)	INT	9	=	5	+ 4.0	+
Knowledge (Physical Sciences)	INT	9	=	5	+ 4.0	+
Knowledge (Popular Culture)	INT	9	=	5	+ 4.0	+
Knowledge (Streetwise)	INT	9	=	5	+ 4.0	+
Knowledge (Tactics)	INT	9	=	5	+ 4.0	+
Knowledge (Technology)	INT	9	=	5	+ 4.0	+
Knowledge (Theology and Philosophy)	INT	9	=	5	+ 4.0	+
✓ Listen	WIS	6	=	2	+ 4.0	+
✓ Move Silently	DEX	2	=	2	+	+
✓ Navigate	INT	5	=	5	+	+
Pilot	DEX	6	=	2	+ 4.0	+
Repair	INT	9	=	5	+ 4.0	+
✓ Research	INT	9	=	5	+ 4.0	+
✓ Ride	DEX	2	=	2	+	+
✓ Search	INT	9	=	5	+ 4.0	+
✓ Sense Motive	WIS	6	=	2	+ 4.0	+
Speak Language(Arabic, Czech, Dutch)		4	=	0	+ 4.0	+
✓ Spot	WIS	6	=	2	+ 4.0	+
✓ Survival	WIS	2	=	2	+	+
✓ Swim	STR	1	=	1	+	+
✓ Use Rope	DEX	2	=	2	+	+
			=	+	+	+
			=	+	+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
	ITEM	LOCATION	QTY	WT	COST
	Knife	Carried	1	1.0	0.0
	Pistol	Carried	1	2.0	0.0
	0 lbs. Lic				
	TOTAL WEIGHT CARRIED/VALUE			3 lbs.	0.0 gp

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

SPECIAL QUALITIES	
Demonic Will () +10 maximum Anima, +1 Anima spent/round; -5 minutes in alternate forms.	
Demon Anima 21 Max Anima; 2/round	
Demon Heal Wounds Heal Wounds, 10 per anima point	
Racial Traits Demons do not need to breathe or to eat.	
Fear Any creature clearly seeing a demon's true form must make a Will save DC 15 or become shaken.	
Horrific Form A demon is an alien spirit, and when it takes form in our world the spirit naturally reshapes its inanimate host material into the closest Earth-approximation of its energy self. Because the demon is from a distant dimension unlike ours, this 'natural form' is invariably hideous to behold. Each demon's natural form is unique, and those humans who know of demons' existence use these shapes to identify demons. If killed, a demon reverts to whatever inert matter its spirit used to create its body. This matter holds the last shape the dead demon had before it was killed. If you kill a demon, its corpse is a crude statue of glass, earth, wood, plastic or whatever its body was really made of, roughly approximating the demon's shape at the time of death.	
Resistance to Damage A critical hit against a demon merely stuns it rather than dealing Constitution damage., Immune to normal poisons and disease.	
Shapechanging Changing shape is a standard action that does not provoke attacks of opportunity. Demons can change shape, taking on the appearance of any human or humanlike creature (elf, lizard-man, 'little green man' alien, typical devil with horns and a tail and so on) of Small or Medium size (or Large size, if combined with the Great Stature cant). The change is only cosmetic; the demon does not get any special powers of the new form (turning into Dracula doesn't give the demon the powers of a vampire) and retains its own ability scores. The demon can even imitate a specific person (as a disguise or deception), though the change is not detailed enough to duplicate fine details such as fingerprints, voice scans and retina scans; this sort of disguise gives the demon a +10 bonus on Disguise checks to pretend to be that person. Although shapechanging is easy for a demon, it is taxing. A demon can stay in a form other than its true form for up to one hour, after which the demon reverts to its true form and must remain that way for an hour. Shorter periods of shapechanging require shorter recovery periods (equal to the time spent in another form or 10 minutes, whichever is greater). The demon can change from one human form to another without assuming its true form in between, as long as the total time spent out of its true form is one hour or less.	
Tempter Ability Once per day the demon can change someone's attitude to Helpful for one minute (Will resists).DC 15	

FEATS	
Iron Will	You get a +2 bonus on all Will saving throws.
Skill Focus (Diplomacy)	You get a +3 bonus on all checks involving that skill.

PROFICIENCIES
Assault Rifle, Auto Pistol, Bayonet, Bow, Brass Knuckles, Chain, Club, Concealed Pistol, Crossbow, Dynamite, Frag Grenade, Grapple, Greataxe, Greatsword, Knife, Longspear, Molotov Cocktail, Pepper Spray, Pistol, Pistol Whip, Plastic Explosive, Rifle, Rifle Butt, Sap, Shotgun, Shuriken, Smoke Grenade, Sniper Rifle, Spear, Submachine Gun, Taser, Teargas Grenade, Thermite Grenade, Throwing Axe, Tranquilizer Gun, Unarmed Strike, Whip, Zip Gun

LANGUAGES
Apache, Arabic, Armenian, Czech, Dutch, English, French, German