

NAME	
Tempter Demon2	1000
CLASS	EXPERIENCE
2	3000
Character Level	NEXT LEVEL

PLAYERNAME	
Human	Medium
RACE	SIZE
0	Male
AGE	GENDER

		None
DEITY		ALIGNMENT
5' 5"	169 lbs.	
HEIGHT	WEIGHT	VISION
		-1
EYES	HAIR	POINTS

HP hit points 42 WOUNDS/CURRENT HP

AC armor class 14 : 12 : 14 = 10 +

TOTAL FLAT TOUCH BASE

INITIATIVE modifier +2 = +2 + +0

TOTAL DEX MODIFIER MISC MODIFIER

BASE ATTACK bonus +4

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
<b>MELEE</b> attack bonus	+5	=	+4	+	+1	+	+0	+	+0	+	+0	+	
<b>RANGED</b> attack bonus	+6	=	+4	+	+2	+	+0	+	+0	+	+0	+	
<b>GRAPPLE</b> attack bonus	+5	=	+4	+	+1	+	+0	+	+0	+	+0	+	

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

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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Skill Name		Skills				
		Key Ability	Skill Modifier	Ability Modifier	Max Ranks	5/5 Misc Modifier
✓	Appraise	INT	9	= 5	+ 4.0	+
✓	Balance	DEX	2	= 2	+	+
✓	Bluff	CHA	5	= 5	+	+
✓	Climb	STR	1	= 1	+	+
✓	Computer Use	INT	10	= 5	+ 5.0	+
✓	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	10	= 5	+	+ 5
✓	Disguise	CHA	5	= 5	+	+
✓	Drive	DEX	7	= 2	+ 5.0	+
✓	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	10	= 5	+ 5.0	+
	Knowledge (Physical Sciences)	INT	9	= 5	+ 4.0	+
	Knowledge (Popular Culture)	INT	9	= 5	+ 4.0	+
	Knowledge (Streetwise)	INT	10	= 5	+ 5.0	+
	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	10	= 5	+ 5.0	+
✓	Research	INT	10	= 5	+ 5.0	+
✓	Ride	DEX	2	= 2	+	+
✓	Search	INT	10	= 5	+ 5.0	+
✓	Sense Motive	WIS	7	= 2	+ 5.0	+
	Speak Language(Arabic, Czech, Dutch)		4	= 0	+ 4.0	+
✓	Spot	WIS	7	= 2	+ 5.0	+
✓	Survival	WIS	2	= 2	+	+
✓	Swim	STR	1	= 1	+	+
✓	Use Rope	DEX	2	= 2	+	+
				=	+	+
				= Skill Mastery.		
✓: can be used untrained. ✕: exclusive skills. *: Skill Mastery.						

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 ATTACKS	
<b>Manipulate Earth</b> You can extend your will into the earth, reshaping it as you desire. You can affect a surface area about 10 feet square (to a depth of a few inches) or a volume of about 40 cubic feet. The earth does not gain any special ability to hold its shape against gravity (for example, a narrow arch of earth immediately collapses). The earth does not revert to its original shape on its own, though weather, time and other creatures may affect the earth. The material doesn't have to be topsoil # you can manipulate rocky soil or clay as long as the material is mostly earth and the stones are no larger than a human head. You cannot trap, bury or cover an unwilling creature in earth unless the creature is helpless. You can use this cant to perform certain special attacks. Blind - You can scatter fi ne earth in a 10-foot cube, blinding creatures in the area for 1d4 rounds if they fail a Fortitude save DC 15 (DC 10 + your Charisma modifier). Pummel - You form a sledge or ram out of the earth, which strikes up to four targets in the area. You make a ranged touch attack against each target. If the attack hits, the target takes bludgeoning damage equal to 1d8 + your Charisma bonus. Slow - You can form the area into irregular shapes, slowing movement as appropriate for rough terrain (moving out of a square costs two squares of movement). Trip - Make a Strength or Charisma check opposed by the target's Strength or Dexterity check (whichever has the highest ability modifier). All factors that affect a trip attack (target's size, stability, extra legs and so on) apply to this check. If you win, you trip the target. If you lose, the target cannot attempt to trip you in response. You can affect all creatures standing within a 10-foot-square area. You make only one Strength or Charisma check; each target makes an individual check to resist. [Standard Action, Cost 0 Anima, Duration Instantaneous]	

SPECIAL QUALITIES	
<b>Demonic Will ( )</b> +10 maximum Anima, +1 Anima spent/round; -5 minutes in alternate forms.	
<b>Demon Anima</b> 21 Max Anima; 2/round	
<b>Demon Heal Wounds</b> Heal Wounds, 10 per anima point	
<b>Racial Traits</b> Demons do not need to breathe or to eat.	
<b>Fear</b> Any creature clearly seeing a demon's true form must make a Will save DC 15 or become shaken.	
<b>Horrific Form</b> 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.	
<b>Resistance to Damage</b> A critical hit against a demon merely stuns it rather than dealing Constitution damage., Immune to normal poisons and disease.	
<b>Shapechanging</b> 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.	
<b>Tempter Ability</b> Once per day the demon can change someone's attitude to Helpful for one minute (Will resists).DC 15	

FEATS	
<b>Iron Will</b> You get a +2 bonus on all Will saving throws.	
<b>Skill Focus (Diplomacy)</b> 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, Unarmed Strike, Whip, Zip Gun	

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