DEVIL'S

LPJ9645

RACES OF NEOEXODUS: PTAN

OGL

3.5 SYSTEM COMPATIBLE

In ancient times, the First Ones enslaved all of Exodus; their plans were served well by countless thousands of unwilling servants. Once their slaves rose up and overthrew them, however, the First Ones were cast into the depths - bereft not only of their power, but also of the vast majority of the very slaves who brought them low.

The P'Tan were created to replace those slaves.

The P'Tan are a created race, fashioned from elemental shadow-stuff infused into what were initially crude mortal shells. By dark sorcery and darker worship, the First Ones made these creatures into a lasting race that could breed true without their magical influence… the better to provide them with slaves for all eternity.

Only a handful of P'Tan have escaped the crushing oppression into which their people were born, but those who have are perhaps the most determined foes of the First Ones in all of Exodus. Other races have but dim memory of their primeval slavery; for the P'Tan, that existence is indelibly etched in living memory.

PERSONALITY:

Free P'Tan love life and freedom so ferociously they can unnerve members of more staid races. To the P'Tan, every second of liberty is a treasure worth fighting, bleeding and dying for. P'Tan tend to be obsessive about their passions - and one of those passions is, almost invariably, freeing the rest of their people from First One bondage. The P'Tan saw their hated masters weave plots over the course of centuries; they will do no less to undo those plans, subtly incorporating even the smallest action into their overall goal of freeing their fellows and destroying the First Ones once and for all. On those rare occasions P'Tan gather in groups of their own kind, they form loose packs ruled by the strongest among them; challenges to a leader's authority are short, vicious and usually to the death - perhaps, among the passionate P'Tan, why so few gather in numbers!

PHYSICAL DESCRIPTION:

P'Tan are tall and sleek humanoids, powerfully but leanly muscular. They somewhat resemble humanoid cats and have a coat of short, stiff fur. The older a P'Tan grows, the lighter the color of his fur; a young kit may be almost pitch black, while an elder near the end of his life is snow white. Beneath their fur, P'Tan sport the hard muscle typical of a people who were created, bred and pressed into the most grueling labor; there is nothing sculpted or decorative about a P'Tan's frame - it is pure, purposeful power. P'Tan tend to prefer loose-fitting clothes, sometimes favoring concealing cloaks and robes that hide their nature from races who may react suspiciously toward unknown visitors.

RELATIONS:

P'Tan often face suspicion and fear from other races; their background an powers both call to mind the First Ones, who most prefer not to think about - and certainly not to face the fruits of! P'Tan also have trouble winning friends among other races because their obsession with destroying the First Ones forces others to confront what they would prefer not to think about. Only a handful of trusted companions ever learn to overcome these impediments and accept a P'Tan. When dealing with the First Ones, of course, P'Tan have only one thing to offer: death.

ALIGNMENT:

Having been denied their freedom in the cruelest way since the very inception of their race, P'Tan value it above all other concepts. They tend to be passionate, determined and fierce. Most P'Tan are Chaotic Good or Chaotic Neutral; those whose obsession with destroying th First Ones eclipses everything else in their lives sometimes fall to Chaotic Evil.

P'TAN LANDS:

The P'Tan were born into slavery, and not enough of their people have escaped it to ever core out a homeland of their own. For now, at least, the P'Tan are nomads cast adrift in Exodus; they are usually found in the largest cities, selling their services as mercenaries or bodyguards. Many dream of one day carving out a place to belong for their people, but that is a dream far in their future.

RELIGION:

During their enslavement, the P'Tan were expected to pay at least token worship to the bloody god of the First Ones, Khayne; as this worship often involved the P'Tan being offered up as bloody sacrifices, it should be unsurprising that most abandoned the faith of their masters as soon as they could! Free P'Tan usually

adopt the predominant religion of whatever region they spend most of their time in.

LANGUAGE:

All P'Tan speak Exodite, the common tongue of the First Ones. Free P'Tan understand this language but rarely use it; they quickly master modern Common and find their old language unpalatable. Many even swear by whatever they hold sacred to never again utter the speech of their hated former masters.

NAMES:

P'Tan were never given names during their enslavement and refer to each other only by terms of relative rank. Once a P'Tan has interacted with outsiders long enough, he usually picks up a name or nickname in the local language and often takes it more seriously than others would.

ADVENTURES:

Most P'Tan do not adventure in the traditional sense - yet in another sense, they do little else. The P'Tan are a race of nomadic warriors who spend most of their time honing their skills and acquiring powerful weapons to wield against a terrible evil; if that's not an adventurer's life, what is? P'Tan mercenaries often join adventuring companies to hone their skills, and this race's small population is disproportionately represented amongst adventurers.

P'TAN RACIAL TRAITS

- **+2 Wisdom, -2 Intelligence:** P'Tan are quite perceptive and strong-willed, but they have rarely had the chance to train their minds to academic purposes.
- **Medium:** As Medium creatures, P'Tan have no special bonuses or penalties due to size.
- P'Tan base land speed is 30 ft.
- **Native Outsider:** P'Tan are Outsiders with the Native subtype. As a Native Outsider, a P'Tan can be raised, reincarnated or resurrected normally. Spells that specifically target Humanoids, such as charm person or dominate person, do not work on P'Tan.
- **Darkvision:** P'Tan can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and P'Tan can function just fine with no light at all.
- **Light Sensitivity:** A P'Tan suffers a -1 penalty to attack rolls, saves and skill checks while in daylight or equivalently bright light.
- **Racial Vengeance:** A P'Tan gains a +1 bonus on attack rolls against creatures with the First One subtype.
- **Shadowborn:** Due to their connection to elemental shadow, P'Tan have a +4 bonus on saves against Shadow spells.
- **Shadowspark:** After centuries of captivity, P'Tan have discovered how to unleash some of the elemental shadow energy from their souls. This "shadowspark" is crackling black lightning bolt that deals 1d6 points of damage. Half the damage is electricity damage, but the rest is evil energy from the lower shadow planes which is not affected by resistance to electricity (*evil creatures, creatures native to evil planes, and creatures immune to death effects are not affected by the profane energy*). The shadowspark has a range of 60 ft. and requires a ranged attack. A P'Tan can use this ability at will.
- **Weapon Familiarity:** P'Tan may treat bladed guards and shang swords as martial weapons, rather than exotic weapons.
- **Automatic Languages:** Common and Exodite. Bonus languages: Khaynite, Sobeka.
- **Favored Class: Barbarian.** A multiclass P'Tan's barbarians class does not count when determining whether he takes an experience point penalty. P'Tan are ferocious, passionate fighters, relying on power and will rather than formal training.

P'TAN FEATS

P'Tan racial feats revolve around enhancing and focusing the shadowy lightning of the P'Tan's very soul. Some P'Tan embrace this power as their birthright, while others fear using (*or perhaps abusing*) it may cause their bodies and souls to whither or, worse, indirectly serve the ends of their First One creators.

BLACK LIGHTNING BEAM - SHADOWSPARK

Some P'Tan learn to unleash their Shadowsparks in a tight beam, cutting through or crackling around intervening creatures and striking those behind.

Prerequisites: Shadowspark ability, Black Lightning Bolt.

Benefits: As a Full-Round Action that provokes Attacks of Opportunity, you can spend two uses of your black lightning ability to deal its damage in a 60 ft. line; creatures within the burst get a Reflex save for half damage.

In addition, you can use your black lightning an additional time per day.

BLACK LIGHTNING BOLT - SHADOWSPARK

Some P'Tan learn to unleash their Shadowsparks in a tight beam, cutting through or crackling around intervening creatures and striking those behind.

Prerequisites: Shadowspark ability.

Benefits: Once per day as a Standard Action, you can unleash your shadowspark in a concentrated blast of black lightning. This attack deals 1d6 damage per two character levels, but is otherwise identical to the shadowspark.

BLACK LIGHTNING BURST - SHADOWSPARK

More powerful P'Tan can unleash bursts of shadowy lightning to consume whole fields of their foes.

Prerequisites: Shadowspark ability, Black Lightning Bolt, at least one other Shadowspark feat.

Benefits: As a Full-Round Action that provokes Attacks of Opportunity, you can spend two uses of your black lightning ability to deal its damage in a 15 ft. radius burst centered on any target within range; creatures within the burst get a Reflex save for half damage.

In addition, you can use your black lightning an additional time per day.

BLACK LIGHTNING CLAWS - SHADOWSPARK

P'Tan who focus on their formidable physical abilities sometimes learn to blend these with their Shadow energy.

Prerequisites: Shadowspark ability, Improved Unarmed Strike.

Benefits: Once per round, you can add your shadowspark damage to a melee attack as a Free Action. By expending a use of black lightning (*if you have any*), you can add black lightning damage to your melee attacks instead.

BLACK LIGHTNING CONE - SHADOWSPARK

P'Tan can widen the area of their shadowsparks, unleashing black lightning from their outstretched claws.

Prerequisites: Shadowspark ability, Black Lightning Bolt, at least one other Shadowspark feat.

Benefits: As a Full-Round Action that provokes Attacks of Opportunity, you can unleash a wide swathe of black lightning against nearby foes. The resulting cone has a range of 0 ft. and is 30 ft. long and deals damage equal to your black lightning; creatures within the cone get a Reflex save for half damage.

In addition, you can use your black lightning an additional time per day.

BLACK LIGHTNING RECOVERY - SHADOWSPARK

Some P'Tan souls are especially steeped in dark energy; this roiling power allows them to unleash it after only a brief rest.

Prerequisites: Shadowspark ability, Black Lightning Bolt.

Benefits: Once per encounter, you can use your black lightning without expending a daily use. Recovering this 'free' use of black lightning requires 5 minutes of uninterrupted rest.

BLACK LIGHTNING SHEATH - SHADOWSPARK

Only a handful of P'Tan dare to embrace this ultimate technique of their people. Those who do become nearly unstoppable… but at what cost?

Prerequisites: Shadowspark ability, Black Lightning Bolt, at least two other Shadowspark feats.

Benefits: As a Full-Round Action that provokes Attacks of Opportunity, you can sheath yourself in shadowy electricity by spending three uses of your black lightning ability. You gains the following effects:

- Resistance 10 Electricity.
- Your alignment is treated as Chaotic Evil for purposes of all spells and effects, and you radiate Chaos and Evil as if you were a cleric of those alignments of your character level.

P'TAN PARAGON

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+0	+2	Chaos Bolt
2	+2	+2	+0	+3	Shadow Strength
3	+3	+2	+1	+3	Black Lightning Sheath, Shadow Surge

- Any creature striking you with a melee weapon or attempting to maintain a grapple against you suffers your shadowspark damage.
- While using the sheath, you cannot use other shadowspark abilities.

The effects of the Black Lightning Sheath last for 1 + your Constitution modifier rounds.

In addition, you can use your black lightning an additional time per day.

BLACK LIGHTNING SURGE - SHADOWSPARK

While it drains most P'Tan's energy to overuse their shadowsparks, some can temporarily feed that energy back into themselves.

Prerequisites: Shadowspark ability, Black Lightning Bolt.

Benefits: As a Full-Round Action that provokes Attacks of Opportunity, you may spend one use of your black lightning ability to gain a number of temporary hit points equal to your Constitution score. These temporary hit points last until the end of the encounter.

In addition, you can use your black lightning an additional time per day.

P'TAN PARAGON

The P'Tan Paragon is an exemplar of his kind - a stalker, a slayer and a freedom fighter of formidable aspect. If all P'Tan are resolved to see their race freed from First One tyranny, the P'Tan Paragon is obsessed with achieving this goal. There is nothing he would not do, nothing he would not sacrifice, to save his people and destroy their oppressors.

While most P'Tan are uncomfortable at best with the dark power roiling in their souls, the P'Tan Paragon embraces its destructive might. His goal - to tear down the dark empire of the First Ones and release the thousands of P'Tan still enslaved - justifies delving into the deepest parts of his soul.

Because he is so consumed with his quest, faces such overwhelming opposition and draws upon such dangerous power, the P'Tan Paragon rarely survives for long. The P'Tan have a saying: "Who fights with all his heart dies with dark fur," because their paragons do not survive to see their pelt change to the lighter colors of old age. Yet no P'Tan Paragon can bring himself to trade this short, brutal existence - if he dies that a dozen P'Tan should live free for even a day, he counts himself fulfilled.

CLASS INFORMATION

The following information pertains to the P'Tan Paragon class.

HIT DIE

The P'Tan Paragon gains 1d8 hit points per level. The character's Constitution modifier applies.

CLASS SKILLS

The P'Tan Paragon's class skills (*and the key ability for each skill*) are:

Balance (*Dex*), Climb (*Str*), Disguise (*Cha*), Hide (*Dex*), Intimidate (*Cha*), Jump (*Str*), Move Silently (*Dex*), Survival (*Wis*), Tumble (*Dex*).

Skill Points at Each Level: 6 + Int modifier.

CLASS FEATURES

All of the following are class features of the P'Tan Paragon class.

Chaos Spark: Every time a P'Tan Paragon uses his shadowspark racial ability or any ability keyed off of it, he may choose whether he wishes to deal Evil and Electrical damage or pure Evil damage.

Shadow Strength: A 2nd level P'Tan Paragon can draw on the strength of his dark nature. As long as

P'TAN ARMS AND ARMOR

Exotic Weapons
One-Handed Melee Weapons

	Cost	Dmg (S)	Dmg (M)	Critical	Weight	Type
Bladed Guard	50 gp	1d4	1d6	x2	6 lbs.	S
Sword, Shang	60 gp	1d6	1d8	19-20/x2	5 lbs.	P or S

he is standing in partial shadow or darker conditions, he gains +2 Strength, +2 Dexterity and a +2 bonus to Intimidate checks, and his Shadowspark and derived abilities do an additional +2 damage.

Black Lightning Sheath: The P'Tan Paragon gains Black Lightning Sheath as a bonus feat at 3rd level; he need not meet the qualifications for it.

Shadow Surge: At 3rd level, the P'Tan Paragon can choose to use black lightning abilities (*see P'Tan Feats*) more often. The first time he does uses his black lightning ability after expending all his daily uses, he becomes Fatigued after the ability resolves; if he is already Fatigued he becomes Exhausted, and if he is already Exhausted he falls Unconscious.

P'TAN ARMOR AND ARMS

Bladed Guard: A P'Tan bladed guard works like a streamlined steel buckler that extends from the wrist to the shoulder with sharp blades on body of the guard plus a retractable punching dagger at the wrist end. The blade can be extended past the fist and locked in place, allowing it to be used as an effective weapon. Attacking with the bladed guard negates the +1 armor bonus, but does not cause the normal –1 penalty to attack when using a buckler and a weapon with the same hand. The bladed guard functions as a buckler when not used to attack with the punch dagger.

Nonproficient buckler wielders may use a bladed guard only as a normal buckler. Proficient buckler wielders may make shield bash attacks with the bladed guard, dealing 1d6 points of slashing damage with each successful hit. A shield bash attack with this weapon does not suffer the usual -1 penalty for wielding a weapon with the buckler arm. However, if you make a shield bash attack with a bladed guard, you do not gain its armor bonus to AC until the start of your next turn. It takes a Full-Round Action that provokes Attack of Opportunity to attach a bladed guard so it can be used as a weapon, or to remove one so attached.

A P'Tan bladed guard can have both armor and weapon enhancements and special abilities. An enhancement bonus to a bladed guard can improve it as either a shield or a weapon; the two types of enchantment must be performed and priced separately.

Shang: A shang sword is a multipurpose weapon and tool created by the P'Tan from the tools they were assigned in captivity. A shang is a weighted short sword roughly 3 feet in length with a squared double-edged blade. Due to its size and weight, a shang sword is quite devastating in causing damage when compared to a normal short sword. In addition, a shang can cause piercing damage, slashing damage, or both. The Weapon Finesse feat allows a character to apply his Dexterity modifier instead of his Strength modifier to attack rolls with a shang.

Written By Joshua Cole and Louis Porter Jr.

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PLAN RAGE CHARACTER SHEET

CHARACTER NAME | PLAYER

CLASS & LEVEL | DALREAN RACE | ALIGNMENT | DEITY

M / SIZE / TYPE | AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR | SKIN

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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	RACIAL MODIFIER	TEMPORARY MODIFIER
STR				
DEX				
CON				
INT			-2	
WIS			+2	
CHA				

HP TOTAL ____ WOUNDS/CURRENT HP ____ NONLETHAL DAMAGE ____ **SPEED** ____

AC ____ = 10 + ARMOR BONUS ____ + SHIELD BONUS ____ + DEX MODIFIER ____ + SIZE MODIFIER ____ + NATURAL ARMOR ____ + DEFLECTION MODIFIER ____ + MISC MODIFIER ____ DAMAGE REDUCTION ____

TOTAL

TOUCH ____ **FLAT-FOOTED** ____

INITIATIVE ____ = ____ + ____ TOTAL | DEX. MODIFIER | MISC. MODIFIER

SAVING THROWS	TOTAL	BASE SCORE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
FORTITUDE						
REFLEX						
WILL						

CONDITIONAL MODIFIERS

BASE ATTACK BONUS ____ **SPELL RESISTANCE** ____

GRAPPLE ____ = ____ + ____ + ____ + ____ TOTAL | BASE ATTACK BONUS | STRENGTH MODIFIER | SIZE MODIFIER | MISC. MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL

RANGE	TYPE	NOTES

AMMUNITION ____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

SKILLS

MAX RANKS (CLASS/CROSS-CLASS) ____/____

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐	APPRAISE ■	INT				
☐	BALANCE ■	DEX*				
☐	BLUFF ■	CHA				
☐	CLIMB ■	STR*				
☐	CONCENTRATION ■	CON				
☐	CRAFT ■ (_____)	INT				
☐	CRAFT ■ (_____)	INT				
☐	CRAFT ■ (_____)	INT				
☐	DECIPHER SCRIPT	INT				
☐	DIPLOMACY ■	CHA				
☐	DISABLE DEVICE	INT				
☐	DISGUISE ■	CHA				
☐	ESCAPE ARTIST ■	DEX*				
☐	FORGERY ■	INT				
☐	GATHER INFORMATION ■	CHA				
☐	HANDLE ANIMAL	CHA				
☐	HEAL ■	WIS				
☐	HIDE ■	DEX*				
☐	INTIMIDATE ■	CHA				
☐	JUMP ■	STR*				
☐	KNOWLEDGE (_____)	INT				
☐	KNOWLEDGE (_____)	INT				
☐	KNOWLEDGE (_____)	INT				
☐	KNOWLEDGE (_____)	INT				
☐	KNOWLEDGE (_____)	INT				
☐	LISTEN ■	WIS				
☐	MOVE SILENTLY ■	DEX*				
☐	OPEN LOCK	DEX				
☐	PERFORM (_____)	CHA				
☐	PERFORM (_____)	CHA				
☐	PERFORM (_____)	CHA				
☐	PROFESSION (_____)	WIS				
☐	PROFESSION (_____)	WIS				
☐	RIDE ■	DEX				
☐	SEARCH ■	INT				
☐	SENSE MOTIVE ■	WIS				
☐	SLEIGHT OF HAND	DEX*				
☐	SPELLCRAFT	INT				
☐	SPOT ■	WIS				
☐	SURVIVAL ■	WIS				
☐	SWIM ■	STR*				
☐	TUMBLE	DEX*				
☐	USE MAGIC DEVICE	CHA				
☐	USE ROPE ■	DEX				
☐	_____	___				
☐	_____	___				
☐	_____	___				

■ Denotes a skill that can be used untrained.
☐ Mark this box with an X if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

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CHARACTER NAME | PLAYER

CLASS & LEVEL | RACE | ALIGNMENT

CAMPAIGN

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY

SPELL FAILURE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

SPELLS

ITEM	PG.	WT.	ITEM	PG.	WT.
			TOTAL WEIGHT CARRIED		

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD (EQUALS MAX LOAD)	LIFT OFF GROUND (2 MAX LOAD)	PUSH OR DRAG (5 MAX LOAD)

MONEY

CP—

SP—

GP—

PP—

FEATS

SPECIAL ABILITIES

Native Outsider, Darkvision, Light Sensitivity, Racial Vengeance, Shadowborn, Shadowspark, Weapon Familiarity: Bladed guards and Shang swords

LANGUAGES

Inital Languages = Common + racial languages + one per point of Int Bonus

Common and Exodite

SPELLS

DOMAINS/SPECIALITY SCHOOL:

0:

1st:

2nd:

3rd:

4th:

5th:

6th:

7th:

8th:

9th:

SPELL SAVE ☐ DC MOD

ARCANE SPELL FAILURE ☐ %

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELLS SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0:		0
		1st:		
		2nd:		
		3rd:		
		4th:		
		5th:		
		6th:		
		7th:		
		8th:		
		9th:		

Pathfinder Character Sheet

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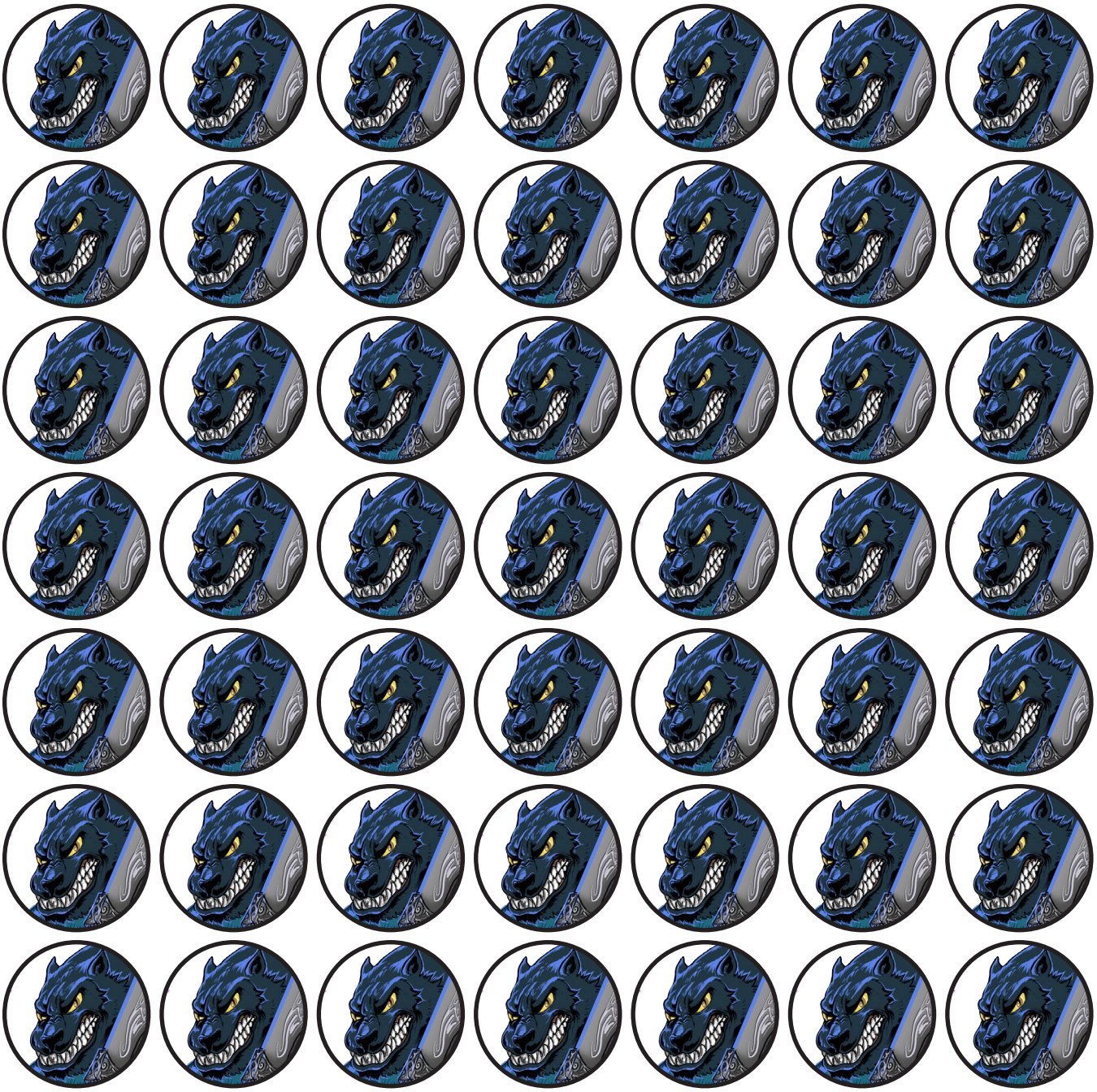

NAME | RACE / CLASS | LVL

STR | INT | INTIV
DEX | WIS | BAB
CON | CHA | FORT
AC | TOUCH | REF
FLAT | SPEED | WILL

MELEE
MELEE
RANGE
RANGE

HIT POINTS

Bluff
Diplom.
Hide
Listen
Move Silently
Search
Sense Motive
Spot

Languages

Special / Notes

DELAY or READY

UNCONSCIOUS

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NAME | RACE / CLASS | LVL

STR | INT | INTIV
DEX | WIS | BAB
CON | CHA | FORT
AC | TOUCH | REF
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UNCONSCIOUS

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STR | INT | INTIV
DEX | WIS | BAB
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MELEE
RANGE
RANGE

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UNCONSCIOUS

NAME RACE CR

CLASS

STR INT INTIV LEVEL

DEX WIS BAB ALIGN

CON CHA FORT

AC TOUCH REF

FLAT SPEED WILL

MELEE

MELEE

RANGE

RANGE

HIT POINTS

Attacks (#)

Special / Notes

DELAY or READY

UNCONSCIOUS

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NAME RACE CR

CLASS

STR INT INTIV LEVEL

DEX WIS BAB ALIGN

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FLAT SPEED WILL

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MELEE

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Attacks (#)

Special / Notes

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Attacks (#)

Special / Notes

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UNCONSCIOUS

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CON CHA FORT

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FLAT SPEED WILL

MELEE

MELEE

RANGE

RANGE

HIT POINTS

Attacks (#)

Special / Notes

DELAY or READY

UNCONSCIOUS

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