Lee Gravesbane			Matth	Matthew Funderburk			No	None None			Chaotic Neutral			
Character Name			Player Na	Player Name			Deit	Deity Region			Alignment			
Rogue (Burglar) 3, Ranger (Infiltrator) 1			Half-Elf (Afflicted Weretiger) / Humanoid			edium / 5 ft. x 5 ft. E / FACE	5' 6" / 130 lbs. HEIGHT / WEIGHT	Low-Light Vision						
		9000 / 15000	26		Molo		0121	ETTROE		20				
4 (4) Character L			<u>20</u>		Male GENDER		EYE		HAIR	Poin				
	. ,	ABILITY ABILITY PENALTY	AGE	,			ETE			Poin		PEED		
	SCORE SCORE	MODIFIER DAMAGE	HP	24	WOUNDS/CURF	RENT HP		SUBDUAL DAMAGE	DAMAGE REDUCTION				"	
STR Strength	12	+1	hit points							L	vva	lk 30	π.	
DEX Dexterity	18	+4	AC armor class	TOTAL FLAT		10 +	RMOR SHI		JRAL DEFLEC- DODGE Morale	+ 0		+ C) + 0	
CON	11	+0	INITI	ATIVE +6	= +4 +	+2	BONUS BOR	10 +0 0						
INT	13	+1	mor	difier TOTA		MISC	MISS CHANCE	Arcane ARMOR SPELL Spell CHECK RESIST Failure PENALTY						
Wisdom	14	+2	Encu	nbrance	Light		TOTA	L SKILLPOINTS: 34	SKILLS	, i		MAX	RANKS: 4/4	
CHA	11	+0			g			SKILL NA	ME	SKILL MODIFIER	ABILIT MODIFIE	Y RANF ER	KS MISC MODIFIER	
Charisma								obatics	DEX	8	= 4	+ 1	+ 3	
SAVING	THROWS	TOTAL BASE ABILIT	Y MAGIC MISC	EPIC TEMP				raise	INT	5	= 1	+ 1	+ 3	
FORT	ITUDE	+3 = +3 + +0	0 + +0 + +0	+ +0 +			✓ Bluff		CHA	5	= 0	-		
(cons	titution)						 Clim 		STR			+ 1	+ 3	
KEF		+9 ⁼ +5 ⁺ +4	+ +0 ++ +0	+ +0 +				it (Untrained)	INT	1	= 1			
W		+3 = +1 + +2	2 + +0 + +0	+ +0 +			•	omacy	CHA	4	= 0	+ 1	-	
(wis				τu				able Device	DEX		= 4			
		0 11/1					-	guise	CHA		= 0		-	
_			I Save Modifi	ers:				ape Artist	DEX		= 4	+ 1	+ 5	
		spells and effects					✓ Fly	dia Antina al	DEX	4	= 4			
+1 Refle	x to avoid tr							dle Animal	CHA	4	= 0	+ 1	+ 3	
			Combat Mod				✓ Heat		WIS	_	= 2		+ 0	
You gain	a +2 bonu	s on Attack rolls a	nd Damage ro	lls against und	ead.			nidate	CHA	4	= 0	-	-	
		TOTAL B	ASE ATTACK BONUS	STAT SIZE	MISC EPIC	TEMP		wledge (Nature)	INT		= 1		-	
MEL	EE	+4 =	+3	+ +1 + +0 +	+0 + 0 -	+	1	ception ception (Trapfinding)	WIS		= 2		-	
attack bor	nus							form (Untrained)	WIS		= 2 = 0	' 4	. + 9	
RANG	JED	+7 =	+3	+ +4 + +0 +	+0 + 0 -	+	✓ Fell	. ,	CHA DEX	0 8	= 0 = 4	+ 1	+ 3	
attack bor	nus					\square		se Motive	WIS	9	= 2		•	
CM	B	+4 =	+3	+ +1 + +0 +	+	+		ght of Hand	DEX		= 4	-	U	
attack bor	GRAPPLE	TRIP	DISARM	SUNDER	BULL	OVERRUN	✓ Stea	-	DEX		= 4			
CMB	+4	+4	+4	+4	RUSH	+4	✓ Surv		WIS	8	= 2		-	
	40							/ival (Follow or identi		9	= 2		-	
CMD	18	18	18	18	18	18	✓ Swir		STR	5	= 1	+ 1		
	*Da	agger	HAND			ACH					=	+	+	
	To Hi		Primary	PS M 1 To Hit	9-20/x2 5	5 ft.					=	+	+	
1H-P	+4	t Dam 1d4+1	2W-P-(OH)	+0	1d4			✓: can be used un	ntrained. X: exclusive skills.	*: Skill	Master	у.		
1H-0	+4	1d4	2W-P-(OL)	+2	1d 1d4			Con	ditional Skill Modifie					
2H	+4	1d4+1	2W-OH	+2	10		Vallar				Han (2000	_	
TH	10 ft. +7	20 ft. +5	30 ft. +3	40 ft.	50 ft. -1				Bluff, Knowledge, Pe cks against undead.	rcept	.ion, c	sense	5	
Dam	+/ 1d4+1	1d4+1	1d4+1	+1 1d4+1	1d4+1		mouro		ono againor anaoaa.					
	Crocol	haw	HAND	TYPE SIZE C	RITICAL RE	ACH								
Crossbow (Heavy)		Carried	Carried P M 19-20/x2 5 ft.											
Rang	e: 30 ft.	To Hit: ·			e: 1d10									
тн	120 ft. +7	240 ft. +5	360 ft. +3	480 ft. +1	600 ft. -1									
Dam	1d10	1d10	1d10	1d10	1d10									
	720 ft.	840 ft.	960 ft.	1080 ft.	1200 ft.									
TH	-3	-5	-7	-9	-11									
Dam	1d10	1d10	1d10	1d10	1d10									
*: weapon is e 1H-P: One hau hand weapon	nded, in primary h	and. 1H-O : One handed, in c OL): 2 weapons, primary har	ff hand. 2H : Two hand d (off hand weapon is	ed. 2W-P-(OH) : 2 weap light). 2W-OH : 2 weapo	oons, primary har ons, off hand.	nd (off								
	A	RMOR	TYPE	AC MAXDEX C	HECK SPELL FA	ILURE								

*Leather

10

Light +2 +6 +0

	its humanoid form automatically with the next sunrise, or after 8 hours of rest, whichever
	comes first A slain lycanthrope reverts to its humanoid form, although it remains dead.
ITEMLOCATIONQTYWT / COSTDaggerEquipped21 (2) / 2 (4)	Elf Blood (Ex) [Paizo Inc Core
Dagger Equipped 2 1 (2) / 2 (4) Leather Equipped 1 15 / 10	Rulebook, p.24]
Bolts (Crossbow/10) Equipped 5 1 (5) / 1 (5)	Half-elves count as both elves and humans for any effect related to race.
	Elven Immunities (Ex) [Paizo Inc Core Rulebook, p.24]
	Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus
Crossbow (Heavy) Carried 1 8 / 50	against enchantment spells and effects.
TOTAL WEIGHT CARRIED/VALUE 30 lbs. 69gp	Evasion (Ex) [Paizo Inc Core
WEIGHT ALLOWANCE	Rulebook] You can avoid damage from many area-effect attacks. If you make a successful
Light 43 Medium 86 Heavy 130	Reflex saving throw against an attack that normally deals half damage on a successful
Lift over head 130 Lift off ground 260 Push / Drag 650	save, you instead take no damage. Evasion can only be used if you are wearing light
	armor or no armor. If you are helpless, you do not gain the benefit of evasion.
MONEY	Keen Senses (Ex) [Paizo Inc Core
Total= 0 gp	Rulebook, p.24] Half-elves receive a +2 bonus on Perception skill checks.
MAGIC	Low-Light Vision (Ex) [Paizo Inc Bestiary]
	You can see x2 as far as humans in low illumination. Characters with low-light vision
Languages	have eyes that are so sensitive to light that they can see twice as far as normal in
Common, Dwarven, Elven	dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light.
	Characters with low-light vision can see outdoors on a moonlit night as well as they
Other Companions	can during the day.
Archetypes	Minor Magic (Disrupt Undead) (Sp) [Paizo Inc Core
Burglar [Paizo Inc Advanced	Rulebook, p.68]
Player's Guide, p.132]	You can cast Disrupt Undead. This spell can be cast three times a day as a spell-like ability. The caster level for this ability is 3. The save DC for this spell is 11.
Infiltrator [Paizo Inc Advanced	Multitalented (Ex) [Paizo Inc Core
Player's Guide, p.125]	Rulebook, p.24]
Some rangers study their favored enemies and learn their ways, applying this	Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill
knowledge to their own abilities and using their foes' strengths against them. Infiltrators are willing to walk a mile in an enemy's shoes so as to learn eveything there is to know	point whenever they take a level in either one of those classes.
about their foes in order to more effectively hunt and kill them.	Scent (Ex) [Paizo Inc Bestiary,
— •	p.304] You can detect approaching enemies, sniff out hidden foes, and track by sense
Traits	of smell. You can identify familiar odors just as humans do familiar sights. You can
Child of the Streets [Paizo Inc Advanced Player's Guide, p.330]	detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range
You grew up on the streets of a large city, and as a result you have developed a	increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering
knack for picking pockets and hiding small objects on your person. You gain a +1 trait	scents, such as skunk musk or troglodyte stench, can be detected at triple normal
bonus on Sleight of Hand checks, and Sleight of Hand is always a class skill for you.	range. When you detect a scent, the exact location of the source is not revealedonly its
Elven Reflexes [Paizo Inc Advanced	presence somewhere within range. You can take a move action to note the direction of
Player's Guide, p.331] One of your parents was a member of a wild elven tribe, and you've inherited a portion	the scent. When you are within 5 feet of the source, you pinpoint the source's location. You can follow tracks by smell, making a Wisdom (or Survival) check to find or follow
of your elven parent's quick reflexes. You gain a +2 trait bonus on Initiative checks.	a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the
	scent). This DC increases or decreases depending on how strong the quarry's odor is,
Special Attacks	the number of creatures, and the age of the trail. For each hour that the trail is cold, the
Sneak Attack (Ex) [Paizo Inc Core	DC increases by 2. The ability otherwise follows the rules for the Survival skill. When tracking by scent you ignore the effects of surface conditions and poor visibility.
Rulebook, p.68]	Track (Ex) [Paizo Inc Core
If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 2d6 points	Rulebook, p.64]
of extra damage anytime your target would be denied a Dexterity bonus to AC, or	You gain +1 to Survival checks made to follow tracks.
when you flank your target. Should you score a critical hit with a sneak attack, this	Trapfinding (Ex) [Paizo Inc Core
extra 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, you can make a	Rulebook, p.68]
sneak attack that deals nonlethal damage instead of lethal damage. You can make a	You add +1 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.
a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not	Trap Sense (Ex) [Paizo Inc Core
even with the usual -4 penalty. You must be able to see the target well enough to pick	Rulebook]
out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.	You gain a +1 bonus on Reflex saves made to avoid traps, and a +1 dodge bonus
Undead (Ex) [Paizo Inc Core	to AC against attacks made by traps.
Rulebook, p.64]	Wild Empathy (Ex) [Paizo Inc Core Rulebook, p.50/64]
You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival	You can improve the attitude of an animal. This ability functions just like Diplomacy
checks when using these skills against undead. Likewise, you get a +2 bonus on	check made to improve the attitude of a person. You roll 1d20+1 to determine the
weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.	Wild Empathy check result. The typical domestic animal has a starting attitude of
	indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally,
Special Qualities	influencing an animal in this way takes 1 minute, but as with influencing people, it might
Adaptability (Ex) [Paizo Inc Core	
Rulebook, p.24]	
Half-elves receive Skill Focus as a honus feat at 1st level	
Half-elves receive Skill Focus as a bonus feat at 1st level. Change Shape (Su) [Paizo Inc Bestiary.]	
Half-elves receive Skill Focus as a bonus feat at 1st level. Change Shape (Su) [Paizo Inc Bestiary, p.196]	
Change Shape (Su) [Paizo Inc Bestiary,	
Change Shape (Su) [Paizo Inc Bestiary, p.196] All lycanthropes have three formsa humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form,	
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Change Shape (Su) [Paizo Inc Bestiary, p.196] All lycanthropes have three formsa humanoid form, an animal form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and animal form, an afflicted lycanthrope can assume animal or hybrid form as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Constitution check. On	

take more or less time	. You can use this	ability to influer	nce a magical	beast	with an
Intelligence score of 1	or 2, but you take a	a -4 penalty on tl	ne check.		

Feats	
Skill Focus (Perception)	[Paizo Inc Core Rulebook, p.134]
You are particularly adept at your chosen skill.	
You get a +3 bonus on all checks involving the chosen sk ranks in that skill, this bonus increases to +6.	ill. If you have 10 or more
Stealthy	[Paizo Inc Core

Rulebook, p.135]

You are good at avoiding attention and slipping out of bonds.

You get a +2 bonus on all Escape Artist and Stealth skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill Two-Weapon Fighting [Paizo Inc. - Core

Rulebook, p.136] You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon.

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

Proficiencies

Amentum, Amentum (Javelin), Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Hand) Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Great Terbutje, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne lammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells

(Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Waraxe (Dwarven), Warhammer, Wushu Dart

Templates

Lycanthrope

Lee Gravesbane

Half-Elf (Afflicted Weretiger)
RACE
26
AGE
Male
GENDER
Low-Light Vision
VISION
Chaotic Neutral
ALIGNMENT
Right
DOMINANT HAND
5' 6"
HEIGHT
130 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR / HAIR STYLE
PHOBIAS
5
PERSONALITY TRAITS
INTERESTS
INTERESTS
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
KEGIDEINGE
LOCATION
None
REGION
None
DEITY
Humanoid
Race Type

Race Sub Type Description:

Biography:

Lee is a half-elf whose father was a traveller who married an elf. Lee grew up to age 9 learning how to be agile and shoot the bow until the village was attacked by a horde of Vampires with an undead horde. His parents were killed by a head vampire and that's when he fled. Lee took a horse and escaped to the nearest city. While there he did what any orphaned child does in a city; he learned the thieves trade.