Name: Lady Abovombe (Daughter of Mananjary and ambassador from Cestia) player: _____

Human Female (Medium-size humanoid) age: 65 (app. 40)

 $Bard \ 3^{rd} \ level - Ranger \ 4^{th} \ level - Dragonstalker (*) \ 5^{th} \ level$

(*) Prestige Class from "Draconomicon" eyes: steel-grey

<u>Xp</u> 70.000 skin: dark

AL Neutral Good

hp 93 (6 + 2d6 + 4d10 + 5d8 + 36 costitution bonus) -

Init +2 (+4 dexterity,)

Spd 30 ft. (30 base)

AC 18 (touch 16, flat-footed 16) ((10 base, +4 bracers of armor, +4 from dexterity, +2 ring of protection))

<u>Atk</u> +17/+12/+7 melee (short sword +2) ((+11/+6/+1 base, +4 dexterity, +2 enhancment from magical weapon)), or + 16 ranged (seeking and returning bolas of light +2) ((+11 base, +4 dexterity, +1 enhancment from magical weapon))

Dam 1d6 +4 melee crt. 19-20/x2 (short sword +2) ((+2 enhancment from magical weapon, +2 strenght)) or 1d4+3+trip ranged (range increment 10') crt. 20/x2 (seeking and returning bolas of light +1) ((+1 enhancment from magical weapon, +2 strenght))

SV Fort +13 ((+6 base, +3 constitution, +4 cloak of resistance)) Refl +16 ((+8 base, +4 dexterity, +4 cloak of resistance)) Will +14 ((+8 base, +2 iron will, +4 cloak of resistance))

<u>Abil</u> Str 15 ((14 base, +1 level)) Dex 19 ((15 base, +2 level, +2 gloves of dexterity)) Con 16 ((16 base)) Int 13 ((13 base)) Wis 10 ((10 base)) Cha 16 ((16 base))

Skills ((total skill bonus (ranks, characteristic, sinergy, special)) Diplomacy +10 (7,3,0,0), Disguise +13 (9,4,0,0), Escape Artist +9 (5,4,0,0), Gather Information +11 (8,3,0,0), Hide +14 (10,4,0,0), Knowledge (arcana) +5 (4,1,0,0), Knowledge (nobility and royalty) +5 (4,1,0,0), Move Silently +14 (10,4,0,0), Profession (diplomat) +4 (4,0,0,0), Search +10 (9,1,0,0), Speak Language (Alphatian and Thyatian), Swim +5 (3,2,0,0), Tumble +9 (5,4,0,0), Wilderness Lore +10 (10,0,0,0).

Feats [human] iron will, [ranger] track, [level adv.] blind-fight, dodge, exotic weapon proficiency (bolas), mobility, weapon finesse (short sword)

Languages: Cestian, Draconic, Alphatian and Thyatian (Common).

Special Qualities: [Bard] bardic music, bardic knoledge, bardic spells [ranger] track, 1st favored enemy (dragon) [Dragonstalker] hunting bonus, sneak attack (dragon) +4d6, ignore natural armor (1/day), hide scent.

Hunting bonus (Ex): the dragonstalker gains a bonus equal to her class level on Bluff, Listen, Search, Sense Motive and Spot checks when using these skills against dragons.

Sneaking Attack (dragon): this sneak attack damage stacks with any other sneak attack damage the dragonstalker gets from another sorce but works only versus dragon.

Ignore natural Armor (Ex): 1/day a dragonstalker can ignore a target's natural armor bonus (including any enhancement to that natural armor) for one attack (melee or ranged). The attack must be declared before the attack roll.

Hide Scent (Ex): the dragonstalker can use the disguise skill to hide her (or someone else) scent. This requires a disguise check (with a -10 penalty) opposed by a Wisdom check made by any creatures attempting to use the scent ability.

Magic and Mundane Item: short sword +2 [8.310 gp], seeking and returning bolas of light +1 [32.305 gp], brachers of armor +4 [16.000 gp], cloak of resistance +4 [16.000 gp], ring of sustenance [2.500 gp], oil of slipperiness [900 gp], ring of protection +2 [8.000 gp], gloves of dexterity [4.000 gp]

SEEKING AND RETURNING BOLAS OF LIGHT +1: When you throw a set of bolas you make a ranged touch attack against your opponent. If you hit, your opponent is tripped. If the opponents fails a grapple check versus your original attack roll, the opponent is grappled. Bolas only grapple Medium-size or smaller targets. The opponent can extricate itself from the 2-ball bolas with a full-round action. The bolas gives off light as a torch (20-foot radius). As a seeking weapon it negates any miss chances that would otherwise apply from concealment. As a returning weapon the bolas returns through the air back to the creature that threw it. It return on the round following just before the throwing creature's turn and it's ready to be used again.