

XP 76,800

Female teifling ranger 11/rogue 5

NE Medium outsider (native)

Init +10; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 29, touch 18, flat-footed 29 (+9 armor, +1 deflection, +6 Dex, +1 dodge, +1 natural, +1 shield)**hp** 174 (16 hd; 5d8+11d10+91)**Fort** +12, **Ref** +17, **Will** +6**Defensive Abilities** evasion, trap sense +1, uncanny dodge; **Resist** cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.**Melee** +2 *celestial steel scimitar* +21/+16/+11 (1d6+5/15-20) and +2 *celestial steel scimitar* +21/+16/+11 (1d6+5/15-20)**Special Attacks** favored enemy (humanoid, human) +6, favored enemy (outsider, good) +4, favored enemy (outsider, evil) +2, rogue talent (bleeding attack), rogue talent (finesse rogue), sneak attack +3d6, quarry**Spell-Like Abilities** (CL 16th)1/day—*darkness***Prepared Spells** (CL 8)3rd—*instant enemy*^{APG}2nd—*cure light wounds* (2)1st—*entangle* (DC 13), *hunter's howl*^{UM} (DC 13), *resist energy*

STATISTICS

Str 16, **Dex** 22, **Con** 18, **Int** 10, **Wis** 14, **Cha** 8**Base Atk** +14; **CMB** +17; **CMD** 35**Feats** Dodge, Double Slice, Endurance, Greater Two-Weapon Fighting, Improved Critical, Improved Initiative, Improved Two-Weapon Fighting, Step Up, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (scimitar)**Skills** Acrobatics +25, Bluff +1, Climb +22, Knowledge (planes) +16, Linguistics +7,Perception +21, Stealth +27, Survival +21; **Racial Modifiers** +2 Bluff, +2 Stealth**Languages** Abyssal, Celestial, Common, Ignan,

Infernal, Undercommon

SQ favored terrain (plane [abyss]) +2, favored terrain (urban) +4, fiendish sorcery, hunter's bond (companions), swift tracker, track, trapfinding, wild empathy, woodland stride

Gear +2 *gatecutting celestial steel scimitar* (2), +5 *mithral chain shirt*, *amulet of natural armor* +1, *belt of physical perfection* +2, *headband of inspired wisdom* +2, *ring of protection* +1

SPECIAL ABILITIES
