

Shiza



Female tiefling commoner 2/fighter 1 - CL3 - CR 2

Neutral Good Outsider (Native); Deity: **Shelyn**; Age: **40**;
 Height: **5' 6"**; Weight: **130lb.**; Eyes: **Red**; Hair: **Black**; Skin:
Milk White

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	15	+2	
WIS WISDOM	12	+1	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+2	+1			
REFLEX (DEXTERITY)	+2	=		+2			
WILL (WISDOM)	+1	=		+1			

Energy Resistance, Cold (5) **Energy Resistance, Fire (5)**
Energy Resistance, Electricity (5)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14	=	+1		+2			+1	

Touch AC	Flat-Footed AC
13	12

CM Bonus	BAB	Strength	Size	Misc
+4	=	+2	+2	-

CM Defense	BAB	Strength	Dexterity	Size
17	=	10	+2	+2

Base Attack	HP
+2	26

Initiative	Speed	Damage / Current HP
+2	30 ft	

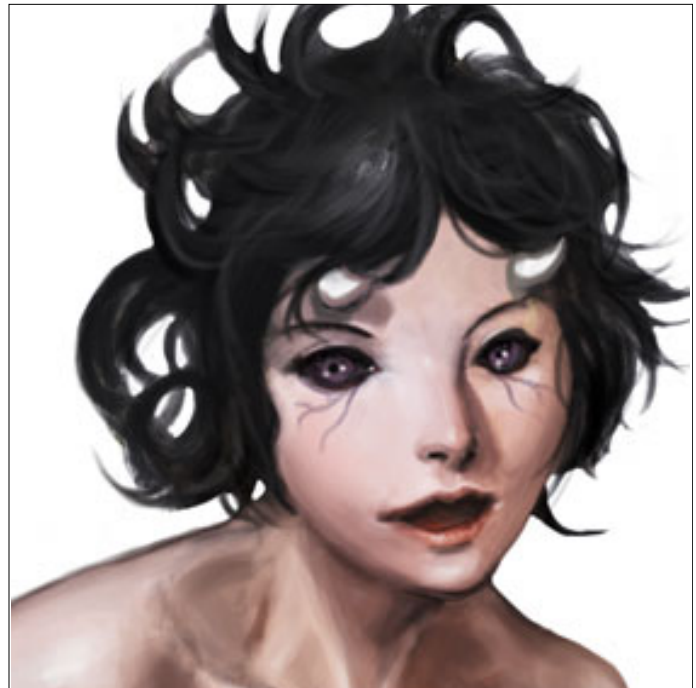
Club

Main hand: **+4, 1d6+2** Crit: **x2**
 Both hands: **+4, 1d6+3** Rng: **10'**
 Ranged: **+4, 1d6+2** 1-hand, B
 Ranged, both hands: **+4, 1d6+3**

Padded armor

+1

Max Dex: **+8**, Armor Check: **-**
 Spell Fail: **5%**, Light



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Appraise	+2	INT (2)	-	
Bluff	+4	CHA (1)	1	
Climb	+2	STR (2)	-	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+2	DEX (2)	-	
Heal	+2	WIS (1)	1	
Intimidate	+5	CHA (1)	1	
Perception	+6	WIS (1)	2	
Profession (barmaid)	+5	WIS (1)	1	
Profession (cook)	+6	WIS (1)	2	
Ride	+2	DEX (2)	-	
Sense Motive	+5	WIS (1)	1	
Sleight of Hand	+3	DEX (2)	1	
Stealth	+4	DEX (2)	-	
Survival	+1	WIS (1)	-	
Swim	+7	STR (2)	2	

Feats

Armor Proficiency (Heavy)
 Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Catch Off-Guard
 Cosmopolitan (Profession [barmaid], Sense Motive)
 Grasping Tail
 Martial Weapon Proficiency - All
 Shield Proficiency

Feats

Simple Weapon Proficiency - All
Tower Shield Proficiency

Gear

**Total Weight Carried: 20/175 lbs, Light Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)**

Alchemist's fire x3	1 lb
Chewing stick	-
Club	3 lbs
Comb	0.2 lbs
Hairbrush	0.3 lbs
Mirror	0.5 lbs
Money	2 lbs
Nail file	0.1 lbs
Padded armor	10 lbs
Ring of protection +1	-
Scissors	0.3 lbs
Soap	0.5 lbs
Sponge	-
Tooth Powder	0.1 lbs

Special Abilities

Darkvision (60 feet)
Prehensile Tail

Spell-Like Abilities

Darkness (1/day)

Tracked Resources

Alchemist's fire
Club

Languages

Abyssal	Halfling
Common	Polyglot
Dwarven	Tengu

Experience & Wealth

Current Cash: **100 gp**

Background

A tiefling barmaid of the Demon and the Crow, a bar in the village of Rickety's Squibs. Once you get past the horns, the prehensile tail, and the red eyes, she's actually quite kind.

Ostracized and bullied at a young age for her demonic ancestry, Shiza made her way around the Shackles by doing odd jobs. As she's fond of saying, she's been a cabin girl, a barmaid, a waitress, a courier, a dancer, a sideshow attraction, and even an enforcer.

Fifteen years ago, during one of Rickety Hake's supply runs to Port Peril, he came across Shiza working in a bar as a cook to pay back a gambling debt she owed. After tasting her infamously strong coffee and her amazing donuts, Rickety offered to paid off her debts on a single condition: that she open up a bar in the squibbing village he created.

She accepted, but only the condition that Rickety also offer the position to a similarly ostracized Tengu friend of hers.

Loyal to Rickety and generous almost to a fault, Shiza ensures that even without any money the villagers of Rickety's Squibs can always get a hot meal.

Sourcebooks Used

- **Advanced Player's Guide** - Cosmopolitan (feat)
- **Advanced Race Guide** - Grasping Tail (feat); Prehensile Tail (alternate racial trait)
- **Advanced Race Guide / Bestiary / Blood of Fiends / Inner Sea Races** - Tiefling (race)
- **Inner Sea Races / Inner Sea World Guide** - Polyglot (language)