

## "Whips and Chains" Annatasia



Female ghoulish fighter 2 (Ghoul +2) - CL4 - CR 3  
 Chaotic Evil Undead; Deity: Calistria; Age: 29; Height: 5';  
 Weight: 129lb.

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	12	+1	
<b>DEX</b> DEXTERITY	18	+4	
<b>CON</b> CONSTITUTION	-	+2	
<b>INT</b> INTELLIGENCE	13	+1	
<b>WIS</b> WISDOM	13	+1	
<b>CHA</b> CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+5 =	+3	+2				
	Channel Resistance: +2 bonus vs. channeled energy						
<b>REFLEX</b> (DEXTERITY)	+4 =		+4				
	Channel Resistance: +2 bonus vs. channeled energy						
<b>WILL</b> (WISDOM)	+4 =	+3	+1				
	Bravery: +1 vs. fear, Channel Resistance: +2 bonus vs. channeled energy						

Immunity to Ability Drain	Immunity to Nonlethal Damage
Immunity to Bleeds	Immunity to Paralysis
Immunity to Death Effects	Immunity to Physical Ability Damage
Immunity to Disease	Immunity to Poison
Immunity to Energy Drain	Immunity to Sleep
Immunity to Exhausted	Immunity to Stunning
Immunity to Fatigue	Undead Traits
Immunity to Mind-Affecting effects	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 18 =	+2		+4		+2			

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
14	14				

CM Bonus	+4 =	+3	+1	-	-
+6 Disarming					

CM Defense	18 = 10	BAB	Strength	Dexterity	Size
20 vs. Disarm					

Base Attack	+3	HP	29
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Initiative	+4	Damage / Current HP
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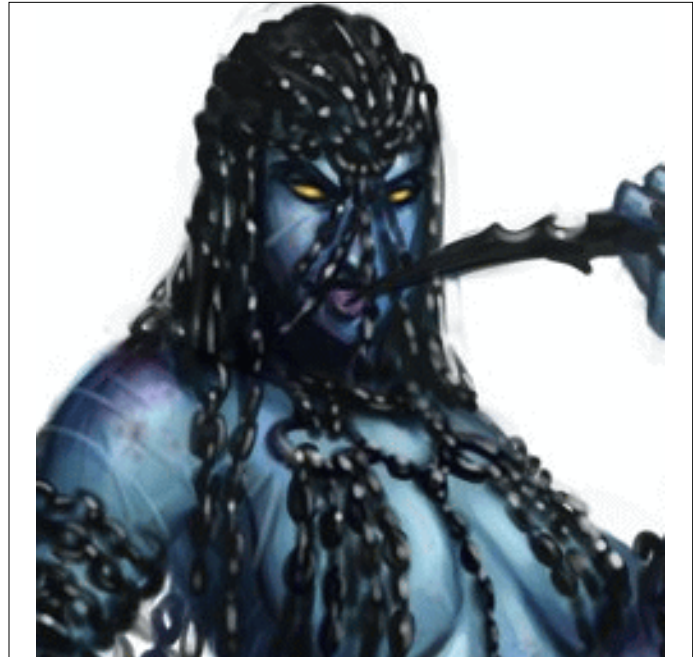
Speed	30 ft
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### Bite (Ghoul)

Main hand: +2, 1d6 plus disease Crit: x2  
 Light, B/P/S

### Claw x2 (Ghoul)

Main hand: +2, 1d6 Crit: x2  
 Light, B/S



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+7	DEX (4)	3	
<b>Appraise</b>	+1	INT (1)	-	
<b>Bluff</b>	+2	CHA (2)	-	
<b>Climb</b>	+6	STR (1)	2	
<b>Diplomacy</b>	+2	CHA (2)	-	
<b>Disguise</b>	+2	CHA (2)	-	
<b>Escape Artist</b>	+8	DEX (4)	4	
<b>Fly</b>	+4	DEX (4)	-	
<b>Heal</b>	+1	WIS (1)	-	
<b>Intimidate</b>	+2	CHA (2)	-	
<b>Perception</b>	+6	WIS (1)	2	
<b>Ride</b>	+4	DEX (4)	-	
<b>Sense Motive</b>	+1	WIS (1)	-	
<b>Stealth</b>	+10	DEX (4)	3	
<b>Survival</b>	+1	WIS (1)	-	
<b>Swim</b>	+6	STR (1)	2	

### Feats

Armor Proficiency (Heavy)  
 Armor Proficiency (Light)  
 Armor Proficiency (Medium)  
 Combat Expertise +/-1  
 Exotic Weapon Proficiency (Whip)  
 Improved Disarm  
 Martial Weapon Proficiency - All  
 Shield Proficiency  
 Simple Weapon Proficiency - All  
 Tower Shield Proficiency  
 Weapon Finesse

### Masterwork whip

Main hand: **+8, 1d3+1**  
**nonlethal**

Crit: **x2**  
1-hand, S, Disarm,

Both hands: **+8, 1d3+1**  
**nonlethal**

### Ravaged leather armor

**+2**

Max Dex: +6, Armor Check: -  
Spell Fail: 10%, Light

### Gear

**Total Weight Carried: 17/130 lbs, Light Load**  
**(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

Entertainer's outfit (Free)	-
Masterwork whip	2 lbs
Money	-
Ravaged leather armor	15 lbs

### Special Abilities

Bravery +1 (Ex)  
Channel Resistance +2  
Darkvision (60 feet)  
Disease (DC 13) (Su)  
Paralysis (1d4+1elves are immune, DC 13, DC 13)

### Languages

Common

Varisian

### Background

Some people are just into that sort of thing.

MORALE: Repeatedly tries to disarm.

### Experience & Wealth

Experience Points: **5000/15000**  
Current Cash: **You have no money!**  
Reputation: **Fame: 6, PP: 6, 100 miles.**