

Zara (ifrit guard)

Ifrit fighter 3 - CR 2

Chaotic Good Outsider (Native); Age: **74**; Height: **5' 9"**;
Weight: **135 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	8	-1	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+3	+2			
	Scorching Weapons : +2 bonus vs. fire attacks and [fire] or [light] spells						
REFLEX (DEXTERITY)	+5	=	+1	+4			
	Scorching Weapons : +2 bonus vs. fire attacks and [fire] or [light] spells						
WILL (WISDOM)	+0	=	+1	-1			
	Bravery : +1 vs. fear, Scorching Weapons : +2 bonus vs. fire attacks and [fire] or [light] spells						

Energy Resistance, Fire (5)				Immunity to Dazzled					
Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	19	=	+4	+1	+4				
Touch AC	14	Flat-Footed AC			15				
		BAB		Strength		Size		Misc	
CM Bonus	+4	=	+3	+1		-		-	
CM Defense	18	= 10	+3	+1	+4				-

Total	Damage / Current HP	
HP 31		
Grazed 23	Critical 7	
Wounded 15	Disabled 0 to -2	
Base Attack	+3	
Initiative	+4	
Speed	30 ft	

Dagger

Main hand: **+6, 1d4+1** Crit: 19-20/x2
Rng: 10'
Ranged: **+7, 1d4+1** Light, P/S

Rapier

Main hand: **+7, 1d6+1** Crit: 18-20/x2
Both hands: **+7, 1d6+1** 1-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (4)	-	
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	+3	STR (1)	1	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	+2	DEX (4)	-	
Fly	+2	DEX (4)	-	
Handle Animal	+5	CHA (1)	1	
Heal	-1	WIS (-1)	-	
Intimidate	+6	CHA (1)	2	
Perception	-1	WIS (-1)	-	
Ride	+2	DEX (4)	-	
Sense Motive	-1	WIS (-1)	-	
Stealth	+2	DEX (4)	-	
Survival	+4	WIS (-1)	2	
Swim	-1	STR (1)	-	

Feats

Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Firesight
Martial Weapon Proficiency - All
Scorching Weapons
Shield Proficiency
Simple Weapon Proficiency - All
Tower Shield Proficiency
Weapon Finesse
Weapon Focus (Rapier)

Special Abilities

Bravery +1 (Ex)
Darkvision (60 feet)

Spell-Like Abilities

Burning Hands (1/day)

☐

Chain shirt

+4

Max Dex: +5, Armor Check: -1
Spell Fail: 20%, Light

Experience & Wealth

Current Cash: **265 gp**
Reputation: **Fame: 4, PP: 4, 100 miles.**

Light wooden shield

+1

Max Dex: -, Armor Check: -1
Spell Fail: 5%, Shield

Gear

Total Weight Carried: 38.3/150 lbs, Light Load
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

Chain shirt	25 lbs
Dagger	1 lb
Light shield bash	-
Light wooden shield	5 lbs
Money	5.3 lbs
Rapier	2 lbs

Tracked Resources

Dagger ☐

Languages

Common

Ignan

Sourcebooks Used

- **Advanced Race Guide** - Firesight (feat); Scorching Weapons (feat)
- **Advanced Race Guide / Bestiary 2 / Blood of the Elements / Inner Sea Races** - Ifrit (race)