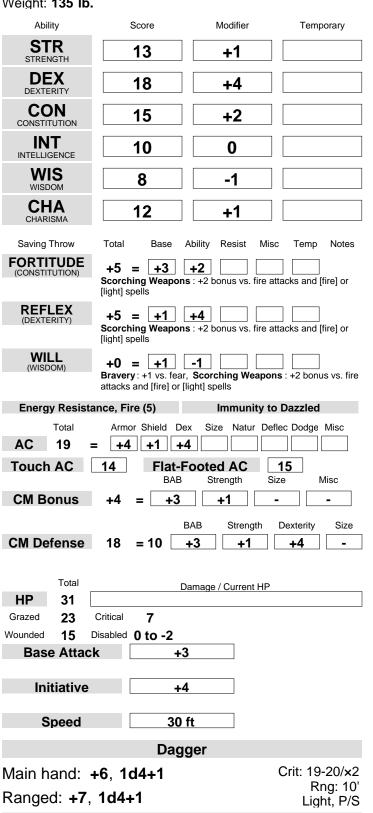
# Zara (ifrit guard)

#### Ifrit fighter 3 - CR 2

Chaotic Good Outsider (Native); Age: 74; Height: 5' 9";

Weight: 135 lb.



Rapier

Main hand: +7, 1d6+1

Both hands: +7, 1d6+1





Skill Name	Total	Ability	Ranks	Temp
<sup>U</sup> 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)	-	
<sup>U</sup> Escape Artist	+2	DEX (4)	-	
<sup>0</sup> Fly	+2	DEX (4)	-	
Handle Animal	+5	CHA (1)	1	
Heal	-1	WIS (-1)	-	
Intimidate	+6	CHA (1)	2	
Perception	-1	WIS (-1)	-	
<sup></sup> ¶Ride	+2	DEX (4)	-	
Sense Motive	-1	WIS (-1)	-	
<sup>U</sup> Stealth	+2	DEX (4)	-	
Survival	+4	WIS (-1)	2	
<sup>U</sup> 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)

Crit: 18-20/x2

1-hand, P

## **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

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## 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

## Sourcebooks Used

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