

Twigjack

No Gender twigjack - CL5 - CR 3

Chaotic Evil Fey; Deity: **Gozreh**; Age: 7; Height: 1' 4";

Weight: 5 lb.; Eyes: **dark**; Hair: **brown**; Skin: **brown**

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	15	+2	
INT INTELLIGENCE	11	0	
WIS WISDOM	14	+2	
CHA CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+3	=	+1	+2			
REFLEX (DEXTERITY)	+7	=	+4	+3			
WILL (WISDOM)	+6	=	+4	+2			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18	=	+1		+3	+2	+2		

Touch AC	Flat-Footed AC	BAB	Dexterity	Size	Misc
15	15				

CM Bonus	+3	=	+2	+3	-2	-
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CM Defense	12	=	10	+2	-1	+3	-2
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Base Attack	+2	HP	27
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Initiative	+3	Damage / Current HP
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Speed	30 ft
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Claw x2 (Twigjack)

Main hand: **+7/+7, 1d4-1** Crit: $\times 2$
Light, B/S

Darkwood longspear

Both hands: **+4, 1d4-1** Crit: $\times 3$
2-hand, P, Brace,

Javelin

Main hand: **+3, 1d3-1** Crit: $\times 2$
Ranged: **+7, 1d3-1** Rng: 30'
Light, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+11	DEX (3)	5	
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	+11	DEX (3)	5	
Diplomacy	+1	CHA (1)	-	
Disable Device	+10	DEX (3)	5	
Disguise	+1	CHA (1)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+7	DEX (3)	-	
Heal	+2	WIS (2)	-	
Intimidate	+1	CHA (1)	-	
Knowledge (nature)	+8	INT (0)	5	
Perception	+10	WIS (2)	5	
Ride	+3	DEX (3)	-	
Sense Motive	+2	WIS (2)	-	
Stealth	+22	DEX (3)	5	
Survival	+2	WIS (2)	-	
Swim	+3	DEX (3)	-	

Feats

Agile Maneuvers

Use DEX instead of STR for CMB

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Skill Focus (Stealth)

You get a +3 bonus on all checks involving the chosen skill.

Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

Gear

Total Weight Carried: 3.9/40 lbs, Encumbrance Ignored

(Light: 13 lbs, Medium: 26.5 lbs, Heavy: 40 lbs)

Belt pouch (6 @ 2 lbs)	0.125 lbs
Bracers of armor +1	0.1 lbs
Darkwood longspear	0.45 lbs
Elixir of vision <In: Belt pouch (6 @ 2 lbs)>	-
Javelin x6	0.2 lbs
Money	-
Potion of blur <In: Belt pouch (6 @ 2 lbs)>	-
Potion of cure light wounds <In: Belt pouch (6 @ 2 lbs)>	-
Potion of magic fang <In: Belt pouch (6 @ 2 lbs)>	-
Potion of resist fire 10 <In: Belt pouch (6 @ 2 lbs)>	-
Thieves' tools, masterwork <In: Belt pouch (6 @ 2 lbs)>	2 lbs

Special Abilities

Bramble Jump (Su)

A twigjack can travel short distances between brambles, shrubs, or thickets as if via dimension door as part of a move action. The twigjack must begin and end this movement while in an area of at least light undergrowth. The twigjack can travel in

Darkvision (60 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal

Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Sneak Attack +2d6

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

Splinterspray (DC 14) (Ex)

A twigjack can eject a barrage of splinters and brambles from its body three times per day as a standard action. This effect creates a 15-foot conical burst of jagged splinters, dealing 4d6 points of piercing damage to all creatures in the area. A DC

Vulnerability to Fire

You are vulnerable (+50% damage) to Fire damage.

Woodland Stride (Ex)

A very young or older green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

Tracked Resources

Elixir of vision	<input type="checkbox"/>
Javelin	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of blur	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Potion of magic fang	<input type="checkbox"/>
Potion of resist fire 10	<input type="checkbox"/>

Languages

Common

Sylvan

Experience & Wealth

Current Cash: **You have no money!**

Twigjack – Abilities & Gear

Agile Maneuvers

Feat

You've learned to use your quickness in place of brute force when performing combat maneuvers.

Benefit: You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus instead of your Strength bonus.

Normal: You add your Strength bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus.

Skill Focus (Stealth)

Feat

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Appears In: Not Consolidated Skills

Weapon Finesse

Feat

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Bramble Jump (Su)

Racial Ability (Twigjack)

A twigjack can travel short distances between brambles, shrubs, or thickets as if via dimension door as part of a move action. The twigjack must begin and end this movement while in an area of at least light undergrowth. The twigjack can travel in this manner up to 60 feet per day. This movement must be used in 10-foot increments and does not provoke attacks of opportunity.

Darkvision (60 feet)

Racial Ability, Senses (Twigjack)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Low-Light Vision

Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Sneak Attack +2d6

Racial Ability (Twigjack)

If a character can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The character's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the character flanks her target. Should the character score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a character can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

The character must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A character cannot sneak attack while striking a creature with concealment.

Splinterspray (DC 14) (Ex)

Racial Ability (Twigjack)

A twigjack can eject a barrage of splinters and brambles from its body three times per day as a standard action. This effect creates a 15-foot conical burst of jagged splinters, dealing 4d6 points of piercing damage to all creatures in the area. A DC 14 Reflex saving throw halves this damage. The save DC is Constitution-based.

Vulnerability to Fire

Unknown

You are vulnerable (+50% damage) to Fire damage.

Woodland Stride (Ex)

Racial Ability (Twigjack)

A very young or older green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

Bracers of armor +1

Wondrous Item (Wrist)

These items appear to be wrist or arm guards, sometimes etched with symbols of protection or depictions of vigilant-looking animals. *Bracers of armor* surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +1, just as though he were wearing armor. Both *bracers of armor* must be worn for the magic to be effective.

Construction

Requirements: Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the bracers;
Cost 500 gp

Elixir of vision

Wondrous Item

Drinking this elixir grants the imbiber the ability to notice acute details with great accuracy (+10 competence bonus on Perception checks for 1 hour).

Construction

Requirements: Craft Wondrous Item, *true seeing*; **Cost** 125 gp