

Asyra, Kyton



Female Kyton Fighter 5 (Kyton +8) - CL13 - CR 10
 Lawful Evil Outsider (Evil, Extraplanar, Lawful); Deity: Zon-Kuthon

Ability	Score	Modifier	Temporary
STR STRENGTH	18	+4	
DEX DEXTERITY	17	+3	
CON CONSTITUTION	18/20	+4/+5	
INT INTELLIGENCE	10	0	
WIS WISDOM	8	-1	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+15 =	+10	+5				
REFLEX (DEXTERITY)	+10 =	+7	+3				
WILL (WISDOM)	+4 =	+3	-1		+2		

Damage Reduction (5/good or silver) Spell Resistance (17)

Immunity to Cold

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	24 = 10	+4		+3		+4	+2	+1	

Touch AC 16 **Flat-Footed AC** 20

		BAB	Strength	Size	Misc
CM Bonus	+17 =	+13	+4	-	-

		BAB	Strength	Dexterity	Size
CM Defense	33 = 10	+13	+4	+3	-

	Total	Damage / Current HP
HP	144	

Base Attack	+13	Initiative	+7
		Speed	30 ft

Chains x4 (Kyton)

Mainhand: **+19, 2d4+7** Crit: 19-20/x2
 Light, P

Unarmed Strike

Mainhand: **+17/+12/+7, 1d3+4** Crit: 20/x2
 Light, B, Nonlethal

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+16	DEX (3)	10	
Appraise	+0	INT (0)	-	
Bluff	+2	CHA (2)	-	
Climb	+17	STR (4)	10	
Craft (Blacksmith)	+9	INT (0)	8	
Diplomacy	+2	CHA (2)	-	
Disguise	+2	CHA (2)	-	
Escape Artist	+16	DEX (3)	10	
Fly	+3	DEX (3)	-	
Heal	-1	WIS (-1)	-	
Intimidate	+15	CHA (2)	10	
Perception	+16	WIS (-1)	10	
Ride	+3	DEX (3)	-	
Sense Motive	+1	WIS (-1)	-	
Stealth	+3	DEX (3)	-	
Survival	-1	WIS (-1)	-	
Swim	+4	STR (4)	-	

Feats, Traits & Flaws

- Ability Focus: Unnerving Gaze**
You gain a +2 bonus to the DC of a special attack.
- Alertness**
You get a +2 bonus on all Perception checks and Sense Motive checks.
- Armor Proficiency (Heavy)**
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.
- Armor Proficiency (Light)**
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.
- Armor Proficiency (Medium)**
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, and Tumble checks.
- Blind-Fight**
Re-roll misses because of concealment, other benefits.
- Dodge**
+1 AC.
- Improved Critical: Chains**
When using the weapon you selected, your threat range is doubled.
- Improved Initiative**
You get a +4 bonus on initiative checks.
- Iron Will**
You get a +2 bonus on all Will saving throws.
- Martial Weapon Proficiency - All**
You are proficient with all Martial weapons.
- Mobility**
+4 to AC against some attacks of opportunity.
- Shield Proficiency**
You can use a shield and take only the standard penalties.
- Simple Weapon Proficiency - All**
Proficient with all simple weapons.
- Tower Shield Proficiency**
You can use a tower shield and suffer only the standard penalties.

Feats, Traits & Flaws

Weapon Focus: Chains

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Weapon Specialization: Chains

You gain a +2 bonus on all damage rolls you make using the selected weapon.

Gear

Total Weight Carried: 1/300lbs, Light Load (Light: 100lbs, Medium: 200lbs, Heavy: 300lbs)

Artisan's Outfit (Free)	-
Belt of Mighty Constitution, +2	1 lb
Money	-
Ring of Force Shield	-
Ring of Protection, +2	-

Special Abilities

Armor Training 1 (Ex)

Starting at 3rd level, a fighter learns to be more maneuverable while wearing armor. Whenever he is wearing armor, he reduces the armor check penalty by 1 (to a minimum of 0) and increases the maximum Dexterity bonus allowed by his armor by

Bravery +1 (Ex)

Starting at 2nd level, a fighter gains a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 2nd.

Chain Armor (Ex)

The chains that adorn a kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.

Dancing Chains (DC 18) (Su)

A kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains

Darkvision (60 feet)

You can see in the dark (black and white vision only).

Regeneration 2 (good weapons and spells, silver weapons)

A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when

Unnerving Gaze (DC 20) (Su)

Range 30 ft., Will DC 15 negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves become shaken for 1d3 rounds. This is a mind-affecting fear effect. The save DC is

Weapon Training: Flails +1 (Ex)

Starting at 5th level, a fighter can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Languages

Common

Infernal

Experience & Wealth

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

Validation Report

Validation Report (0 issues): Nothing identified

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