

# Lanikar

Dragonspawn Wild Elf 5HD, Ranger 3rd / Barbarian 10th (Chaotic Neutral)  
Str 18, Dex 18, Con 14, Int 15, Wis 10, Cha 13

Hit Points (hp)	<b>136</b>	Initiative	<b>+8</b>	Grapple	<b>+20</b>	Damage Reduction	<b>2/-</b>
		Speed (Foot)	<b>50 ft.</b>	Spell Fail	<b>0%</b>	Spell Resistance	<b>0</b>

Attacks	Weapon	Attacks	Damage	Critical	Description
Two-Weapons (primary)	Quetzacoatl's Teeth+3	<b>+20/+15/+10/+5</b>	<b>1d8+7</b>	18-20 (x2)	Desc: Poison (DC15, 1d4 CON)
Two-Weapons (off-hand)	Quetzacoatl's Teeth+3	<b>+20/+15</b>	<b>1d8+5</b>	18-20 (x2)	Desc: Poison (DC15, 1d4 CON)

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	<b>26</b>	15 / 26	Cloak of the Black Crook+3 / None		+16	+14	+5

Skills	Abilities
Appraise 2	== Racial Traits: Dragonspawn Wild Elf == Blindsight: sees 120' through sound/scent/intuition Immune to acid, paralysis, illusions, magical sleep effects
Balance 6	Acid Breath 5d6 (every 1d4+1 rounds)
Bluff 1	Waterbreathing
Climb 20	Vulnerable to Sonic damage
Concentration 2	== Class Features: Ranger 3rd == Bonus Feats: Endurance, Track
Decipher Script -	Wild Empathy (Ex): 1d20+6
Diplomacy 1	Combat Style (Ex): Two-Weapon Fighting
Disable Device -	Favored Enemy (Ex): bonus on Bluff, Listen, Sense Mot., Spot, Survival • Dragon +2 skill bonus; +2 damage bonus
Disguise 1	== Class Features: Barbarian 10th == Rage (Ex): • 3x per Day < OOO > • +4 STR & CON, -2 AC, +2 Saves vs Will • Duration: 7 rounds
Escape Artist 5	Fast Movement (Ex)
Forgery 2	Improved Uncanny Dodge (Ex)
Gather Information 1	Trap Sense (Ex) +3: +3 Reflex vs Traps, +3 AC vs Traps
Handle Animal 10	Damage reduction (Ex): 2 / -
Heal 0	== Conditional Skill Bonuses == +2 on Survival when following tracks [Search]
Hide 4	== CHARACTER STATUS == No errors detected
Intimidate 20	
Jump 16	
Listen 10	
Move Silently 6	
Open Lock -	
Ride 13	
Search 10	
Sense Motive 0	
Sleight of Hand -	
Speak Language 4	
Spellcraft -	
Spot 10	
Survival 15+2	
Swim 20	
Tumble 10	
Use Magic Device -	
Use Rope 4	



**Languages**  
Common, Elven, Dragon, Sauran

**Money**  
gp                      sp

**Feats**

Two-Weapon Fighting Reduce two-weapon fighting penalty by 2  
Track Use Survival skill to track  
Dodge +1 dodge bonus to AC against selected target  
Mobility +4 dodge bonus to AC against some attacks of opportunity  
Spring Attack Move before and after melee attack  
Improved Initiative +4 bonus on Initiative checks  
Combat Expertise Trade attack bonus for AC (max 5 points)  
Whirlwind Attack One melee attack against each opponent within reach  
Improved Two-Wpn Fighting Gain a second off-hand attack at -5 penalty  
Wpn Focus: Scimitar +1 bonus on attack rolls with: Quetzacoatl's Teeth

**Equipment**  
Quetzacoatl's Teeth, Quetzacoatl's Teeth, , , , ,  
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**Magic Items**

Cloak of the Black Crook  
: +5 Leather Armor  
: Regenerate 1hp/round