RACE & LA

Neutral

40

CHARACTER FORMULE FEMALE FEMALE

Small Female

SIZE GENDER

Desna,Gozreh,Pharasma,Sarenrae

3'4" HEIGHT 34 lb Black

Gray

Pale

SATHFINDER CAME

AGE ALIGN			DEITY				HOMELAND & BACKGE	ROUND OCCUPA	ATION					0		LEP	IF (8)	THOK	of G	ve/Joo		9
LANGUAGES: Cor	mmon, (Gnome	, Sylvan	n, Elven,	Celesti	al								Origin	nal by Neceros	s. Modifie	ed by abe	llius@yał	100.com.	Version	1.0.2012	
ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP		ITPOIN							ASS RE	COR	DER					
STR	11	0	13	-2			CURRE	IT HP	н	P GAINED	^{нр}			ass name Dracle		вав 1	SKILL	FC HPS	FORT 0	REF O	3	LEVELS
DEX	16	3	16				1	7	\vdash	17	 _			nacie		+-	+-	\vdash			-	
DEX		=	=	\vdash				/	\vdash		\vdash					+-	+-	\vdash				
CON	12	1	10	2			NONLETHAL		-		₩					₩	₩	₩	<u> </u>			_
INT	17	3	17				НР ДАМ															
WIS	17	3	17				TEMPORARY HP															
			=					TOTAL F	1P	17	FAVOR CLAS		Oracl	le	TOTALS	1	0	0	0	0	3	2
СНА	20	5	18	2				CONDITION	IS & MISCE	LLANEOUS T	RACKING						SKIL	LS			RANKS FOTAL	14
ABILITY SCORE & RACIAL NOTES														*□ ACROBAT	ICS +		TC		ANKS A	BILITY T	RAINED	MISC
							& DEFENSE							★□ Appraise				3		3		
ARMOR CLASS	TOTAL 4 O		ARMOR	SHIELD	DEX	SIZE	DODGE NATURAL	DEFLECT	MISC	TEMP	ARM	IOR CHECK		*□ BLUFF			_	5	\rightarrow	5		
AC	18	= 10 +	4	0	3	1					_	PENALTY	0	*□ CLIMB • *☑ CRAFT: C	alligraphy			9	1	3	3	2
TOUCH	14	= 10 +			3	1						MAXIMUM DEX	4	∗ Ø Diploma		(5		5		
FLAT-FOOT	15	= 10 +	4	0	0	1						SPELL FAILURE	0%	□ DISABLE *□ DISGUISE			DEX	-	\rightarrow	3		
]	1			COMBAT	NOTES & MO	L DDIFIERS			*□ DISGUISE *□ ESCAPE A				5	_	5		
SAVING THROWS	TOTAL	CLAS	SS BASE	ABILITY	ENHANCE	MISC	ТЕМР							* ② FLY •			DEX	3		3		
FORT	1		0	1										☐ HANDLE.	ANIMAL		CHA		2	5	2	
REF	3		0	3		İ								*☑ FEAL *☐ INTIMIDA	TE			5	2	3 5	3	
					1	1								☑ Kn: History	iry			8	2	3	3	
WILL	6		3	3										KN: Plan				8	2	3	3	
ATTACKS	TOTAL	BASE ATT	ACK BONUS	TEMP	ABILITY	SIZE	MISC							☑ KN: Relig ☑ KN: Arca				7	1	3	3	
MELEE ATTACK MODIFIER	2		1		0	1								☐ Kn:			INT			3		
RANGED	5			i	3	1	i — i —							☐ KN:	166		INT	_	\rightarrow	3		
ATTACK MODIFIER			LOTE]]							* ■ PERCEPTI				11	1	3	3	4
СМВ	2	1	STR		0	1								⋆□ Perform	1:	(5		5		
CMD	15	= 10 +	BAB	DO DE &	STD &	1								✓ PROF: *□ RIDE •				7	1	3	3	
														*☑ SENSE M	OTIVE			7	1	3	3	
							FEATURES							☐ SLEIGHT			DEX			3		
low light vis	ion x2			CLASS FE	.ATURES, RAC	:IAL TRAITS, I	oracle Myst		avens	(APG-	47-48	3)		✓ SPELLCRA *□ STEALTH				7	1	3	3	4
+4 AC (dod		Giants					Moonlight Bridge (Su) Bridge 10'/lvl (APG-48)							*☑ SURVIVAL				3		3		4
							Spray of Shooting Stars (Su) 5' rad, 1d4 fire dam/lvl & 60' range (APG-48)							*□ Swim •		0		0				
+1 DC for ill		-					Spray or Shooting	(APG-46)	USE MAG	IC DEVICE	STR	СНА	_	\rightarrow	5							
+1 attack vs			ODIINOIC	<u> </u>												STR						
+2 save vs																STR		_				
Prof.: Simp	le Wea	apons														STR STR	=-	\rightarrow	\rightarrow			
Prof.: Light	& Med	dium A	rmor, S	hields												STR						
Oracle's Cu	rse: T	ongue	s: Cele	estial (A	PG-44)								MARK A TO	SHOW A CLASS	S SKILL. C ED UNTRA	LASS SKIL	LS WITH	RANKS GA	AIN A +3 PENALTY A	TRAINED APPLIES	BONUS.
Extra Revel	ation F	eat (A	PG-160))											ERIENCE			2,000		/		
														SLOW 🔲 M	EDIUM 🗗 FA	AST 🗖	BASE	FLY		VIM C	CLIMB	MISC
														SPEE	D 2	20	20					
														INIT		3	= [3	DEX	+ [一	MISC
							-								_	씍	\vdash		MOD	<u> </u>		MOD
														HERC	<u> </u>							
														SR			DR					
														RESISTA	NCES							
					ADA	40D 8	WEADONG							DOOL DO	NINTC		=					
			ARMOR NAM	WEAPONS	WEIGHT	POOL POINTS																
ARMOR Chain	Shirt (G	nome \	Neave r	no AC b	onus, liç	ht weigپ	ıht, no spell fail) 4	4	0	0		5.0									
SHIELD				_	_	_																
-	W.E.A.D.	ON NAME *	L DESCRIPTIO	ON.			ATTACK MODIFIE	FRS		D.4.	MAGE		CRITICA	L RANGE	TYPE	WEIGI	нт		AMM	& NOTE	s	
quarterstaff	WEAP					\neg	ALIACK MODIFIE				d6		x2	KANGE	В	4.0			- AWING		-	
elina						+					d0 		v2	50	B	5.0	_	الباط (

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
quarterstaff		1d6	x2		В	4.0	
sling		1d4	x2	50	В	5.0	20 bullets

	FEATS & SPECIAL ABILITIES				FEATS & SPECIAL ABILITIES										
	NAME		USES/DAY	USED			•		IAME					USES/DAY	USED
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	EQUIPMENT & MAGIC ITEMS	S _					E	QUIP	MEN	T & N	MAGIC	ITEMS			
ж	Standard Adventurer's Kit	QTY / USES	WGT N/A	wеіднт 21.0	#	Magnify	ing glass of F						QTY / USES	WGT N/A	WEIGHT
	Backpack				┧┝╴		rception check		0.9						
	Bedroll				┧┝╴		beam of light t		ise 1c	l8+1 f	fire dam	nage			
	Flint & Steel				┧┝╴	10000	20am 01 ng. 11					90			
	Belt Pouch				┧┝╴										
H	Rations	10 d			┧┝╴										
H	Rope	50'			┨┝										
\vdash	Sunrod torches	2			┧┝										
H	waterskin				┨╟										
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	WORN MAGIC ITEM EQUIPMENT						BAGS & CC	NTA	INER			,			
	EQUIPMENT SLOTS FOR MAGIC ITEMS BELT:	#			CONTAIN	EK				VOI	LUME/WEIGH	нт ціміт/пот	£2		WEIGHT
H	BODY:														
H	CHEST: Chain Shirt (Gnome Weave)														
	EYES:														
	FEET:				RENC								ARRIED		
H	HANDS:	PLATINUM	CARRI	ED	CARRIE	O WGT N/A	STORED	#			1	REASURE			WEIGHT
\vdash	HEAD:	GOLD	10	,			3,400								
<u> </u>	EADBAND:	SILVER					5, 100								
H	NECK:	COPPER													
\vdash	RING:							LIGH	нт м	EDIUM	HEAVY	ADS &	LIFT ABOVE	LIFT OFF	DRAG &
\vdash	RING:			ARRIE	D WE	IGHT_		38	.D	77	115	\mathbb{N}	115	230	575
SH	OULDERS:	ARMOR & WEAPONS	CURRENC		IPMENT	MISC	TOTAL	0	-	0		MODIFIED LOAD	0	0	0
<u> </u>	WRIST:	14.0	0.2	2	1.0		35.2	\vdash	RENT LO		LIGHT		EDIUM 🗖		
		14.0	0.2		1.0		30.2	LOKE	10.		LIGHT	<u> </u>	- DIOM U	— HEAV	

			SPEL	LS PER	R DAY			BLC	ODLINES & PATRONS	SPELLS PER DAY									
CLAS	ss		Ora	cle		LEVE	L 1	BLOODLINE/PATRON			CI	_ASS			LEVE	L			
SAV	EDC I	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN	BLOODLINE/PATRON				SAVE DC LEVEL	TOTAL CLAS	ABILITY SS BONUS	MISC	SPELLS KNOWN			
	5	0					5				. [o [
1	6	ıst			5		5		DOMAINS			ıst							
1	7 2	2nd			5		1		: Heavens (APG pp. 47-48))	Ī	2nd							
	=	grd			5		1	SUBDOMAII	N		i	3rd							
1	=	4th			5		1	DOMAIN			ļ	4th							
2	=	5th			5		=	SUBDOMAIN	N		L	5th			_				
屵	=]		1	DOMAIN			L	=	_						
F	=	5th					Щ	SUBDOMAII	N		Ĺ	6th	_		<u> </u>				
Ļ	= '	7th					Щ				Į	7th	_		<u> </u>				
L	_	Bth					Щ	WIZA	RD SPECIALITY SCHOOL		IJ	8th							
	•	9th						SPECIALITY				9th							
CLOSE: 25FT +	25		MEDIL 100FT 10FT /	лм: Г+ 11	0	LONG: 400FT +	440	FOCUSED			25 F 5 FT /	PSE: T + 2 1 1 2 5	MEDIUM: 100FT +	100	LONG: 400FT - 40FT / L	400			
5FT / 2 LV	'L	TOTAL	CLAS			40FT / LV	RRENT POINT	PROHIBITED			SFT /	Z LVL	1011 / LVL	BILITY OTHE		JRRENT POINTS			
SPELL 0 PROHIBITED PROHIBITED PROHIBITED																			
									SPELLS										
LEVEL	PREP	USED	Innate	e Gnon	ne Mac	nic: Ne		NAME & DESCRIPTION BIS (CL = IVI, DC = 1		school		DURATION	RANGE	SAVE	SR	REFERENCE			
				ing Lig		jio. 140	ж ч орс	5115 (OL = 1V1, DO = 1	o i i i i i i i i i i i i i i i i i i i	Evocati	ion	1 min	med	None	No	PCR-263			
				t Soun						Illusio		1 rnd/lvl	close	Will	_	PCR-289			
				idigitati					Univers		1 hr	10'	-	-	PCR-325				
			Spea	k with /	Animals	S			Divinati	ion	1 min/lvl	personal	-	-	PCR-346				
0			Detec	ct Magi	С				Divinati	ion	1 min/lvl	60'	None	No	PCR-267				
0			Detec	ct Poiso	on				Divinati	ion	instant	close	None	No	PCR-268				
0			Read	Magic	:				Divinati	ion	10 min/lvl	personal	None	No	PCR-330				
0			Stabi	lize					Conjura	tion	instant	close	Will	_	PCR-348				
0					-1 attac	k, save	e or skill	check)	Divinati	ion	1 min	touch	Will	Yes	PCR-292				
1			Detec	ct Evil					Divinati		10 min/lvl	60'	-	-	PCR-266				
1			Doon							Necroma		1 min/lvl	med	Will	_	PCR-274			
1								n + 1/lvl)		Conjura		instant	touch	Will	_	PCR-263			
1			Color S	Spray (1-2	2HD, unc	onscious	2d4 rnds,	3-4HD blinded and stunne	ed for 1d4, >=5HD, stunned 1 rnd)	Illusio	n	varies by HD	15'	Will	Yes	PCR-256			
																			
										1									