Dh'àirde (tall) David gray Kuah-lij (fey, construct) Medium Male 5'0" 95 lbs Silver RACE & LA WEIGHT HAIR SIZE GENDER HEIGHT Lawful Neutral Brigh Beyond Golarion



AGE ALIGNMENT DEITY	ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION										ROLEPLAYING GAME"/C										
LANGUAGES: Kuah-lij, Common, Gnome, Sylvan, Aklo, A	Abvssa									Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012											
LANGUAGES:			EDOLNE	TC						_											
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC	TEMP	CURRENT	FPOIN		GAINED	HD		CL	LASS NAME		SS RE	BAB	SKILL		PS FORT	REF	WILL	LEVELS			
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		NONLETHAL		+									$\vdash$	+	+	+	+				
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CHA 8 -1 12 -4			OTAL H	P		CLASS		occult	tist	T	OTALS	0	11	0	2	0	2	1			
		CONDITIONS	& MISCELL	ANEOUS TRA	CKING								LLS			RANKS TOTAL	11				
ABILITY SCORE & RACIAL NOTES									∗□ Ac	ROBATICS	•		DEX	-7	RANKS	ABILITY 3	TRAINED	MISC			
		& DEFENSE							<b>⊭⊿</b> Ap				INT	6		6					
AC 25 =10+ 6 1 3	SIZE	DODGE NATURAL 5	DEFLECT	MISC	TEMP		CHECK	-10	*□ Bu				STR	-1 -9		-1 2		-1			
							PENALTY		÷ ☑ Cr.					12	1	6	3	2			
<b>TOUCH</b> 13 = 10+						MA	DEX	3	∗ <b>⊉</b> D⊓	PLOMACY		C	НА	-1		-1					
<b>FLAT-FOOT</b> 22 =10+ 6 1 0		5					SPELL FAILURE	30%		SABLE DE	VICE +		DEX	-3	1	3	3				
				COMBAT NO	OTES & MODI					SGUISE CAPE ARTI	IST +		DEX	-1 -7		-1 3					
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE	MISC	ТЕМР					dilli	W. P	∗ <b>⊠</b> Fu	Y *			DEX	-7		3					
FORT 5 2 3										ANDLE AN	IMAL		НА	$\Box$		-1					
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		<u> </u>							_	: arcana				10	1	6	3				
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ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY	SIZE	MISC				1				i: history i: planes				10	1	6	3				
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ATTACK MODIFIER		<del> </del>					36		☐ KN	-			INT			6					
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CMD 15 =10+ BOB DODE & STE & DE DECT						4			■ PR				WIS			0					
TO = TO + DENGECT DEX		<u> </u>			DR	-			∗□ Ric				DEX	-7		3					
FFA	TC & I	FEATURES								NSF MOTI			DEX	0 -3	1	3	3				
CLASS FEATURES, RACI	AL TRAITS, I	FEATS, AND CHARACTER F								ELLCRAFT	TIAND :			10	1	6	3				
Race: Kuah-lij (tall gnome) (TOHC-399) HD: c	18	weapon focu	s: longs	word +	1 to hit					EALTH +			DEX	-7		3					
Low Light Vision; +2 Craft;									∗□ Su ∗□ Sw				WIS STR	0 -9		2		-1			
Gifted Craftsmen (Ex): Master Craftsman feat										E MAGIC	DEVICE		HA	3	1	-1	3	-1			
Magic Item Use (EX): Use magic items as first level v	wizard											STR									
Class Occultist (OA) HD: d8; skills 4 + Int Mod												STR	$\perp$	_							
	- ا ماما		<del></del>						STR STR					$\dashv$							
Prof: Simple & Martial Weapons, Lt & Med Armor & S												STR	t								
Implements: Evocation (gloves) & Transmutation (longs												STR		$\Box$							
Intense Focus: Evocation spell damage +1/2 focus	points								MARK	* SKILL (	OW A CLASS CAN BE USE	SKILL. C	IASS SKI	ARMC	H RANKS OR CHECK	GAIN A +.	APPLIES	BONUS.			
Energy Ray (Sp) ranged touch 1d6 points + 1d6/2	lvls,				_			_		EXPER		cr []		0		/	2,000	)			
30', choose energy type(1 pt)		_			_				SLOW	MEDII	om <b>ezi</b> FA	31 👊	BASE	F	LY :	SWIM	CLIMB	MISC			
Physical Enhancement (Su): +2 ability/3 focus p	oints								S	PEED			30		$\top$	$\Box$					
Legacy Weapon (Su): increase weapon damage +1+										INIT	3	$\equiv$	[	3	DEX	+ [	$\neg$	MISC			
	1/0 1/1											<b>=</b>			MOD	<u> </u>		MOD			
Or use +1 for special ability (1 min) (1 pt)									Н	IERO											
Mental Focus Points Pool = IvI + Int Mod = 7										SR		$\Box$	D	R							
										RESISTANCES											
ARM  ARMOR NAME & DESCRIPTION	OR &	WEAPONS	AC BONUS N	MAX DEX P	PENALTY SPE	LL FAIL	TYPE	WEIGHT	POC	OL POI	NTS	7	Mer	ntal F	ocus						
ARMOR breastplate			6	3			Med	30.0													
SHIELD light steel shield			1		_	5		6.0													
SHIELD "3" STORE STORES																					
WEAPON NAME & DESCRIPTION	_	ATTACK MODIFIER	s	1	DAMAG			CRITICA	-	RANGE	TYPE	WEIGI	$\overline{}$		АМИ	10 & NOI	ES				
long sword	_	+3+1			1d8+			x2,19-	_		S	4.0	-								
dagger	$\perp$	+3			1d4+	+2		x2,19-	-20		P/S	1.0	)								
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	FEATS & SPECIAL ABILITIES		FEATS & SPECIAL ABILITIES  NAME USES/DAY											
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							resulted in fles				,			
							#1 Armored = +			1 Str & E	Dex Skill	checks		
							#2 Shattered							
							alf food; now ga							
							#3 Replacemer					aht arm		
							v feat & +1 atta			J		<b>,</b>		
$\vdash$							ng - Artificial Ca		e +4 Natur	al AC	4 Armor	penalty		
							ing - skin has g							
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9.0	EQUIPMENT & MAGIC ITEMS TEM	QTY / USES	WGT N/A		*		E	QUIP	MENT & I	MAGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT
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	8	th [							WIZ	ARD SPECIA	LITY SCHOOL				8th				
	] 9	th	$\neg \neg$						SPECIALITY				Γ		9th				
CLOSE: 25FT +		, <b>'</b>	MEDIU	M: [		LONG: 400FT +		_	FOCUSED				CLO	SE:		MEDIUM: 100FT +		LONG:	
25FT + FFT / 2 LVL	25		MEDIU 100FT 10FT /	+ LVL 11	υ	400FT + 40FT / LVL	440	$\Box$	PROHIBITED				25FT 5FT / 2	T + 2 LVL	25	100FT + 10FT / LVL	100	400FT - 40FT / L	400
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