

Dh'airde (tall)

David

CHARACTER
Kuah-lij (fey, construct) Medium Male
RACE & LA SIZE GENDER
31 Lawful Neutral Brigh
AGE ALIGNMENT DEITY

PLAYER
5'0" 95 lbs Silver gray pale
HEIGHT WEIGHT HAIR EYES SKIN
Beyond Golarion
HOMELAND & BACKGROUND OCCUPATION

LANGUAGES: Kuah-lij, Common, Gnome, Sylvan, Aklo, Abyssal, Protean



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

Table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows for STR, DEX, CON, INT, WIS, CHA.

HITPOINTS and CLASS RECORDER. HITPOINTS: CURRENT HP 11, HP GAINED 11, HD 1. CLASS RECORDER: CLASS NAME occultist, BAB 0, SKILL 11, FC HPS 0, FORT 2, REF 0, WILL 2, LEVELS 1.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE. AC 25, TOUCH 13, FLAT-FOOT 22. Dodge 5, Deflect 5. Armor Check Penalty -10, Maximum Dex 3, Spell Failure 30%.

SAVING THROWS. FORT 5, REF 3, WILL 2. Class Base 2, Ability 3, Enhance 0, Misc 0, Temp 0.

ATTACKS. MELEE 2, RANGED 3, CMB 6, CMD 15. Base Attack Bonus 0, Temp 0, Ability 2, Size 3, Misc 6, 5.



SKILLS. Table with columns: SKILL, TOTAL, RANKS, ABILITY, TRAINED, MISC. Includes skills like Acrobatics, Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Escape Artist, Fly, Handle Animal, Heal, Intimidate, Knowledge (arcana, engineering, history, planes, religion), Linguistics, Perception, Perform, Prof, Ride, Sense Motive, Sleight of Hand, Spellcraft, Stealth, Survival, Swim, Use Magic Device.

FEATS & FEATURES

Race: Kuah-lij (tall gnome) (TOHC-399) HD: d8 weapon focus: longsword +1 to hit
Low Light Vision; +2 Craft;
Gifted Craftsmen (Ex): Master Craftsman feat
Magic Item Use (EX): Use magic items as first level wizard
Class Occultist (OA) HD: d8; skills 4 + Int Mod
Prof: Simple & Martial Weapons, Lt & Med Armor & Shields
Implements: Evocation (gloves) & Transmutation (longsword)
Intense Focus: Evocation spell damage +1/2 focus points
Energy Ray (Sp) ranged touch 1d6 points + 1d6/2 lvls, 30', choose energy type(1 pt)
Physical Enhancement (Su): +2 ability/3 focus points
Legacy Weapon (Su): increase weapon damage +1+1/6 lvl
Or use +1 for special ability (1 min) (1 pt)
Mental Focus Points Pool = lvl + Int Mod = 7

MARK A [] TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW [] MEDIUM [x] FAST [] 0 / 2,000

SPEED 30, INIT 3, HERO, SR, DR, RESISTANCES, POOL POINTS 7 Mental Focus

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT
breastplate 6 3 -9 25 Med 30.0
light steel shield 1 -1 5 6.0

WEAPON NAME & DESCRIPTION ATTACK MODIFIERS DAMAGE CRITICAL RANGE TYPE WEIGHT AMMO & NOTES
long sword +3+1 1d8+2 x2,19-20 S 4.0
dagger +3 1d4+2 x2,19-20 P/S 1.0

