

Galasi
 CHARACTER
 Colliatur medium female
 RACE & LA SIZE GENDER
 21 Neutral Ayrzul, the Fossilized King
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Undercommon, Terran

Hebeloma
 PLAYER
 5'8" 130 lbs black/purple orange brown
 HEIGHT WEIGHT HAIR EYES SKIN
 Nar-Voth, Darklands
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	16	3	16			
DEX	18	4	14	2	2	
CON	18	4	18			
INT	12	1	12			
WIS	10	0	10			
CHA	10	0	10			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
67	62	5	Underterror	3	15	5	1	4	4	5
TOTAL HP			TOTALS							
67			3 15 5 1 4 4 5							

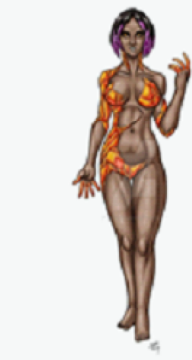
ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	-10+	4	1	4		2			
TOUCH	14	-10+			4					
FLAT-FOOT	17	-10+	4	1	0		2			

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	1	4			
REF	8	4	4			
WILL	4	4	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	6	3		3		
RANGED	7	3		4		
CMB	7	3	CON	4		
CMD	20	-10+	B3B	0	7	



SKILLS						RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC		15
<input checked="" type="checkbox"/> ACROBATICS	DEX	8	1	4	3	
<input type="checkbox"/> APPRAISE	INT	1		1		
<input type="checkbox"/> BLUFF	CHA	0		0		
<input checked="" type="checkbox"/> CLIMB	STR	7	1	3	3	
<input type="checkbox"/> CRAFT	INT	1		1		
<input type="checkbox"/> DIPLOMACY	CHA	0		0		
<input type="checkbox"/> DISABLE DEVICE	DEX			4		
<input checked="" type="checkbox"/> DISGUISE	CHA	0		0		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	4		4		
<input checked="" type="checkbox"/> FLY	DEX	4		4		
<input type="checkbox"/> HANDLE ANIMAL	CHA			0		
<input type="checkbox"/> HEAL	WIS	0		0		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	0		0		
<input checked="" type="checkbox"/> KN: arcana	INT			1		
<input checked="" type="checkbox"/> KN: dungeoneering	INT	5	1	1	3	
<input checked="" type="checkbox"/> KN: planes	INT	5	1	1	3	
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> LINGUISTICS	INT			1		
<input checked="" type="checkbox"/> PERCEPTION	WIS	8	5	0	3	
<input type="checkbox"/> PERFORM	CHA	0		0		
<input type="checkbox"/> PROF:	WIS			0		
<input type="checkbox"/> RIDE	DEX	4		4		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	4	1	0	3	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			4		
<input type="checkbox"/> SPELLCRAFT	INT			1		
<input checked="" type="checkbox"/> STEALTH	DEX	12	5	4	3	
<input checked="" type="checkbox"/> SURVIVAL	WIS	0		0		
<input checked="" type="checkbox"/> SWIM	STR	3		3		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA			0		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Colliatur - outsider (AAW:URC 24) Class: Underterror HD: d10; skills 2 + Int Mod(AAW:URC 120)
 Darkvision 60'; Weapon Prof: All Simple + axes, hammer & picks
 Crystal Form: +2 AC vs ray spells & effects; deflect (1/day) Armor Prof: Light & Medium Armor & shields
 Deathless Spirit: resistance 5 negative energy Darkvision +10/odd level
 & +2 save vs death effects, energy drain, negative energy, & necromancy spells Undershape: assume specific humanoid form (at will, indefinitely) 1/lvl
 Stone in the Blood: fast healing 2 after acid damage (1/ rds/day) Pech, Drow, Duergar, Svirfneblin, Darkfolk
 Sociable: Multiple diplomacy checks even after bad fail Evasion: Reflex save for 1/2 dam takes 0 damage
 Arcane Focus: +2 concentration for arcane spells Hel Powers: 1vl/2 = 2 pool points, Cha-based
 Envoy: comprehend languages, detect magic & read magic (1/day) Mutable Form (Ex): Permanently swap 1 evolution (1/day)
 Hatred: +1 attack vs undead Extra Attack (Ex): extra natural attack
 Sonic Energy Weakness: Vulnerable +50% damage Evolution Surge (Sp): gain 4 pt evolution (1 min/1vl) (1/day)
 Point Blank Shot +1 w/in 30'; Rapid Shot - extra ranged attack

Disposable Parts - shards from body are weapons

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Belt of Stoneskin +4 DR 10/adamantine (max 100 hp/day)	4				Lt	3.0
SHIELD Shield, light steel w/ colloid plating	1			10	Lt	7.0

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		BASE				
SLOW	MEDIUM	FAST	FLY	SWIM	CLIMB	MISC
			15,000	/	23,000	
SPEED			30			
INIT	4	=	4	DEX MOD	+	MISC MOD
HERO						
SR						
DR						
RESISTANCES	negative energy 5					
POOL POINTS	7	evolution				

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Colliatur Shard +1 (held)	+6+1	1d8+3+1+1d6 electric	20,x2		S		+1d6 bleed
Colliatur Shard +1 (ranged)	+7+1	1d8+1+1d6 electric	20,x2	20	P		+1d6 bleed

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Evolutions:		
Improved Damage (Ex) - shard attack uses d8 die	1	
Magic Attacks (Su) - natural attacks (incl. shards) are magical	1	
Improved Natural Armor (Ex) +2 AC	1	
Energy Attacks (Su) - shards do add'l 1d6 electric damage	2	
Tremorsense (Ex) - as blindsense to earth-bound creatures 30'	2	
Bleed (Ex) - shards do 1d6 bleed damage	1	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Belt of Stoneskin +4 DR 10/adamantine (max 100 hp/day)			
	Shield, light steel w/ colloid plating (+1 use of crystal form)			
	Colliatur Gauntlets - make shards a +1 magical attack			
	Colliatur Bandolier w/ 20 shards			

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT
<small>EQUIPMENT SLOTS FOR MAGIC ITEMS</small>
BELT:
BODY:
CHEST:
EYES:
FEET:
HANDS:
HEAD:
HEADBAND:
NECK:
RING:
RING:
SHOULDERS:
WRIST:

BAGS & CONTAINERS			
#	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
#	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
10.0	0.0	0.0		10.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
77	153	230		230	460	1150
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>		HEAVY <input type="checkbox"/>

SPELLS PER DAY

CLASS Underterror LEVEL 5

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
11	1st					1
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **35**

MEDIUM: 100FT + 10FT / LVL **150**

LONG: 400FT + 40FT / LVL **600**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

BLOODLINES & PATRONS

BLOODLINE/PATRON _____

BLOODLINE/PATRON _____

DOMAINS

DOMAIN _____

SUBDOMAIN _____

DOMAIN _____

SUBDOMAIN _____

DOMAIN _____

SUBDOMAIN _____

WIZARD SPECIALITY SCHOOL

SPECIALITY _____

FOCUSED _____

PROHIBITED _____

PROHIBITED _____

SPELLS PER DAY

CLASS _____ LEVEL _____

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **25**

MEDIUM: 100FT + 10FT / LVL **100**

LONG: 400FT + 40FT / LVL **400**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Hel Powers						
1			Darkness - 20-ft. radius of supernatural shadow.	Evocation					CRB

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