

Ingwejeje
 CHARACTER
 Kaguani (Mist Creature) Small Male
 RACE & LA SIZE GENDER
 13 Neutral Gozreh
 AGE ALIGNMENT DEITY
 Languages: Lemurfolk, Common, Aquan, Auran, Polyglot, Charau-ka, Girallon, Infernal, Abyssal, Celestial

David
 PLAYER
 3'1" 37 lbs gray & black yellow N.A.
 HEIGHT WEIGHT HAIR EYES SKIN
 Screaming Jungle, Mwangi Expanse
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	14	-2		
DEX	22	6	16	2	4	
CON	12	1	12			
INT	24	7	18	4	2	
WIS	12	1	10		2	
CHA	14	2	14			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
37	37	7	Witch	3	60	7	2	2	5	7	
TOTAL HP			TOTALS		3	60	7	2	2	5	7

ABILITY SCORE & RACIAL NOTES

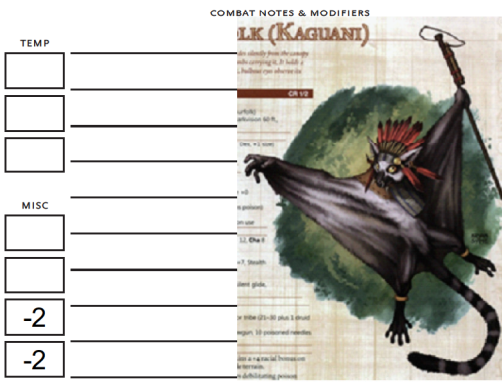
ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	3	0	6	1				
TOUCH	17	-10+			6	1				
FLAT-FOOT	14	-10+	3	0	0	1				

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	3	2	1			
REF	8	2	6			
WILL	6	5	1			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	5	3		1	1	
RANGED	10	3		6	1	
CMB	9	3	INT	7	1	-2
CMD	19	-10+	B3B	0	7	1

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: --
 SPELL FAILURE: 0%



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

Race: Kaguani (Lemurfolk) (Southlands Bestiary-63) Class: Witch HD: d6 skills 2 + Int Mod
 Small +1 AC, attack; -1 CMB, CMD, +4 Stealth Weapons & Armor: All simple and no armor
 Darkvision 60'; All-around Vision: cannot be flanked Witch Patron: Plant
 Camouflage: +4 stealth in forested areas Witch Familiar: Greensting Scorpion (+4 Init)
 Silent Glide 40' move for 1 minute, +4 stealth Extra Hex (x2)
 Template: Mist Creature (AB-203) +4 Dex, +2 Int, +2 Wis Brew Potion +4 craft
 Type: outsider + air, water, elemental Poison Use (blowgun) 1d3 Con dam/rnd for 6 rnds
 Cloud Sight (Ex): See through clouds, mist, smoke etc. Improved Initiative +4
 Immunity: inhaled poisons & gas or cloud- attacks/spells
 resistance cold 10, fire 10
 Air Mastery: Airborne foes: -1 attack and damage vs smoke
 Spell-like Abilities: Cloudkill, solid fog (1/day)
 - fog cloud, obscuring mist, stinking cloud (3/day)
 skills: +15 stealth in fog, cloud, smoke when gaseous
 Gaseous Form: as move action as spell indefinitely (at will)

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	60
* ACROBATICS	DEX	6	6		
* APPRAISE	INT	7	7		
* BLUFF	CHA	2	2		
* CLIMB	STR	1	1		
* CRAFT: alchemy	INT	21	7	7	3
* DIPLOMACY	CHA	2	2		
* DISABLE DEVICE	DEX			6	
* DISGUISE	CHA	2	2		
* ESCAPE ARTIST	DEX	6	6		
* FLY	DEX	16	7	6	3
* HANDLE ANIMAL	CHA			2	
* HEAL	WIS	5	1	1	3
* INTIMIDATE	CHA	6	1	2	3
* KN: arcana	INT	17	7	7	3
* KN: history	INT	15	5	7	3
* KN: nature	INT	17	7	7	3
* KN: planes	INT	17	7	7	3
* KN:	INT			7	
* KN:	INT			7	
* LINGUISTICS	INT			7	
* PERCEPTION	WIS	1		1	
* PERFORM:	CHA	2	2		
* PROF: herbalist	WIS	11	7	1	3
* RIDE	DEX	6	6		
* SENSE MOTIVE	WIS	1		1	
* SLEIGHT OF HAND	DEX			6	
* SPELLCRAFT	INT	17	7	7	3
* STEALTH	DEX	10		6	4
* SURVIVAL	WIS	1		1	
* SWIM	STR	1		1	
* USE MAGIC DEVICE	CHA	9	4	2	3

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 FAST 35,000 / 51,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
	20	40		10	

INIT 14 = 6 DEX MOD + 8 MISC MOD

HERO

SR DR

RESISTANCES cold 10, fire 10, electricity 10

POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR cloak of protection +3, resistance electricity 10	3					
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
blowgun +3 & darts of mist +1d6 damage	+10+3	1+1d6	20/x2	40	P	1.0	+poison
dagger	+5	1d3+1	19-20/x2	10	S	1.0	

