Ingwejeje CHARACTER David Kaguani (Mist Creature)
Race & LA
13
AGE
ALIGNMENT gray & black yellow Small Male 3'1" 37 lbs SIZE GENDER WEIGHT HEIGHT HAIR Gozreh Screaming Jungle, Mwangi Expanse



AGE ALIGNMENT DEITY		HOMELAND & BACKGRO	UND OCCUPAT	ION					V	R	OLE	EPL	AY	DDI	G G	AM		
LANGUAGES: Lemurfolk, Common, Aquan, Auran, Polyg	lot, Ch	narau-ka, Girallor	n, Inferna	I, Abyss	al, Ce	lestia	I		Orig	ginal by Nec	eros. Me	odified	by abellii	us@yah	100.com.	. Version	1.0.2012	
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ABILITY SCORE TOTAL MOD BASE ENHANCE MISC	TEMP	CURRENT	POINT	HP GA	AINED	HD		CL	ASS NAME	LASS I				FC HPS	FORT	REF	WILL	LEVELS
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SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE	MISC	ТЕМР		de silently from	the constitution of the co	-MI)	4	2	*☑ FLY •	- A		DE	_	ò	7	6	3	
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ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY MELEE 5 3 1	SIZE	MISC		e policed	1				✓ KN: pla	nes		IN		7	7	7	3	\blacksquare
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		FEATS, AND CHARACTER FE	ATURES						✓ SPELLCE			IN	-	7	7	7	3	
Race: Kaguani (Lemurfolk) (Southlands Bestian	y-63)	Class: Witch	HD: d6	skills 2	+ Int	Mod			*□ STEALTH	-i •		DE	_	_		6		4
Small +1 AC, attack; -1 CMB, CMD, +4 Stealth		Weapons & A	rmor: A	All simp	le and	d no a	armor		∗□ SURVIV	AL		WI	ıs 1	\perp	\Box	1		
Darkvision 60'; All-around Vision: cannot be fla		Witch Patron:							*□ Swim •			ST	_	4		1		
	likeu				_				USE MA	GIC DEVI	ce S1	CH.	1A 9	+	4	2	3	
Camouflage: +4 stealth in forested areas		Witch Familia	r: Gree	ensting	Scorp	oion ((+4 Init))				TR	-	+	+			
Silent Glide 40' move for 1 minute, +4 stealth		Extra Hex (x2	2)									TR		\top				
Template: Mist Creature (AB-203) +4 Dex, +2 Int, +	2 Wis	Brew Potion	+4 craft								ST	TR						
	5	Poison Use (a) 142 (ر ده ر د	am/-	nd for	6 rnda				TR		\perp	工			
Type: outsider + air, water, elemental					JUII a	am/f	nu ior	o mus	<u> </u>			TR						
Cloud Sight (Ex): See through clouds, mist, smok	e etc.	Improved Init	ative +4						MARK A 🔲 TO * S	SHOW A C	USED U	IL. CLAS	IED +	ARMOR	RANKS GA	PENALTY	APPLIES	BONUS.
Immunity: inhaled poisons & gas or cloud- attacks/	spells							_		PERIENC			3!	5,000	<u> </u>	/ !	51,000	$\overline{\mathfrak{c}}$
resitance cold 10, fire 10									slow 🗖	MEDIUM 🗹	FAST [BASE	FLY			CLIMB	MISC
·	mel:-								SPEE	D_		$\neg \vdash$	20	40	-	-	10	130
Air Mastery: Airborne foes: -1 attack and damage vs s	поке											= -		-	DEX		_	MISC
Spell-like Abilities: Cloudkill, solid fog (1/day)									INI	Γ _	<u> 14</u>	╛	=	6	MOD	+ L		MOD
- fog cloud, obsuring mist, stinking cloud (3/day	/)								HER	0		$\neg \Gamma$						
skills: +15 stealth in fog, cloud, smoke when gas	eous											╡┢		_	_			=
									SR				DR					
Gaseous Form: as move action as spell indefinitely (a	it Will)								RESIST	ANCES	cold	.01 t	fire 1	0, el	ectric	ity 10)	
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ARM ARMOR NAME & DESCRIPTION	AC BONUS M	IAX DEX DE	NALTY SP	ELL FAII	TYPE	WEIGHT	POOL POINTS											
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armor cloak of protection +3, resistance electricity 1				-+	_													
SHIELD																		
WEAPON NAME & DESCRIPTION		ATTACK MODIFIERS			DAMA	AGE		CRITICA	L RANC	E TYP	E V	WEIGHT			АММ	D & NOTI	S	
blowgun +3 & darts of mist +1d6 damage	Т	+10+3			1+1	d6		20/x	2 40	Р		1.0	+pc	oison	,			\neg
dagger	+				142			10.20			+	10	+-					\dashv

1d3+1

19-20/×2

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+5

dagger

			SPELLS PER DAY	BLOODLINES & PATRONS			SPELLS PI	ER DAY		
CLA	ss		Witch LEVEL 7	BLOODLINE/PATRON	 -	CLASS			LEVEL	
	L		ABILITY SPELLS	BLOODLINE/PATRON				ABILITY		SPELLS
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25FT + 5FT / 2 LV	. 40)	100FT + 10FT / LVL 170 40FT + 40FT / LVL 680	PROHIBITED	5	25FT + 25	100FT + 1 10FT / LVL	00	400FT + 40FT / LVL	
SPE	LL	TOTAL 0	CLASS ABILITY OTHER CURRENT POINTS	PROHIBITED		SPELL 0	CLASS AB	SILITY OTHER	CUF	RRENT POINTS
POIN	ITS					POINTS				
LEVEL	PREP	USED	NAMI	SPELLS E & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Hexes are listed first							
			Slumber - cause one creature of any		enchantme	ent IvI rnds	30'	Will		APG
			Cauldron - get Brew Potion as bonus							
			Flight - featherfall at will & fly (IvI min							
<u> </u>			Witch's Bottle (Su) - Bottle one hex fo							
<u> </u>			Blight (Su) - Curse plant or animal (1							
_			Prehensile Hair (Su) - 10' long hair ca	an attack or manipulate (IVI min/day)						
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0			Detect Magic - Detects all spells and	I magic items within 60 ft.	Divination	ı				
0			Detect Poison - Detects poison in on		Divination	1				
0			Read Magic - Read scrolls and spell	books.	Divination					
0			Spark - Ignites flammable objects.		Evocation					
0			Touch of Fatigue - Touch attack fatigue	gues target.	Necromano	СУ				
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			Cause Fear - One creature of 5 HD	or less flees for 1d4 rounds	Necromano	CV				
<u> </u>			Charm Person - Makes one person		Enchantme					
1				ld6 damage and possibly 1 Str damage.	Necromano					
1			Command - One subject obeys sele		Enchantme	-				
1			Cure Light Wounds - Cures 1d8 dan		Conjuratio	n				
1			Enlarge Person - Humanoid creature		Transmutation	on				
1			Hex Vulnerability - Reuse a hex on a	a specific target.	Necroman	су				
1			Mudball - Blind an opponent with a b	ball of sticky mud.	Conjuratio	n				
1			Summon Monster I - Summons extra	aplanar creature to fight for you.	Conjuratio	n				

Conjuration

Unseen Servant - Invisible force obeys your commands.

	2	0)	SPELLS			e.	8)	0 2	
LEVEL 2	PREP	USED	NAME & DESCRIPTION After Summaned Maneter - Voluciona a creatura summaned by a conjugation	SCHOOL Conjuration	DURATION	RANGE	SAVE	SR	REFERENCE
-			Alter Summoned Monster - You swap a creature summoned by a conjuration	Conjuration					
2			Augury - Learns whether an action will be good or bad	Divination					
2			Blindness/Deafness - Makes subject blinded or deafened.	Necromancy					
2			Commune with Birds - You can ask birds a question.	Divination					
2			Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10).	Conjuration					
2			Steal Breath - Pull the breath from a creature's lungs, dealing damage and leaving it unable to speak,	Transmutation					
2			Steal Size - Reduce one humanoid's size by one size and you grow one size	Transmutation					
2			Summon Monster II - Summons extraplanar creature to fight for you.	Conjuration					
2			Summon Swarm - Summons swarm of bats, rats, or spiders.	Conjuration					
2			Touch of Idiocy - Subject takes 1d6 penalty to Int, Wis, and Cha.	Enchantment					
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3			Bestow Curse -6 to an ability score: -4 on attack rolls, saves, and checks; or 50% chance of losing each action.	Necromancy					
3			Clairaudience/Clairvoyance - Hear or see at a distance for 1 min./level.	Divination					
3			Clear Grove - Trees, shrubs, and other thick vegetation move out of the spell's area.	Transmutation					
3			Deep Slumber - Puts 10 HD of creatures to sleep.	Enchantment					
3			Dispel Magic - Cancels one magical spell or effect.	Abjuration					
3			Fly - Subject flies at speed of 60 ft.	Transmutation					
3			Gloomblind Bolts Ranged touch attack that deals 4d6 negative energy, 1 bolt +1/four levels (max 3).	Necromancy					
3			Lightning Bolt - Electricity deals 1d6/level damage.	Evocation					
3			Remove Curse - Frees object or person from curse.	Abjuration					
3			Speak with Dead - Corpse answers one question/two levels.	Necromancy					
3				Conjuration					
<u> </u>			Summon Monster III Summons extraplanar creature to fight for you.	Conjuration					
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4			Aggressive Thundercloud, Greater Flying storm cloud deals 6d6 electricity damage.	Evocation					
4			Charm Monster - Makes monster believe it is your ally.	Enchantment					
4			Cure Serious Wounds - Cures 3d8 damage + 1/level (max +15).	Conjuration					
4			Daze, Mass - As daze, but affecting multiple creatures.	Enchantment					
4			Dimension Door - Teleports you a short distance.	Conjuration					
4			Fear - Subjects within cone flee for 1 round/level.	Enchantment					
4			Geas, Lesser - Commands subject of 7 HD or less.	Enchantment					
4			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.	Conjuration					
4			Summon Monster IV Summons extraplanar creature to fight for you.	Conjuration					
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4			Volcanic Storm - Hot rocks deal 5d6 damage.	Evocation					UM
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