Ingwejeje
CHARACTER
Kaguani (Mist Creature)
Small
SIZE
GENDER

David

PLAYER

37 Ibs
GENDER

GENDER

Male

31"
MEIGHT

Immunity: inhaled poisons & gas or cloud- attacks/spells

Air Mastery: Airborne foes: -1 attack and damage vs smoke

skills: +15 stealth in fog, cloud, smoke when gaseous

Gaseous Form: as move action as spell indefinitely (at will)

Spell-like Abilities: Cloudkill, solid fog (1/day)

- fog cloud, obsuring mist, stinking cloud (3/day)

resitance cold 10, fire 10

DATHFINDER ROLEPLAYING GAMES

13 Neutral Gozreh ALIGNMENT DEITY	GENDER	Screaming Jungle, M	ROI	EPL			G.A.III					
Lemurfolk, Common, Aquan, Aura	n, Polyglot, Ch			elestial		Original by Neceros.	. Modified	by abelliu	s@yahoo.co	m. Version	1 1.0.2012	2
ABILITY SCORE TOTAL MOD BASE ENHANCE	MISC TEMP	HITPOIN				CLASS RE	CORD					
STR 12 1 14 -2		CURRENT HP	HP GAINED	^{но} 7		Witch	3 BAB	skill f	7 FO		will 5	7
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CHA 14 2 14				CLASS	VVIIC	TOTALS					RANKS	_
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	==				ٽ	*☑ CRAFT: alchemy	IN	т 31	12	12	3	4
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FLAT-FOOT 14 = 10 + 3 0	0 1			SPELL	0%	☐ DISABLE DEVICE •	DE	х		6		
FLAT-FOOT 14 = 10+ 3 0				FAILURE	0 /6	∗ □ Disguise	СН	A 2		2		
			LK (KAGI	DIFIERS		*■ ESCAPE ARTIST •	DE			6		
SAVING THROWS TOTAL CLASS BASE ABILITY	ENHANCE MISC	ТЕМР	do along you do away	musi)	P	* ☑ FLY •	DE	_	12	6	3	-
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PEC 40 4 C			CA 1/2	ALC: NO.		*☑ HEAL *☑ INTIMIDATE	WI			1	3	-
REF 10 4 6		<u> </u>	afficient SO R.	Mille		* KN: arcana	CH. IN	_	1 12	12	3	\vdash
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			7			✓ KN: nature	IN	_	12	12	3	
ATTACKS TOTAL BASE ATTACK BONUS TEMP	ABILITY SIZE	MISC	spine The last	10	1	✓ Kn: planes	IN	_	12	12	3	
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CMB 16 5 INT	12 1	-2	or tribe (21–30 plus 1 druid			*□ PERCEPTION	WI	_	\bot	1		Ь
	ern e	!===	egun, 10 poisoned needles	T		*□ PERFORM:	CH	_		2		-
CMD 21 =10+ B5B DODEST	"Z" 1	-2	ins a +q racial bemasion is terrain.			☑ PROF: herbalist	WI	- 10	12	1	3	⊢
			a prostrain brand			*□ RIDE • *□ SENSE MOTIVE	DE WI	_		6		-
	EEATS &	FEATURES				☐ SLEIGHT OF HAND ◆	DE	_		6		\vdash
CLASS FEA		FEATS, AND CHARACTER FEATURES				☑ SPELLCRAFT	IN	_	12	12	3	
Race: Kaguani (Lemurfolk) (Southlands	Bestiary-63)	Class: Witch HD: d	l6 skills 2 + In	Mod		*□ STEALTH •	DE	_	_	6		4
Small +1 AC, attack; -1 CMB, CMD, +4	<u> </u>	Weapons & Armor:				*☑ SURVIVAL	WI	_	5	1	3	
			· · · · · · · · · · · · · · · · · · ·	u no amioi		· ∗□ Swim •	ST	R 1		1		
Darkvision 60'; All-around Vision: canno	ot be flanked	Witch Patron: Plan	t			☑ USE MAGIC DEVICE	СН	A 15	10	2	3	
Camouflage: +4 stealth in forested area	IS	Witch Familiar: Gr	eensting Scor	pion (+4 Ini	it)		STR					
Silent Glide 40' move for 1 minute, +4 s	tealth	Extra Hex (x2)					STR					
Template: Mist Creature (AB-203) +4 Dex,	+2 Int, +2 Wis	Brew Potion +4 craft	ft				STR					
· · · · · · · · · · · · · · · · · · ·												1
Type: outsider + air, water, elemental		Poison Use (blowg	un) 1d3 Con	dam/rnd for	6 rnds		STR	-	+			_

EXPERIENCE 220,000 315,000 BASE CLIMB 20 40 **SPEED** 10 6 8 INIT 14 **HERO** SR DR

RESISTANCES cold 10, fire 10, electricity 10, acid 10

POOL POINTS

ARMOR & WEAPONS	/						POOL POINTS
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT	
ARMOR cloak of protection +3, resistance acid 10	3						
SHIELD							

Eschew Materials - don't need common spell components

Extra Discovery

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	Р	1.0	+poison
dagger	+5	1d3+1	19-20/×2	10	S	1.0	

	FEATS & SPECIAL ABILITIES NAME		USES/DAY	USED			F	EAT	S & S	SPECI <i>A</i>	AL ABILITIE	S	USES/DAY	USED
poi	son - 1d3 Constitution damage per round for 6 round	ds.	USES/DAY	OZED	Pr	estige C	lass: Natural A						USES/DAY	OZED
Ë							ills 2 + Int Mod							
Г					- I		lution (Su) - cor		2 sp	ells slo	ts to cure we	ounds spell		
Г							scovery (3)							
Г					-		- potion as true re	esurr	ection	ı (on se	If, resurrects	after death)		
Г					- I		tion - makes ef							
Г					1 H		on (Ex) - Immune t							
					- I		nhancement:							
一					- I		aken, sickened, daz							
H							6 + 12 damage,							
_											3 ()	37		
×	EQUIPMENT & MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT	*		E	QUII	PME	NT & N	AAGIC ITEN	AS QTY / USES	WGT N/A	WEIGHT
"	Ring of Protection +3, electricity resistance 10	Q11 / 0323	*********	#2.6					- 141			Q11 / 0323	WG1 14/2	W 2.10111
Г	Circlet of Vast Intelligence +6				1 🗆									
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	WORN MAGIC ITEM EQUIPMENT						BAGS & CO	NTA	AINE	RS				
Г	EQUIPMENT SLOTS FOR MAGIC ITEMS	#			CONTAINE	R				VOI	LUME/WEIGHT LIMIT	/NOTES		WEIGHT
\vdash	BELT:	+												+
\vdash	BODY:	+												+
$oxed{\!$	CHEST:	+												+
	EYES:			CIII	RRENC	Y					TREASURI	CAPPLE		
	FEET:		CARR			WGT N/A	STORED	×			TREASUR			WEIGHT
	HANDS:	PLATINUM						<u> </u>						—
ldash	HEAD:	GOLD							_					
НЕ	ADBAND:	SILVER												
	NECK:	COPPER										& LIFT		
	RING:				<u> </u>			LC	DAD	LOAD	HEAVY LOAD	HEAD	GROUND	DRAG & PUSH
L	RING:	ARMOR &	1	CARRIE			TOTAL	\vdash	14	88	132	132	264	660
SH	I	WEAPONS	CURREN	ICY EQU	JIPMENT	MISC	TOTAL		0	0	MOD	ad 0	0	0
L	WRIST:	2.0	0.0		0.0		2.0	cur	RRENT L	OAD	LIGHT 🗹	MEDIUM 🗆	HEA	VY 🗖
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			SPELLS PER DAY	BLOODLINES & PATRONS			SPELLS PER DAY	
CL A C				BLOODLINE/PATRON		GLASS.		15/51
CLASS	⁵ L		Witch LEVEL 12	,		CLASS		LEVEL
SAVE D	\neg	LEVEL	ABILITY SPELLS TOTAL CLASS BONUS MISC KNOWN	BLOODLINE/PATRON		SAVE DC LEVEL	TOTAL CLASS BONUS	MISC KNOWN
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	<u> </u>	9th	1	SPECIALITY		9th		
CLOSE: 25FT +	55		MEDIUM: 100Ft + 220 400Ft + 880	FOCUSED		CLOSE: 25FT + 25	100FT + 100	LONG: 400FT + 400
5FT / 2 LVL		TOTAL	10FT / LVL 40FT / LVL CLASS ABILITY OTHER CURRENT POINTS	PROHIBITED	5 F	FT / 2 LVL	10FT / LVL TOO	40FT / LVL
SPEL	L	0	The state of the s	PROHIBITED		SPELL 0	1	CORRENT FORMS
POINTS	•					POINTS		
LEVEL	PREP	USED	NA	SPELLS ME & DESCRIPTION	SCHOOL	DURATION	RANGE SAVE	SR REFERENCE
			Hexes are listed first					
			Slumber - cause one creature of an	•	enchantmer	nt IvI rnds	30' Will	APG
			Cauldron - get Brew Potion as bonu					
			Flight - featherfall at will & fly (IvI mi					
			Witch's Bottle (Su) - Bottle one hex					
			Blight (Su) - Curse plant or animal (
			Prehensile Hair (Su) - 10' long hair	can attack or manipulate (IvI min/day)				
0			Detect Magic - Detects all spells an	d magic items within 60 ft.	Divination			
0			Detect Poison - Detects poison in o		Divination			
0			Read Magic - Read scrolls and spe		Divination			
0			Spark - Ignites flammable objects.		Evocation			
0			Touch of Fatigue - Touch attack fa	tigues target.	Necromanc	у		
1			Cause Fear - One creature of 5 HD	O or less flees for 1d4 rounds.	Necromanc	У		
1			Charm Person - Makes one persor	n your friend.	Enchantmer	nt		
1				1d6 damage and possibly 1 Str damage.	Necromanc	У		
1			Command - One subject obeys sel		Enchantmer			
1			Cure Light Wounds - Cures 1d8 da		Conjuration	1		
1			Enlarge Person - Humanoid creatur		Transmutatio	on		
1			Hex Vulnerability - Reuse a hex on		Necromano	у		
1			Mudball - Blind an opponent with a	ball of sticky mud.	Conjuration	ı		
1			Summon Monster I - Summons ext	traplanar creature to fight for you.	Conjuration	n		

Conjuration

Unseen Servant - Invisible force obeys your commands.

			SPELLS			4			
2	PREP	USED	Alter Summoned Monster - You swap a creature summoned by a conjuration	SCHOOL Conjuration	DURATION	RANGE	SAVE	SR	REFERENCE
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					
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				Enchantment					
			Deep Slumber - Puts 10 HD of creatures to sleep.						
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			Summon Monster III Summons extraplanar creature to fight for you.	Conjuration					
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					
4			Volcanic Storm - Hot rocks deal 5d6 damage.	Evocation					UM
5			Baleful Polymorph - Turns subject into harmless animal.	Transmutation					
5			Blight - Withers one plant or deals 1d6/level damage to plant creature.	Necromancy					
5			Cloudkill - Kills 3 HD or less; 4–6 HD save or die, 6+ HD take Con damage.	Conjuration					
5			Contagion, Greater - Infect a subject with a magical disease, incurable but by magic	Necromancy					
5			Cure Critical Wounds - Cures 4d8 damage + 1/level (max +20).	Conjuration					
5			Curse, Major - As bestow curse, but harder to remove.	Necromancy					
5			Dominate Person - Controls humanoid telepathically.	Enchantment					
5			Magic Jar - Enables possession of another creature	Necromancy					
5			Major Creation - As minor creation, plus stone and metal.	Conjuration					
5			Suffocation - Target quickly suffocates to death.	Necromancy					
5			Summon Monster V - Summons extraplanar creature to fight for you.	Conjuration					
5			Teleport - Instantly transports you as far as 100 miles per level.	Conjuration					
		FED BY BU	Teleport - Instantity transports you as fail as foothines per fever. Learnes (www.neceros.com). Modified by Dan Brink. This product Licensed by Creative Commons License (http://creativecom	-	NC-SA/3 (I) PATHEINDE	R AND ITS LOCO	DE CORVIVILITEE	DAUZO DI	In Inches III C

			SPELLS			~	v		A.
LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
6			Cone of Cold - 1d6/level cold damage.	Evocation					
6			Dispel Magic, Greater - As dispel magic, but with multiple targets.	Abjuration					
6			Geas/Quest - As lesser geas, but affects any creature.	Enchantment					
6			Raise Dead - Restores life to subject who died as long as one day/level ago.	Necromancy					
6			Slay Living - Touch attack deals 12d6 + 1 per level.	Necromancy					
6			Flesh to Stone - Turns subject creature into statue.	Transmutation					
6			Stone to Flesh - Restores petrified creature.	Transmutation					
⊢—									
6			Summon Monster VI - Summons extraplanar creature to fight for you.	Conjuration					
6			True Seeing - Lets you see all things as they really are.	Divination					
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