

**Ingwejeje**  
 CHARACTER  
 Kaguani (Mist Creature) Small Male  
 RACE & LA SIZE GENDER  
 13 Neutral Gozreh  
 AGE ALIGNMENT DEITY  
 David  
 PLAYER  
 3'1" 37 lbs gray & black yellow N.A.  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Screaming Jungle, Mwangi Expanse  
 HOMELAND & BACKGROUND OCCUPATION  
 LANGUAGES: Lemurfolk, Common, Aquan, Auran, Polyglot, Charau-ka, Girallon, Infernal, Abyssal, Celestial



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	12	1	14	-2		
<b>DEX</b>	22	6	16	2	4	
<b>CON</b>	12	1	12			
<b>INT</b>	34	12	18	8	2	6
<b>WIS</b>	12	1	10		2	
<b>CHA</b>	14	2	14			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
69	37	7	Witch	3	60	7	2	2	5	7
	25	5	Natural Alchemist	2	51	0	2	2	3	5
<b>TOTAL HP</b>	69		<b>TOTALS</b>	5	111	7	4	4	8	12

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	23	-10+	3	0	6	1			3	
<b>TOUCH</b>	17	-10+			6	1				
<b>FLAT-FOOT</b>	14	-10+	3	0	0	1				

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	5	4	1			
<b>REF</b>	10	4	6			
<b>WILL</b>	9	8	1			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	7	5		1	1	
<b>RANGED</b>	12	5		6	1	
<b>CMB</b>	16	5	INT	12	1	-2
<b>CMD</b>	21	-10+	B5B	0	7	-2



**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 Eschew Materials - don't need common spell components  
 resistance cold 10, fire 10 Extra Discovery  
 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
* ACROBATICS +	DEX 6		6		
* APPRAISE	INT 12		12		
* BLUFF	CHA 2		2		
* CLIMB +	STR 1		1		
* CRAFT: alchemy	INT 31	12	12	3	4
* DIPLOMACY	CHA 2		2		
* DISABLE DEVICE +	DEX		6		
* DISGUISE	CHA 2		2		
* ESCAPE ARTIST +	DEX 6		6		
* FLY +	DEX 21	12	6	3	
* HANDLE ANIMAL	CHA		2		
* HEAL	WIS 10	6	1	3	
* INTIMIDATE	CHA 6	1	2	3	
* KN: arcana	INT 27	12	12	3	
* KN: history	INT 20	5	12	3	
* KN: nature	INT 27	12	12	3	
* KN: planes	INT 27	12	12	3	
* KN:	INT		12		
* KN:	INT		12		
* LINGUISTICS	INT		12		
* PERCEPTION	WIS 1		1		
* PERFORM:	CHA 2		2		
* PROF: herbalist	WIS 16	12	1	3	
* RIDE +	DEX 6		6		
* SENSE MOTIVE	WIS 1		1		
* SLEIGHT OF HAND +	DEX		6		
* SPELLCRAFT	INT 27	12	12	3	
* STEALTH +	DEX 10		6	4	
* SURVIVAL	WIS 9	5	1	3	
* SWIM +	STR 1		1		
* USE MAGIC DEVICE	CHA 15	10	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  220,000 / 315,000

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, acid 10

POOL POINTS

**ARMOR & WEAPONS**

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





**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
2			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					
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			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					

