

Isilo
 CHARACTER
 Green Martian (Dust Creature) Large Female
 RACE & LA SIZE GENDER
 47 Chaotic Neutral Issus, Goddess of Death and Life Eternal
 AGE ALIGNMENT DEITY
 LANGUAGES: Common, Auran, Terran

David
 PLAYER
 13'1" 850 lbs none black green
 HEIGHT WEIGHT HAIR EYES SKIN
 Desert Wastes, Thuvia
 HOMETOWN & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	28	9	18	8	-4	6
DEX	18	4	16		2	
CON	18	4	16		2	
INT	10	0	10			
WIS	14	2	12	2		
CHA	8	-1	12	-2	-2	

HITPOINTS			CLASS RECORDER									
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
180	93	7	Fighter	7	14	7	5	5	2	7		
	80	5	Stalwart Defender	5	10	0	3	2	3	5		
TOTAL HP	180		Fighter	TOTALS	12	24	7	8	7	5	12	

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	28	-10+	9	0	4	-1	3		3	
TOUCH	16	-10+			4	-1	3			
FLAT-FOOT	18	-10+	9	0	0	-1				

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	12	8	4			
REF	11	7	4			
WILL	7	5	2			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	20	12		9	-1	
RANGED	15	12		4	-1	
CMB	22	12	STR	9	-1	2
CMD	39	-10+	12	3	13	-1

COMBAT NOTES & MODIFIERS

second attack @ +15
 third attack @ +10

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	24
<input checked="" type="checkbox"/> ACROBATICS	DEX	8	1	4	3
<input type="checkbox"/> APPRAISE	INT	0		0	
<input type="checkbox"/> BLUFF	CHA	-1		-1	
<input checked="" type="checkbox"/> CLIMB	STR	13	1	9	3
<input checked="" type="checkbox"/> CRAFT	INT	0		0	
<input type="checkbox"/> DIPLOMACY	CHA	-1		-1	
<input type="checkbox"/> DISABLE DEVICE	DEX			4	
<input type="checkbox"/> DISGUISE	CHA	-1		-1	
<input type="checkbox"/> ESCAPE ARTIST	DEX	4		4	
<input type="checkbox"/> FLY	DEX	4		4	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	3	1	-1	3
<input type="checkbox"/> HEAL	WIS	2		2	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	23	12	-1	3
<input checked="" type="checkbox"/> KN: dungeoneering	INT	4	1	0	3
<input checked="" type="checkbox"/> KN: engineering	INT			0	
<input type="checkbox"/> KN:	INT			0	
<input type="checkbox"/> KN:	INT			0	
<input type="checkbox"/> KN:	INT			0	
<input type="checkbox"/> KN:	INT			0	
<input type="checkbox"/> LINGUISTICS	INT			0	
<input checked="" type="checkbox"/> PERCEPTION	WIS	6	1	2	3
<input type="checkbox"/> PERFORM	CHA	-1		-1	
<input checked="" type="checkbox"/> PROF:	WIS			2	
<input checked="" type="checkbox"/> RIDE	DEX	8	1	4	3
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	6	1	2	3
<input type="checkbox"/> SLEIGHT OF HAND	DEX			4	
<input type="checkbox"/> SPELLCRAFT	INT			0	
<input type="checkbox"/> STEALTH	DEX	4		4	
<input checked="" type="checkbox"/> SURVIVAL	WIS	9	4	2	3
<input checked="" type="checkbox"/> SWIM	STR	13	1	9	3
<input type="checkbox"/> USE MAGIC DEVICE	CHA			-1	
<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: Green Martian (Worldscape #2) Class: Fighter HD: 10 skills 2 + Int Mod
 Large: -1 AC, attack; +1 CMB, CMD; -4 Stealth Weapon & Armor: All simple & martial; all armor
 Detect Thoughts: limited telepathy (constant) Dodge +1 AC Endurance +4 various Con saves
 Fearless: +2 save vs Fear Toughness + 3hp +1/lvl after lvl 3
 Ferocity: continue to fight even with negative hp Armor Training (Ex) +2 Max Dex and Penalty
 Multi-Armed: 4 arms Weapon Training (heavy blades) +1 attack & damage
 Weapon familiarity: longswords and spears Bravery +2 Will save vs Fear
 Skill Training: Ride & Survival are class skills Weapon Focus (longsword) +1 attack
 Template: Dust Creature (AB-131) -4 Str, +2 Dex, Con, Cha, -2, Stealth+4 Dazzling Display - demoralize foes w/in 30' w/ intimidate check
 Type: outsider + air, earth, elemental, extraplanar Intimidating Prowess: Add Str Mod to Intimidate Check
 Saves: Reflex & Fortitude are good saves Power Attack: -2 attack for +4 damage
 Immunity to bleed, paralysis, poison, sleep effects, and stunning Cleave: if hit, make attack against adjacent foe
 Air Mastery (Ex): airborne creatures -1 attack & damage vs dust Great Cleave: continue to hit until miss
 Dust Blast (Su): dust jet 5' wide, 20' long 1d4 dam/2 lvl (1d4 rnds) Improved Critical (longsword) double critical range
 Exude Dust (Su): 10' dust cloud (at will), foes: Fort save or blinded Airborne (Su): as Airwalk & Featherfall (at will)

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		220,000 / 315,000
SLOW <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	FAST <input type="checkbox"/>
SPEED	30	
INIT	4	DEX MOD + MISC MOD
HERO		
SR		DR 1/-
RESISTANCES	fire 10	
POOL POINTS		

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Advanced Breastplate +3 (+2 max dex & penalty)	9	7	0	15	Lt	30.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
longsword of dust +3 attack + 2d6 sonic damage	+20+3 +1+1	2d6+9+1+ 2d6 sonic	17-20/x2		S	8.0	
spear	+20	2d6+9	20/x3	20	P	10.0	

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Prestige Class: Stalwart Defender (APG) HD: d12 skills 2+Int Mod		
Dodge AC +2		
Defensive Stance: +2 dodge AC, a +4 STe & Con, +2 Will; + 2 temp hp/lvl (12+ConMod rmds/day)		
Defensive Powers (Ex) active during defensive stance		
1. Fearless Defense (Ex): While in defensive stance, immune to shaken and frightened		
2. Mighty Resilience (Ex): while in defensive stance, treat critical as normal hit		
Uncanny Dodge (Ex) - can't be caught flat-footed		
Damage Reduction (Ex) DR 1/-		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
%	ITEM	QTY / USES	WGT N/A	WEIGHT
	Ring of protection +3, fire resistance 10			
	Belt of Giant Strength +6			

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

WORN MAGIC ITEM EQUIPMENT
EQUIPMENT SLOTS FOR MAGIC ITEMS
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			

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
48.0	0.0	0.0		48.0

TREASURE CARRIED			
%	TREASURE	WEIGHT	

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
404	809	1213		1213	2426	6065
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>				