Koulèv ki Payon Koulèv

CHARACTER			PLAYER				
Reptoid	Medium	Male	5'8"	240 lbs	bald	black	brown
RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN

37	Neutral Evil	Ydersius (ISG-192)	Kaer Maga, Varisia (City of Strangers)
AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION

LANGUAGES: Common, Reptoid, Aklo, Varisian

PATHFINDER ROLEPLAYING GAME

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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	14	2	12	2		
DEX	14	2	16	-2		
CON	14	2	14			
INT	14	2	14			
WIS	10	0	10			
CHA	20	5	18	2		

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP: 8

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 8

CLASS RECORDER

CLASS NAME	HP GAINED	HD	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Sorcerer	8	1	0	5		0	0	2	1
FAVORED CLASS: Sorcerer — TOTALS			0	5	0	0	0	2	1

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	13	=10+	0	0	2			1			
TOUCH	12	=10+			2						
FLAT-FOOT	11	=10+	0	0	0			1			

ARMOR CHECK PENALTY: 0

MAXIMUM DEX: --

SPELL FAILURE: 0%

COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	2	0	2			
REF	2	0	2			
WILL	2	2	0			

ATTACKS	TOTAL	BASE ATTACK BONUS		TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	2	0			2		
RANGED ATTACK MODIFIER	2	0			2		
CMB	5	0	CHA		5		
CMD	14	=10+	BAB 0	DODGE & DEFLECT 0	STR & DEX 4		

SKILLS

RANKS TOTAL TRAINED: 5

		TOTAL	RANKS	ABILITY	TRAINED	MISC
☆ ☐ Acrobatics ♦	DEX	2		2		
☆ ☑ Appraise	INT	2		2		
☆ ☑ Bluff	CHA	5		5		
☆ ☐ Climb ♦	STR	2		2		
☆ ☑ Craft: alchemy	INT	6	1	2	3	
☆ ☑ Diplomacy	CHA	9	1	5	3	
☐ Disable Device ♦	DEX			2		
☆ ☐ Disguise	CHA	5		5		
☆ ☐ Escape Artist ♦	DEX	2		2		
☆ ☑ Fly ♦	DEX	2		2		
☐ Handle Animal	CHA			5		
☆ ☐ Heal	WIS	0		0		
☆ ☑ Intimidate	CHA	9	1	5	3	
☑ Kn: arcana	INT	6	1	2	3	
☐ Kn:	INT			2		
☐ Kn:	INT			2		
☐ Kn:	INT			2		
☐ Kn:	INT			2		
☐ Kn:	INT			2		
☐ Linguistics	INT			2		
☆ ☐ Perception	WIS	0		0		
☆ ☐ Perform:	CHA	5		5		
☑ Prof:	WIS			0		
☆ ☐ Ride ♦	DEX	2		2		
☆ ☐ Sense Motive	WIS	0		0		
☐ Sleight of Hand ♦	DEX			2		
☑ Spellcraft	INT	6	1	2	3	
☆ ☐ Stealth ♦	DEX	2		2		
☆ ☐ Survival	WIS	0		0		
☆ ☐ Swim ♦	STR	2		2		
☑ Use Magic Device	CHA			5		
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					

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: 0 / 2,000
SLOW ☐ MEDIUM ☑ FAST ☐

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				

INIT 2 = 2 (DEX MOD) + (MISC MOD)

HERO

SR

DR

RESISTANCES

POOL POINTS

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Reptoid (humanoid, reptile) (B5-202)
Low-light Vision
Scales: +1 natural AC in natural form
Cold-Blooded (Ex) +2 save vs mind-affecting effects and poison.
Natural Weapons: Bite & Claw attack
Change Shape (Su) assume the appearance of specific single Medium humanoid.
- (humans) (1 week to change to different alt form)
Mental Potency - enchantment or illusion spells affect 1 more HD/creature
Class: Sorcerer HD: d6 skills: 2 + Int Mod (CRB-70)
Weapons Prof: All Simple, Armor Prof: None
Spells: DC = 10 + Spell Level + Cha Mod
Bloodline: Serpentine (APG-138)
Eschew materials - don't need material components
Bloodline Arcana: Enchantment spells affect animals, magical beasts & monstrous humanoids
Bloodline Skill: Diplomacy
Skill Focus (Diplomacy)

ARMOR & WEAPONS

	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	None						
SHIELD							

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+2	1d4+2	20,x2		S		poison
claws (2)	+2	1d3+2	20,x2		S		
quarterstaff	+2	1d6+2	20,x2		B	2.0	
dagger	+2	1d4+1	19-20,x2	10	P/S	1.0	

ORIGINAL CREATED BY BILL BARNES (WWW.NECEROS.COM). MODIFIED BY DAN BRINK. THIS PRODUCT LICENSED BY CREATIVE COMMONS LICENSE (HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-NC-SA/3.0). PATHFINDER AND ITS LOGO ARE COPYWRITTEN PAIZO PUBLISHING LLC.

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED
Poison Bite - injury; save Fort DC 10 + 1/2 CL + Con Mod;		
frequency1/round for 6 rounds; effect 1 Con damage; cure 1 save.		

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	quarterstaff			
	dagger			

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			

TREASURE CARRIED

⌘	TREASURE	WEIGHT

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
3.0	0.0	0.0		3.0

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
58	116	174	N	174	348	870
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☑ MEDIUM ☐ HEAVY ☐

ORIGINAL CREATED BY BILL BARNES (WWW.NECEROS.COM). MODIFIED BY DAN BRINK. THIS PRODUCT LICENSED BY CREATIVE COMMONS LICENSE (HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-NC-SA/3.0). PATHFINDER AND ITS LOGO ARE COPYWRITTEN PAIZO PUBLISHING LLC.

SPELLS PER DAY

CLASS: Sorcerer | LEVEL: 1

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					4
16	1st	5	3	2		2
	2nd			1		
	3rd			1		
	4th			1		
	5th			1		
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL	MEDIUM: 100FT + 10FT / LVL	LONG: 400FT + 40FT / LVL
25	110	440

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

BLOODLINES & PATRONS

BLOODLINE/PATRON: Serpentine

BLOODLINE/PATRON:

DOMAINS

DOMAIN:

SUBDOMAIN:

DOMAIN:

SUBDOMAIN:

DOMAIN:

SUBDOMAIN:

WIZARD SPECIALITY SCHOOL

SPECIALITY:

FOCUSED:

PROHIBITED:

PROHIBITED:

SPELLS PER DAY

CLASS: | LEVEL:

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL	MEDIUM: 100FT + 10FT / LVL	LONG: 400FT + 40FT / LVL
25	100	400

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects all spells and magic items within 60 ft.	Divination					CRB
0			Read Magic - Read scrolls and spellbooks.	Divination					CRB
0			Daze - A single humanoid creature with 4 HD or less loses its next action.	Enchantment					CRB
0			Touch of Fatigue - Touch attack fatigues target.	Necromancy					CRB
1			Hypnotism - Fascinates 2d4 HD of creatures.	Enchantment					CRB
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds.	Necromancy					CRB
2									
2									

ORIGINAL CREATED BY BILL BARNES (WWW.NECEROS.COM). MODIFIED BY DAN BRINK. THIS PRODUCT LICENSED BY CREATIVE COMMONS LICENSE (HTTP://CREATIVECOMMONS.ORG/LICENSES/BY-NC-SA/3.0). PATHFINDER AND ITS LOGO ARE COPYWRITTEN PAIZO PUBLISHING LLC.