

Koulèv ki Payon Koulèv

CHARACTER
Reptoid Medium Male
RACE & LA SIZE GENDER
 37 Neutral Evil Ydersius (ISG-192)
AGE ALIGNMENT DEITY

PLAYER
 5'8" 240 lbs bald black brown
HEIGHT WEIGHT HAIR EYES SKIN
 Kaer Maga, Varisia (City of Strangers)
HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Common, Reptoid, Aklo, Varisian

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	26	8	18	2	2	4

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
38	38	6	Sorcerer	3	30		2	2	5	6			
TOTAL HP			38	FAVORED CLASS	Sorcerer	TOTALS	3	30	0	2	2	5	6

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	16	-10+	3	0	2		1			
TOUCH	12	-10+			2					
FLAT-FOOT	14	-10+	3	0	0		1			

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	4	2	2			
REF	4	2	2			
WILL	5	5	0			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	5	3	2			
RANGED	5	3	2			
CMB	11	3	CHA	8		
CMD	17	-10+	B3B	0	STR & DEX	4



SKILLS						RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC		30
<input type="checkbox"/> ACROBATICS	DEX	2	2			
<input checked="" type="checkbox"/> APPRAISE	INT	6	1	2	3	
<input checked="" type="checkbox"/> BLUFF	CHA	14	1	8	3	2
<input checked="" type="checkbox"/> CLIMB	STR	2		2		
<input checked="" type="checkbox"/> CRAFT: alchemy	INT	11	6	2	3	
<input checked="" type="checkbox"/> DIPLOMACY	CHA	20	3	8	3	6
<input type="checkbox"/> DISABLE DEVICE	DEX			2		
<input type="checkbox"/> DISGUISE	CHA	8		8		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	2		2		
<input checked="" type="checkbox"/> FLY	DEX	2		2		
<input type="checkbox"/> HANDLE ANIMAL	CHA			8		
<input checked="" type="checkbox"/> HEAL	WIS	0		0		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	16	3	8	3	2
<input checked="" type="checkbox"/> KN: arcana	INT	11	6	2	3	
<input type="checkbox"/> KN:	INT			2		
<input type="checkbox"/> KN:	INT			2		
<input type="checkbox"/> KN:	INT			2		
<input type="checkbox"/> KN:	INT			2		
<input type="checkbox"/> KN:	INT			2		
<input type="checkbox"/> LINGUISTICS	INT			2		
<input type="checkbox"/> PERCEPTION	WIS	0		0		
<input type="checkbox"/> PERFORM:	CHA	8		8		
<input checked="" type="checkbox"/> PROF:	WIS	4	1	0	3	
<input checked="" type="checkbox"/> RIDE	DEX	2		2		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	0		0		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			2		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	11	6	2	3	
<input checked="" type="checkbox"/> STEALTH	DEX	2		2		
<input checked="" type="checkbox"/> SURVIVAL	WIS	0		0		
<input checked="" type="checkbox"/> SWIM	STR	2		2		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	14	3	8	3	
<input type="checkbox"/>	STR					
<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: Reptoid (humanoid, reptile) (B5-202) Skill Focus (Diplomacy)
 Low-light Vision Spell Focus (Serpentine Bloodline/Enchantment)
 Scales: +1 natural AC in natural form Bloatmage Initiate +1 CL Enchantment, Max Dex AC +3
 Cold-Blooded (Ex) +2 save vs mind-affecting effects and poison. - slow speed to 20
 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
 Familiar - viper
 Serpentinefriend (Ex): Speak with animals (reptilian) (at will)

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Cloak of the Diplomat +3	3					
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite	+5	1d4+2	20,x2		S		poison
claws (2)	+5	1d3+2	20,x2		S		
Quarterstaff of Opportunities Taken +3	+5+3	1d6+2+3	20,x2		B	2.0	
Poison Dagger of Ydersius +3	+5+3	1d4+2+3	19-20,x2	10	P/S	1.0	poison

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 23,000 / 350,000

BASE FLY SWIM CLIMB MISC
SPEED 30 20 10
INIT 2 = 2 DEX MOD + MISC MOD
HERO
SR **DR**
RESISTANCES
POOL POINTS

SPELLS PER DAY

CLASS	Sorcerer				LEVEL	6
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
18	0					7
19	1st	8	6	2		4
20	2nd	7	5	2		2
21	3rd	5	3	2		1
	4th			2		
	5th			1		
	6th			1		
	7th			1		
	8th			1		
	9th					

CLOSE: 25FT + 5FT / 2 LVL **40** MEDIUM: 100FT + 10FT / LVL **160** LONG: 400FT + 40FT / LVL **640**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS 0				

BLOODLINES & PATRONS

BLOODLINE/PATRON

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 **25** MEDIUM: 100FT + 10FT / LVL **100** LONG: 400FT + 40FT / LVL **400**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL 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
0			Detect Poison - Detects poison in one creature or small object.	Divination					CRB
0			Bleed - Cause a stabilized creature to resume dying.	Necromancy					CRB
0			Open/Close - Opens or closes small or light things.	Transmutation					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
1			Charm Person - Makes one person your friend.	Enchantment					CRB
1			Delusional Pride -2 on attacks and checks, +2 against charms and compulsions.	Enchantment					UM
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	Necromancy					CRB
2			Delay Poison - grants temporary immunity to poison	Conjuration	1 hr/lvl	touch	fort	yes	UC
2			Oppressive Boredom - Target loses its next action.	Enchantment					UM
2			Invisibility - Subject is invisible for 1 min./level or until it attacks.						
			Summon Monster III - Summon extraplanar creature to fight for you (reptiles only)	Conjuration	1 rnd/lvl	close	none	no	CRB
3			Unadulterated Loathing - Target is compelled to avoid another creature.	Enchantment					UM