

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	28	9	18	2	4	4

HITPOINTS

CURRENT HP	HP GAINED	HD
68	38	6
	30	5
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	68	FAVORED CLASS
		Sorcerer

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Sorcerer	3	30		2	2	5	6
Bloatmage	2	25		1	1	3	5
TOTALS	5	55	0	3	3	8	11

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	-10+	3	0	2		3		3	
TOUCH	12	-10+			2					
FLAT-FOOT	16	-10+	3	0	0		3			

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: --
 SPELL FAILURE: 0%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	3	2			
REF	5	3	2			
WILL	8	8	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	7	5		2		
RANGED	7	5		2		
CMB	14	5	CHA	9		
CMD	19	-10+	B5B	0	4	



SKILLS

SKILL	DEX	INT	CHA	STR	WIS	CON	RANKS TOTAL	55
* ACROBATICS	2		2					
* APPRAISE	6	1	2	3				
* BLUFF	15	1	9	3	2			
* CLIMB	2		2					
* CRAFT: alchemy	16	11	2	3				
* DIPLOMACY	25	7	9	3	6			
* DISABLE DEVICE	2							
* DISGUISE	9		9					
* ESCAPE ARTIST	4		2			2		
* FLY	2		2					
* HANDLE ANIMAL			9					
* HEAL	0		0					
* INTIMIDATE	20	6	9	3	2			
* KN: arcana	16	11	2	3				
* KN: religion			2		3			
* KN: history			2					
* KN: planes			2					
* KN: engineering			2					
* KN: local			2					
* LINGUISTICS			2					
* PERCEPTION	0		0					
* PERFORM	9		9					
* PROF:	4	1	0	3				
* RIDE	2		2					
* SENSE MOTIVE	0		0					
* SLEIGHT OF HAND			2					
* SPELLCRAFT	16	11	2	3				
* STEALTH	2		2					
* SURVIVAL	0		0					
* SWIM	2		2					
* USE MAGIC DEVICE	18	6	9	3				

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Reptoid (humanoid, reptile) (B5-202)	Skill Focus (Knowledge Religion)
Low-light Vision	Spell Focus (Serpentine Bloodline/Enchantment)
Scales: +1 natural AC in natural form	Bloatmage Initiate +1 CL Enchantment, Max Dex AC +3, Move 20'
Cold-Blooded (Ex) +2 save vs mind-affecting effects and poison.	Improved, Eldritch Heritage - (Undead) Gain 2 Bloodline Powers
Natural Weapons: Bite & Claw attack	Greater Spell Focus (Enchantment) +2 DC
Change Shape (Su) assume the appearance of specific single Medium humanoid.	The Blood Is the Life (Su): drink blood of recent dead & heal 1d6 hp, full meal (3+ChaMod/day)
- (humans) (1 week to change to different alt form)	Grasp of the Dead (Sp): 20 rad 1d6 dam/lvl, reflex,1/2 (1/day)
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)	Snakeskin (Ex): +1 Natural AC, +2 save vs poison, +2 Escape Artist checks.
Eschew materials - don't need material components	Prestige Class: Bloatmage (CoS-60) See below.
Bloodline Arcana: Enchantment spells affect animals, magical beasts & monstrous humanoids	Familiar - viper
Bloodline Skill: Diplomacy	Serpentfriend (Ex): Speak with animals (reptilian) (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 SLOW MEDIUM FAST 155,000 / 220,000

SPEED	30	BASE	FLY	SWIM	CLIMB	MISC
INIT	2	=	2	DEX MOD	+	MISC MOD
HERO						
SR						
DR						
RESISTANCES						
POOL POINTS	5					Blood Pool

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

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Prestige Class: Bloatmage (CoS-60)		
Blood Pool: 5 points, used to cast spells 1 pt/lvl w/o slot		
if pool exceeds level - sickened, above twice lvl, rage for 1d6 rounds		
Bloodsurge - gain 2d4 blood pool points (2/day)		
Hemophilia - Heal DC to stop bleed is 5 higher		
Hemophilia - bleed attacks cause loss of one blood pool point		
Corpulence - so fat +1 Natural AC		

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

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

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Tome of Leadership and Influence +4 Cha (read)	1		
	Cloak of the Diplomat +3			
	+2 Charisma, +6 Diplomacy, +2 Bluff & Intimidate			
	- Evasion (as feat) reflex save 1/2 dam --> no dam (1/day)			
	- Euphoric Tranquility (as spell) (1/day)			
	Boots of Striding and Springing +10 move speed			
	(counters slowing due to Bloatmage effects)			
	Poison Dagger of Ydersius +3			
	-poison as bite, except choose Dex or Con dam			
	-poison ineffective against snake-like beings			
	Quarterstaff of Opportunities Taken +3			
	Silent Spell Metamagic — Cast spell without verbal components (1/day)			
	Quickened Spell Metamagic — Cast spell as a swift action (1/day)			
	Heighten Spell Metamagic — Increase spell level by 3 (1/day)			
	Ring of Protection +3			

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	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
58	116	174		174	348	870
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>				

SPELLS PER DAY

CLASS	Sorcerer		LEVEL	11		
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
19	0					9
20	1st	9	6	3		5
21	2nd	8	6	2		5
22	3rd	8	6	2		4
23	4th	8	6	2		3
24	5th	6	4	2		2
	6th			1		
	7th			1		
	8th			1		
	9th			1		

CLOSE: 25FT + 5FT / 2 LVL	50	MEDIUM: 100FT + 10FT / LVL	210	LONG: 400FT + 40FT / LVL	840
---------------------------------	----	----------------------------------	-----	--------------------------------	-----

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL 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	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
0			Message - Whisper conversation at distance.	Transmutation					CRB
0			Jolt - Deal 1d3 electrical damage with a ranged touch attack.	Transmutation					Blog
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
1			Color Spray - Knocks unconscious, blinds, and/or stuns weak creatures.	Illusion					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.	Illusion					CRB
2			Touch of Idiocy - Subject takes 1d6 penalty to Int, Wis, and Cha.	Enchantment					CRB
2			Seducer's Eyes - You become more attractive to those around you.	Enchantment					CRB
2			Unnatural Lust - Target is compelled to kiss or caress another creature.	Enchantment					UM
3			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
3			Fireball - 1d6 damage per level, 20-ft. radius.	Evocation					CRB
3			Reckless Infatuation - Target is compelled to stay near another.	Enchantment					UM
3			Vampiric Touch - Touch deals 1d6 damage per two levels; caster gains damage as temporary hp.	Necromancy					CRB
4			Poison - as Poison bite except 1d3 Con dam/round	Necromancy					CRB
4			Charm Monster - Makes monster believe it is your ally.	Enchantment					CRB
4			Terrible Remorse - Creature is compelled to harm itself.	Enchantment					UM
4			Overwhelming Grief - Grieving target can take no actions and is denied its Dex bonus.	Enchantment					UM

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
5			Hold Monster - Hold one living creature that fails will save	Enchantment					CRB
5			Dominate Person - Controls humanoid telepathically.	Enchantment					CRB
5			Smug Narcissism - Target is distracted by its sense of self.	Enchantment					UM
6			Mass Suggestion - compel 1 creature/lvl to obey a non-harmful suggestion	Enchantment	1 hr/lvl	medium	will	yes	CRB
7			Summon Monster VII - Summon extraplanar creature to fight for you (reptiles only)	Conjuration					CRB
8			Irresistable Dance - no attack, -4 AC, -10 reflex, provokes opportunity attacks	Enchantment	1d4+1 rnds	touch	will	yes	CRB
9			Dominate Monster - control actions of living creature with telepathic link	Enchantment	1 day/lvl	close	will	yes	CRB