

Koulèv ki Payon Koulèv

CHARACTER		Medium		Male	
Reptoid		SIZE		GENDER	
RACE & LA	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	36	13	18	2	8	8

HITPOINTS

CURRENT HP	HP GAINED	HD
98	38	6
	60	10
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	98	FAVORED CLASS
		Sorcerer

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Sorcerer	3	30		2	2	5	6
Bloatmage	5	50		3	3	5	10
TOTALS	8	80	0	5	5	10	16

ABILITY SCORE & RACIAL NOTES	
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CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	24	-10+	5	0	2		4		3	
TOUCH	12	-10+			2					
FLAT-FOOT	19	-10+	5	0	0		4			

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	5	2			
REF	7	5	2			
WILL	14	10	0		4	

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	10	8		2		
RANGED	10	8		2		
CMB	21	8	CHA	13		
CMD	22	-10+	B8B	0	4	



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	Brew Potion
Class: Sorcerer HD: d6 skills: 2 + Int Mod (CRB-70)	Sorcerous Bloodstrike - Regain a bloodline power when you reduce a creature to 0 hp
Weapons Prof: All Simple, Armor Prof: None	Create Sanguine Elixir - others can use bloodline potions
Spells: DC = 10 + Spell Level + Cha Mod	Snakeskin (Ex): +1 Natural AC, +2 save vs poison, +2 Escape Artist checks.
Bloodline: Serpentine (APG-138)	Prestige Class: Bloatmage (CoS-60) See below.
Eschew materials - don't need material components	Familiar - viper
Bloodline Arcana: Enchantment spells affect animals, magical beasts & monstrous humanoids	Serpentfriend (Ex): Speak with animals (reptilian) (at will)
Bloodline Skill: Diplomacy	

SKILLS

SKILL	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX	2		2		
* APPRAISE	INT	6	1	2	3	
* BLUFF	CHA	19	1	13	3	2
* CLIMB *	STR	2		2		
* CRAFT: alchemy	INT	21	16	2	3	
* DIPLOMACY	CHA	33	11	13	3	6
* DISABLE DEVICE *	DEX			2		
* DISGUISE	CHA	13		13		
* ESCAPE ARTIST *	DEX	4		2		2
* FLY *	DEX	2		2		
* HANDLE ANIMAL	CHA			13		
* HEAL	WIS	0		0		
* INTIMIDATE	CHA	28	10	13	3	2
* KN: arcana	INT	21	16	2	3	
* KN: religion	INT			2		3
* KN: history	INT			2		
* KN: planes	INT			2		
* KN: engineering	INT			2		
* KN: local	INT			2		
* LINGUISTICS	INT			2		
* PERCEPTION	WIS	0		0		
* PERFORM:	CHA	13		13		
* PROF:	WIS	4	1	0	3	
* RIDE *	DEX	2		2		
* SENSE MOTIVE	WIS	0		0		
* SLEIGHT OF HAND *	DEX			2		
* SPELLCRAFT	INT	21	16	2	3	
* STEALTH *	DEX	2		2		
* SURVIVAL	WIS	0		0		
* SWIM *	STR	2		2		
* USE MAGIC DEVICE	CHA	24	8	13	3	
	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	890,000 / 1,300,000
SLOW <input type="checkbox"/> MEDIUM <input checked="" type="checkbox"/> FAST <input type="checkbox"/>	

SPEED	30	BASE	FLY	SWIM	CLIMB	MISC
		10				20

INIT	2	=	2	DEX MOD	+		MISC MOD
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HERO	
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SR		DR	
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RESISTANCES	
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POOL POINTS	5	Blood Pool
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ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Cloak of the Diplomat +5	5					
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
bite (magic fangs)	+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 3d4 blood pool points (3/day)			
Hemophilia - Heal DC to stop bleed is 5 higher			
Hemophilia - bleed attacks cause loss of one blood pool point			
Corpulence - so fat +2 Natural AC, reduce move to 10			
Absorb Bloodline - drink 1 pint of blood from related creature, gain all sorcerer associated bloodline powers (1/day)			
Make potion of this blood (see blood below)			

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Poison Bite - injury; save Fort DC 10 + 1/2 CL + 1d2 Con Mod; frequency 1/round for 6 rounds; effect 1 Con damage; cure 1 save.	2		

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	dagger			
	prepared potions from Absorb Bloodline Power*			
	Aberrant: any aberration.	1		
	Abyssal: any chaotic evil outsider.	1		
	Arcane: any arcane caster,	1		
	Celestial: any good outsider.	1		
	Destined: any divine caster	1		
	Draconic: any dragon	1		
	Elemental: any creature with an elemental subtype	1		
	Fey: any fey or gnome.	1		
	Infernal: any lawful evil outsider.	1		
	Serpentine: any reptile (including Koulev)	3		
	Undead: any undead creature	1		
	*The combination of Absorb Bloodline Power & Create Sanguine Elixir Feat allows anyone to use these potions.			

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Tome of Leadership and Influence +4 Cha (read)	2		
	Cloak of the Diplomat +5			
	+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)			
	Deluxe Boots of Striding and Springing +20 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			
	Iron Ring of Improved Iron Will +4			
	Rod of Threnodic Spellcasting (1/day)			
	- Enchantment & Mind-Affecting spells affect undead			

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	16		
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
23	0					9
24	1st	10	6	4		5
25	2nd	9	6	3		5
26	3rd	9	6	3		4
27	4th	9	6	3		4
28	5th	9	6	3		4
29	6th	8	6	2		3
30	7th	7	5	2		2
31	8th	5	3	2		1
	9th			2		

CLOSE: 25FT + 5FT / 2 LVL	65	MEDIUM: 100FT + 10FT / LVL	260	LONG: 400FT + 40FT / LVL	1,040
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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	Enchantment (+3 CL for DC)
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
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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
4			Malicious Spite - Target is compelled to plot against another.	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
5			Dream - Sends message to anyone sleeping.	Illusion					CRB
5			Astral Projection, Lesser - Limited astral travel.	Necromancy					CRB
6			Mass Suggestion - compel 1 creature/lvl to obey a non-harmful suggestion	Enchantment	1 hr/lvl	medium	will	yes	CRB
6			Geas/Quest - As lesser geas, but affects any creature.	Enchantment					CRB
6			Vengeful Outrage - Target is compelled to destroy one enemy.	Enchantment					UM
6			Utter Contempt - Target's attitude worsens by two categories.	Enchantment					UM
7			Summon Monster VII - Summon extraplanar creature to fight for you (reptiles only)	Conjuration					CRB
7			Hold Person, Mass As hold person, but all within 30 ft.	Enchantment					CRB
7			Insanity - Subject suffers continuous confusion.	Enchantment	permanent				CRB
			Irresistible Dance - no attack, -4 AC, -10 reflex, provokes opportunity attacks	Enchantment	1d4+1 rnds	touch	will	yes	CRB
8			Charm Monster, Mass - As charm monster, but all within 30 ft.	Enchantment					CRB
9			Dominate Monster - control actions of living creature with telepathic link	Enchantment	1 day/lvl	close	will	yes	CRB