

**Luminita**  
 CHARACTER  
 Varisian (Human) Medium Female  
 RACE & LA SIZE GENDER  
 16 Chaotic Good Desna  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Common, Varisian, Celestial, Sylvan, Infernal

**David**  
 PLAYER  
 5'5" 105 lbs dark hair light brown olive  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Korvosa, Varisia  
 HOMETOWN & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	12	1	12			
<b>DEX</b>	14	2	14			
<b>CON</b>	10	0	10			
<b>INT</b>	16	3	16			
<b>WIS</b>	16	3	16			
<b>CHA</b>	20	5	18	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
8	8	1	Medium	0	8	0	0	0	2	1
TOTAL HP			TOTALS							
8			0 8 0 0 0 2 1							

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	15	-10+	3	0	2					
<b>TOUCH</b>	12	-10+			2					
<b>FLAT-FOOT</b>	13	-10+	3	0	0					

SKILLS

	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	1		2		
* APPRAISE	4		3		1
* BLUFF	9	1	5	3	
* CLIMB	0		1		
* CRAFT: magic tattoos	6		3		3
* DIPLOMACY	5		5		
* DISABLE DEVICE			2		
* DISGUISE	5		5		
* ESCAPE ARTIST	1		2		
* FLY	1		2		
* HANDLE ANIMAL			5		
* HEAL	3		3		
* INTIMIDATE	9	1	5	3	
* KN: arcana	8	1	3	3	1
* KN: planes	8	1	3	3	1
* KN: religion	8	1	3	3	1
* KN:			3		
* KN:			3		
* KN:			3		
* LINGUISTICS			3		1
* PERCEPTION	7	1	3	3	
* PERFORM:	5		5		
* PROF: tattoo artist			3		
* RIDE	1		2		
* SENSE MOTIVE	7	1	3	3	
* SLEIGHT OF HAND			2		
* SPELLCRAFT	8	1	3	3	1
* STEALTH	1		2		
* SURVIVAL	3		3		
* SWIM	0		1		
* USE MAGIC DEVICE			5		

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	0	0	0			
<b>REF</b>	2	0	2			
<b>WILL</b>	5	2	3			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	1	0		1		
<b>RANGED</b>	2	0		2		
<b>CMB</b>	5	0	CHA	5		
<b>CMD</b>	13	-10+	BOB	0	STR & DEX	3



**FEATS & FEATURES**

Race: Human, +2 any ability; bonus feat & subrace feat  
 Skilled: Humans Gain add'l rank at each level  
 Class: Medium HD: d8; skills 4 + Int Mod  
 Prof: Weapon: All Simple; Armor: Lt & Med  
 Spirits: Allow spirits to enter for 24 hrs; 1 pt, if 3 or 5 add'l effects  
 Spirit Bonus (Su) +1 to checks depending upon spirit  
 Spirit Surge (Su) add 1d6 to d20 check for 1 spirit point  
 Tattooed Focus: +2 craft

Spell Focus (Enchantment) +1 DC enchantment spells  
 Mage's Tattoo +1 DC Enchantment (Daze 3/day)  
 Spirit Focus: Archmage +1 Int checks & concentration

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  0 / 2,000

	BASE	FLY	SWIM	CLIMB	MISC
<b>SPEED</b>	30				
<b>INIT</b>	2	=	2	DEX MOD	+ MISC MOD
<b>HERO</b>					
<b>SR</b>					
<b>DR</b>					
<b>RESISTANCES</b>					
<b>POOL POINTS</b>					

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Studded Leather Armor	3	5	-1	15	Lt	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
dagger	+2	1d4	19-20,x2	10	P,S	1.0	



