

Umuvi David
 CHARACTER PLAYER
 Tosculi (Muck Creature) Small Male 2'8" 24 none red bluish-gray
 RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN
 13 Neutral Calistria Bandu Hills, Mwangi Expanse
 AGE ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: Common, Aquan, Terran, Polyglot, Abyssal, Infernal, Celestial, Aklo



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	12			
DEX	18	4	16	2		
CON	18	4	14		4	
INT	20	5	18	2		
WIS	12	1	10	2		
CHA	16	3	16	-2	-2	4

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
65	58	7	Arcanist	3	46	7	2	2	5	7
TOTAL HP			TOTALS							
65			3 46 7 2 2 5 7							

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	-10+	3	0	4	1		1		
TOUCH	15	-10+			4	1				
FLAT-FOOT	15	-10+	3	0	0	1		1		

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	46
<input type="checkbox"/> ACROBATICS	DEX	4		4	
<input checked="" type="checkbox"/> APPRAISE	INT	5		5	
<input type="checkbox"/> BLUFF	CHA	8	5	3	
<input type="checkbox"/> CLIMB	STR	1		1	
<input checked="" type="checkbox"/> CRAFT	INT	12	4	5	3
<input type="checkbox"/> DIPLOMACY	CHA	3		3	
<input type="checkbox"/> DISABLE DEVICE	DEX			4	
<input type="checkbox"/> DISGUISE	CHA	8	5	3	
<input type="checkbox"/> ESCAPE ARTIST	DEX	4		4	
<input checked="" type="checkbox"/> FLY	DEX	4		4	
<input type="checkbox"/> HANDLE ANIMAL	CHA			3	
<input type="checkbox"/> HEAL	WIS	1		1	
<input type="checkbox"/> INTIMIDATE	CHA	3		3	
<input checked="" type="checkbox"/> KN: all	INT	15	7	5	3
<input type="checkbox"/> KN:	INT			5	
<input type="checkbox"/> KN:	INT			5	
<input type="checkbox"/> KN:	INT			5	
<input type="checkbox"/> KN:	INT			5	
<input checked="" type="checkbox"/> LINGUISTICS	INT	9	1	5	3
<input checked="" type="checkbox"/> PERCEPTION	WIS	11	7	1	3
<input type="checkbox"/> PERFORM	CHA	3		3	
<input checked="" type="checkbox"/> PROF:	WIS	5	1	1	3
<input type="checkbox"/> RIDE	DEX	4		4	
<input type="checkbox"/> SENSE MOTIVE	WIS	1		1	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			4	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	15	7	5	3
<input checked="" type="checkbox"/> STEALTH	DEX	18	7	4	3 4
<input type="checkbox"/> SURVIVAL	WIS	1		1	
<input type="checkbox"/> SWIM	STR	1		1	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	8	2	3	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				

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	6	2	4			
REF	6	2	4			
WILL	6	5	1			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	5		1	1		
RANGED	8		4	1		
CMB	7	3	INT	5	1	-2
CMD	17	-10+	B3B	0	5	1 -2



FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Tosculi (Waspfolk) (Soutlands Bestiary-211) Class: Arcanist HD: d6, skills 2 + Int Mod
 Type: Monstrous Humanoids Weapon & Armor: All Simple and no armor.
 Small: +1 AC, attack; -1 CMB & CMD; +4 Stealth Cantrips (0 level spells) do not consume slots
 Carapace: +1 Natural AC Consume Spells (Su) convert spell slot to lvl points (1/day)
 Stalker: Perception & Stealth are class skills Extra Exploit Feat (x4)
 Skittering: Share space w/ another Tosculi Exploits listed on next page
 Gliding Wings (Ex) - as permanent feather fall + glide 60'
 Hive Builder (Sp): Soften Earth & Stone (1/day)
 Template: Muck Creature (AB-211) Con +4, Cha -2
 Type: Outsider + earth, water, elemental & extraplanar
 Speed: climb & Swim at half base speed
 Attacks: natural claw attacks gain grab ability
 Earth Mastery (Ex) +1 attack & damage while on earth Water Mastery(Ex) +1 attack & damage while in water
 -4 attack and dam vs airborne foe or while airborne Smother (Ex): fill foe mouth w/ muck, save or nauseated 1d4 rnds
 Exude Muck (Su): 10' radius muck as grease spell Mudball (Su): 20' ranged touch as grease (resist fire 3) 1/min

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 <input type="checkbox"/> MEDIUM <input checked="" type="checkbox"/> FAST <input type="checkbox"/>	
35,000 / 51,000			
SPEED	30	BASE	FLY SWIM CLIMB MISC
INIT	4	=	4 DEX MOD + MISC MOD
HERO			
SR		DR	
RESISTANCES	fire 10		
POOL POINTS	7	Arcane Reservoir 3+lvl/2 points	

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR cloak of protection +3, resistance fire 10	3					
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
claws (x2)	+5	1d3	20/x2		S		plus grab
dagger +3 of bleeding	+8+3	1d3+3	19-20/x20	10	P		+ bleed 1d2

SPELLS PER DAY

CLASS	Arcanist				LEVEL	7
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0					7
16	1st	6	4	2		5
17	2nd	5	4	1		3
18	3rd	4	3	1		2
	4th			1		
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **40** MEDIUM: 100FT + 10FT / LVL **170** LONG: 400FT + 40FT / LVL **680**

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					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Ghost Sound - Figment sounds.	Illusion					
0			Jolt - Deal 1d3 electrical damage with a ranged touch attack.	Transmutation					
0			Mage Hand - 5-pound telekinesis.	Transmutation					
0			Mending - Makes minor repairs on an object.	Transmutation					
0			Message - Whisper conversation at distance.	Transmutation					
1			Summon Monster I - Summons extraplanar creature to fight for you.	Conjuration					
1			Hypnotism - Fascinates 2d4 HD of creatures.	Enchantment					
1			Magic Missile - 1d4+1 damage; +1 missile per two levels above 1st (max 5).	Evocation					
1			Shocking Grasp - Touch delivers 1d6/level electricity damage (max 5d6).	Evocation					
1			Shadow Trap - You pin the target's shadow to its current location	Illusion					
1			Disguise Self - Changes your appearance.	Illusion					
1			Color Spray - Knocks unconscious, blinds, and/or stuns weak creatures.	Illusion					
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	Necromancy					
1			Enlarge Person - Humanoid creature doubles in size.	Transmutation					
1			Reduce Person - Humanoid creature halves in size	Transmutation					
2			Protection from Evil, Communal - +2 AC & saves; new save vs enchantment; no contact from evil summoned foes	Abjuration	1 min./lvl				
2			Mud Buddy - You create a Small minion out of mud, and it obeys your commands.	Conjuration					
2			See Invisibility - Reveals invisible creatures or objects.	Divination					
2			Summon Monster II - Summons extraplanar creature to fight for you.	Conjuration					
2			Oppressive Boredom - Target loses its next action.	Enchantment					
2			Fire Breath Exhale a 15' cone of flame; first 4d6, second 2d6, third 1d6	Evocation					
2			Flaming Sphere - Rolling ball of fire deals 3d6 fire damage.	Evocation					
2			Hypnotic Pattern - Fascinates 2d4 + level HD of creatures.	Illusion					
2			Invisibility - Subject is invisible for 1 min./level or until it attacks.	Illusion					
2			Mirror Image - Creates decoy duplicates of you.	Illusion					
2			Defoliate - clear 60' line or 10' radius of plants	Necromancy					
2			Alter Self - Assume form of a Small or Medium humanoid.	Transmutation					

