David Umuvi Tosculi (Muck Creature) Small Male 2'8" 24 none red bluish-gray EYES SKIN RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR 13 Neutral Calistria Bandu Hills, Mwangi Expanse DEITY



AGE ALIGNMENT DEITY	HOMELAND & BACKGROUND OCCUP	PATION				ROLL						
LANGUAGES: Common, Aquan, Terran, Polyglot, Abyssal, Inf	rernal, Celestial, Akio				Original b	y Neceros. M	odified b	y abellius(@yahoo.cor	n. Version	1.0.2012	
ABILITY SCORE TOTAL MOD BASE ENHANCE MISC TEMP	HITPOIN CURRENT HP		up.	CIA		S REC			HPS FORT	REF	WILL	LEVELS
STR 12 1 12	CORRENT HP	58	58 7 CLASS NAME Arcanist						7 2	2	5	7
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CON 18 4 14 4	NONLETHAL	+					\dashv	\dashv	+	+	\vdash	┢
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wis 12 1 10 2	НР		FAVORED				_		_	+-	┞	-
CHA 16 3 16 -2 -2 4	TOTAL	HP 65	CLASS	Arcani	st TC	OTALS	3	46	7 2	2	5	7
ABILITY SCORE &	CONDITION	NS & MISCELLANEOUS T	RACKING				S	KILLS		ARILITY	RANKS TOTAL	46 MISC
RACIAL NOTES					⋆□ ACROBATICS	•	DEX	٧ 4		4		
ARMOR CLASS TOTAL ARMOR SHIELD DEX SIZE	& DEFENSE E DODGE NATURAL DEFLECT	MISC TEMP			*☑ Appraise *☑ Bluff		CHA		5	5		
AC 19 =10+ 3 0 4 1			ARMOR CHECK PENALTY		*□ CLIMB •		STR	-		1		
			MAXIMUM	H	∗ ☑ Craft:		INT		4	5	3	
			DEX	<u></u>	*□ DIPLOMACY □ DISABLE DEV	/ICF +	CHA	_		3 4		
FLAT-FOOT 15 _ 10+ 3 0 0 1			SPELL FAILURE	0%	*□ DISGUISE		CHA	-	5	3		
		COMBAT NOTES & MC	DIFIERS		*□ ESCAPE ARTI	ST +	DEX	-		4		
SAVING THROWS TOTAL CLASS BASE ABILITY ENHANCE MISC	С ТЕМР				*☑ FLY • ☐ HANDLE ANI	IMAL	DEX CHA	_		3		
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	=======================================	-	A A	No. of Concession,	*□ PERFORM: PROF:		CHA	_	1	3	3	
CMD 17 -10+ B3B DODE & DEDE			The same		*□ Ride •		DEX	-		4		
					÷□ Sense Moti		wis	_		1		_
	E FEATURES TS, FEATS, AND CHARACTER FEATURES				☐ SLEIGHT OF ☑ SPELLCRAFT	HAND +	DEX	-	7	5	3	
Race: Tosculi (Waspfolk) (Soutlands Bestiary-211) Class: Arcanist HD	: d6, skills 2 +	Int Mod		★☑ STEALTH ◆		DEX		7	4	3	4
Type: Monstrous Humanoids	Weapon & Armor: /	All Simple and	d no armor.		*□ SURVIVAL		WIS	_		1		
Small: +1 AC, attack; -1 CMB & CMD; +4 Stealth	Cantrips (0 level spe	ells) do not co	nsume slot		*□ SWIM • ☑ USE MAGIC I	DEVICE	STR	-	2	3	3	
Carapace: +1 Natural AC	Consume Spells (Su)	convert spell sle	ot to IvI points	(1/day)		ST	TR					
Stalker: Perception & Stealth are class skills		Extra Exploit Feat (x4)						\vdash				
Skittering: Share space w/ another Tosculi	Exploits listed on ne			TR TR								
		ont paye					TR					
Gliding Wings (Ex) - as permanent feather fall + glide 60	,				MARK A TO SHO		TR	S SKILLE W	ITH DANKS	CAIN A 1 2	TDAINE	BONUS
Hive Builder (Sp): Soften Earth & Stone (1/day)	_				* SKILL C	AN BE USED U	INTRAINE	ED + AR	MOR CHECK	PENALTY	APPLIES	JONUS.
Template: Muck Creature (AB-211) Con +4, Cha -2	2				EXPERI slow ☐ MEDIL		. L	35,0	000	/ !	51,000	00
Type: Outsider + earth, water, elemental & extraplana	<u>.r</u>							BASE		SWIM	CLIMB	міѕс
Speed: climb & Swim at half base speed					SPEED		<u> </u>	30		<u> 15 </u>	15	
Attacks: natural claw attacks gain grab ability					INIT	4	_] =	= 4	DEX MOD	+		MISC MOD
Earth Mastery (Ex) +1 attack & damage while on earth	h Water Mastery(Ex) +	-1 attack & da	mage while i	in water	HERO		$ar{\neg} \sqcap$					
-4 attack and dam vs airborne foe or while airborne	_	uth w/ muck, save	or nauseated	1d4 rnds			=======================================	DP.				_
Exude Muck (Su): 10' radius muck as grease spel	3) 1/min	SR			DR							
	RESISTANO	TES fire	10									
	& WEAPONS		POOL POINTS 7 Arcane Reservoir 3+lvl/2 points						oints			
ARMOR NAME & DESCRIPTION	AC BONUS	WEIGHT										
ARMOR cloak of protection +3, resistance fire 10	- 3			+								
SHIELD												
WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS		1AGE	CRITICAL		S Y	WEIGHT	Ι.		IO & NOT	ES	
claws (x2)		+5 1d3 20/2						plus	grab			
doggor +2 of blooding	1013	1 14	3 + 2	10 20%	20 10	D		1 4 6 6	~~d 1 d')		

1d3+3

+8+3

dagger +3 of bleeding

19-20/x20

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+ bleed 1d2

FEATS & SPECIAL ABILITIES	;					F	EATS	& SPECI	AL ABILITIE	S		
Arcane Reservoir (Su) 3+IvI/2 points		USES/DAY	USED	Ш			NAM	ИE			USES/DAY	USED
Arcanist Exploits - use points to exploit magic				┧┝								
Illusion Catcher (Su) - Save vs illusion; then control or	dispel it			1								
School Understanding (illusion): Blinding Ray (Sp) 30' (3+In				1 🗀								
Quick Study (Su) - Change one prepared spell (1 pt)	attrour day /			┨┝								
Counterspell (Su) - Identify foe's spell & use slot to disp	al it (1 nt)			┨┝								
Spell Disruption (Su) - Temporarily Dispel Spell effect for Cha Mod				┨╟								
				┨┝								-
Lightning Lance (Su) - ranged touch attack w/in 30' for 4d6 + Cha Mod electricity of				┨╟								-
Sonic Blast (Su) - ranged touch attack w/in 30' for 4d6 + Cha Mod sonic d				┨┝								
Acid Jet (Su) - ranged touch attack w/in 30' for 4d6 + Cha Mod acid da	amage (1 pt)											
EQUIPMENT & MAGIC ITEM	S					E	QUIPM	IENT & I	MAGIC ITEN	1S		
Amulet of Charisma + 4	QTY / USES	WGT N/A	WEIGHT	ж			ITEM			QTY / USES	WGT N/A	WEIGHT
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BODY:												
CHEST:												
EYES:												
FEET:			CUI	RRENC	:Y				TREASURE	CARRIED)	
HANDS:	PLATINUM	CARR	IED	CARRIED	WGT N/A	STORED	*		TREASUR			WEIGHT
	GOLD						\vdash					
HEAD:	SILVER						\vdash					+
HEADBAND:	COPPER											<u> </u>
NECK:	CONFER			\vdash			LIGHT	MEDIUM	LOADS	& LIFT	LIFT OFF	DRAG &
RING:					ICHE		LOAD 44	LOAD 88	LOAD 132	HEAD 132	GROUND 264	660
RING:	ARMOR &	CURREN		ED WE	MISC	TOTAL	\vdash	+	I32	_	_	
SHOULDERS:	WEAPONS	-	-		MISC		0	0	LO	AD U	0	0
WRIST:	0.0	0.0		0.0		0.0	CURRE	NT LOAD	LIGHT 🗹	MEDIUM 🗆	HEA	VY 🔲

CLASS Arcanist SPELL O		SPELLS PER DAY	BLOODLINES & PATRONS			SPELLS P	ER DAY		
Doubted Magic - Detects all spells and magic items within 60 ft. Divination Read Magic - Pearls scorills and spellshocks. Tarrenutation Read Magic - Pearls scorills and spellshocks. Tarrenutation Read Magic - Pearls scorills and spellshocks. Tarrenutation Read Magic - Pearls scorills and spellshocks. Resolution - Tarrenutation Read Magic - Pearls scorills and spellshocks. Resolution - Tarrenutation Read Magic - Pearls scorills and spellshocks. Resolution - Tarrenutation Read Magic - Pearls scorills and spellshocks. Resolution - Tarrenutation Read Magic - Pearls scorills and spellshocks. Resolution - Tarren	CLASS	Arcanist LEVEL 7	BLOODLINE/PATRON		CLASS			LEVE	
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SPECE O Defect Magic - Detects all spells and magic items within 60 ft. O Defect Magic - Detects all spells and magic items within 60 ft. O Defect Magic - Detects all spells and magic items within 60 ft. O Defect Magic - Detects all spells and magic items within 60 ft. O Defect Magic - Detects all spells and magic items within 60 ft. O Defect Magic - Detects all spells and magic items within 60 ft. O Defect Magic - Detects all spells and magic items within 60 ft. O Mage Hand - S-pound telekinesis. D Mage Hand - S-pound telekinesis. Transmutation O Mage Hand - S-pound telekinesis. Transmutation O Mage Hand - S-pound telekinesis. Transmutation O Mage Masic - 1444-1 damage; + missile per two loves above 1st (max 5). D Summon Moneter I - Summons estraplanar creature to fight for you. Conjuration O Disguise Self - Changes your appearance. I Shadow Tran - You pir the target's shadow to its current location I Chill Touch - One touch device stide electricity demage (max 5ds). E Color Spray - Knocks unconscious, blinds, and/or sture week creatures. I Chill Touch - One touchdevel deals 1dd damage and possibly 1 Str damage. I Chill Touch - One touchdevel deals 1dd damage and possibly 1 Str damage. I Chill Touch - One touchdevel deals 1dd damage and possibly 1 Str damage. I Chill Touch - One touchdevel deals 1dd damage and possibly 1 Str damage. I Chill Touch - One touchdevel deals 1dd damage and possibly 1 Str damage. I Chill Touch - One touchdevel deals 1dd damage and possibly 1 Str damage. I Chill Touch - One touchdevel deals 1dd damage and possibly 1 Str damage. I Chill Touch - One touchdevel deals 1dd damage and possibly 1 Str damage. I Chill Touch - One touchdevel deals 1dd damage and possibly 1 Str damage. I Chill Touch - One touchdevel deals 1dd famage and possibly 1 Str damage. I Chill Touch - One touchdevel deals 1dd famage and possibly 1 Str damage. I Chill Touch - One touchdevel deals 1dd famage. I Chill Touch - One touchdevel deals 1dd famage. I Chill Touch - One touchdevel de			DOMAIN		=		$\dashv \vdash \dashv$	<u> </u>	
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SPEELS Summon Monster - Su	25FT + 40	100FT + 170 400FT + 680			25FT + 25	100FT + '	100	400FT +	լ 400
SPELS STATE USB Characterists Spells and magic items within 60 ft. Divination Divi	CDELL	CLASS ABILITY OTHER CURRENT POINTS			CDELL	CLASS A	BILITY OTHE	ik CU	KRENT POINTS
December	POINTS 0		PROHIBITED		POINTS 0			$\sqcup \sqcup$	
Detect Magic - Detects all spells and magic items within 60 ft. Divination Read Magic - Read scrolls and spellblooks. Divination Blusion Jott - Deal 1d3 electrical damage with a ranged touch attack. Transmutation Mage Hand - 5-pound telekinesis. Transmutation Message - Whisper conversation at distance. Transmutation Disputes Self - Changes your appearance. Illusion Disputes Self - Changes your appearance. Illusion Message - Whisper conversation, blinds, and/or sturs weak creatures. Illusion Transmutation Message - Whisper conversation, blinds, and/or sturs weak creatures. Illusion Transmutation Protection from Evt. Communal - 12 AC & sews, new sew vs enchantment, no contact from evil summoned tows. Protection from Evt. Communal - 12 AC & sews, new sew vs enchantment, no contact from evil summoned fows. Protection from Evt. Communal - 12 AC & sews, new sews vs enchantment, no contact from evil summoned fows. Protection from Evt. Communal - 12 AC & sews, new sews vs enchantment, no contact from evil summoned fows. Protection from Evt. Communal - 12 AC & sews, new sews vs enchantment, no contact from evil summoned fows. Protection from Evt. Communal - 12 AC & sews, new sews vs enchantment, no contact from evil summoned fows. Protection from Evt. Communal									
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		o	SPELLS	2		8		8 - 3	2
3	PREP	USED	NAME & DESCRIPTION Dispel Magic - Cancels one magical spell or effect.	SCHOOL Abjuration	DURATION	RANGE	SAVE	SR	REFERENCE
3			Aqueous Orb - Creates rolling sphere of water.	Conjuration					
\vdash									
3			Summon Monster III - Summons extraplanar creature to fight for you.	Conjuration					
3			Insect Scouts - summon vermin to investigate a single location or building for 1d6 hours	Divination					
3			Heroism - Gives +2 bonus on attack rolls, saves, skill checks.	Enchantment					
3			Hold Person - Paralyzes one humanoid for 1 round/level.	Enchantment					
3			Fireball - 1d6 damage per level, 20-ft. radius.	Evocation					
3			Lightning Bolt - Electricity deals 1d6/level damage.	Evocation					
3			Wall of Nausea - Creatures that pass through the wall are nauseated and might fall prone.	Illusion					
3			Invisibility Sphere - Makes everyone within 10 ft. invisible.	Illusion					
3			Vampiric Touch - Touch deals 1d6 damage per two levels; caster gains damage as temporary hp.	Necromancy					
3			Fly - Subject flies at speed of 60 ft.	Transmutation					
3			Haste - One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.	Transmutation					
3			Slow - One subject/level takes only one action/round, -1 to AC, Reflex saves, and attack rolls	Transmutation					
3			Spider Climb, Communal - As spider climb, but you may divide the duration among creatures touched.	Transmutation					
3			Water Breathing - Subjects can breathe underwater.	Transmutation					
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