

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, Elven, Sylvan



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	30	10	18	6		6
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
105	58	7	Arcanist	3	46	7	2	2	5	7
	40	5	Veiled Illusionist	2	41	0	2	2	3	5
TOTAL HP	105		TOTALS	5	87	7	4	4	8	12

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	22	-10+	3	0	4	1		1		3
TOUCH	15	-10+			4	1				
FLAT-FOOT	15	-10+	3	0	0	1		1		

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	8	4	4			
REF	8	4	4			
WILL	9	8	1			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	7	5		1	1	
RANGED	10	5		4	1	
CMB	14	5	INT	10	1	-2
CMD	19	-10+	B5B	0	5	-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' Eschew Materials - ignore common spell components
 Hive Builder (Sp): Soften Earth & Stone (1/day) Extra Arcane Pool +2
 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

SKILLS						RANKS TOTAL	88
	TOTAL	RANKS	ABILITY	TRAINED	MISC		
<input type="checkbox"/> ACROBATICS *	DEX	4	4				
<input checked="" type="checkbox"/> APPRAISE	INT	18	5	10	3		
<input type="checkbox"/> CLIMB *	STR	1		1			
<input checked="" type="checkbox"/> CRAFT:	INT	18	5	10	3		
<input type="checkbox"/> DIPLOMACY	CHA	3		3			
<input type="checkbox"/> DISABLE DEVICE *	DEX			4			
<input checked="" type="checkbox"/> DISGUISE	CHA	11	5	3	3		
<input type="checkbox"/> ESCAPE ARTIST *	DEX	4		4			
<input checked="" type="checkbox"/> FLY *	DEX	19	12	4	3		
<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	25	12	10	3		
<input type="checkbox"/> KN:	INT			10			
<input type="checkbox"/> KN:	INT			10			
<input type="checkbox"/> KN:	INT			10			
<input type="checkbox"/> KN:	INT			10			
<input checked="" type="checkbox"/> LINGUISTICS	INT	14	1	10	3		
<input checked="" type="checkbox"/> PERCEPTION	WIS	16	12	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	25	12	10	3		
<input checked="" type="checkbox"/> STEALTH *	DEX	23	12	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	12	6	3	3		
<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						
<input type="checkbox"/>	STR						
<input type="checkbox"/>	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 SLOW MEDIUM FAST 220,000 / 315,000

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30		15	15	

INIT 4 = 4 DEX MOD + MISC MOD

HERO

SR **DR**

RESISTANCES fire 10, electricity 10

POOL POINTS 9 Arcane Reservoir 5+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)	+7	1d3	20/x2		S		plus grab
dagger +3 of bleeding	+10+3	1d3+3	19-20/x20	10	P		+ bleed 1d2

SPELLS PER DAY

CLASS	Arcanist				LEVEL	12
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
20	0					9
21	1st	7	4	3		5
22	2nd	7	4	3		5
23	3rd	6	4	2		4
24	4th	6	4	2		3
25	5th	6	4	2		2
26	6th	4	2	2		1
	7th			1		
	8th			1		
	9th			1		

CLOSE: 25FT + 5FT / 2 LVL **55** MEDIUM: 100FT + 10FT / LVL **220** LONG: 400FT + 40FT / LVL **880**

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					

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
3			Dispel Magic - Cancels one magical spell or effect.	Abjuration					
3			Aqueous Orb - Creates rolling sphere of water.	Conjuration					
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					
4			Dimensional Anchor - Bars extradimensional movement.	Abjuration					
4			Globe of Invulnerability, Lesser - Stops 1st- through 3rd-level spell effects.	Abjuration					
4			Protection from Energy, Communal - As protection from energy, but you may divide the duration among creatures	Abjuration					
4			Remove Curse - Frees object or person from curse.	Abjuration					
4			Stoneskin - Grants DR 10/adamantine.	Abjuration					
4			Summon Monster IV - Summons extraplanar creature to fight for you.	Conjuration					
4			Charm Monster - Makes monster believe it is your ally.	Enchantment					
4			Confusion - Subjects behave oddly for 1 round/level.	Enchantment					
4			Control Summoned Creature - Direct a summoned monster as if you had summoned it.	Enchantment					
4			Geas, Lesser - Commands subject of 7 HD or less.	Enchantment					
4			Terrible Remorse - Creature is compelled to harm itself.	Enchantment					
4			Flaming Sphere, Greater - Rolling ball of fire deals 6d6 fire damage and ignites targets.	Evocation					
4			Ice Storm - Hail deals 5d6 damage in cylinder 40 ft. across.	Evocation					
4			Volcanic Storm - Hot rocks deal 5d6 damage.	Evocation					
4			Complex Hallucination - Create a phantasm with effects for all senses.	Illusion					
4			Dreadscape - Surroundings and unfamiliar creatures seem like something out of a nightmare.	Illusion					
4			Horrific Doubles - Call forth disturbing mirror images.	Illusion					
4			Invisibility, Greater - As invisibility, but subject can attack and stay invisible.	Illusion					
4			Rainbow Pattern - Lights fascinate 24 HD of creatures.	Illusion					
4			Bestow Curse - -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.	Necromancy					
4			Boneshatter - The target's bones (or exoskeleton) splinter. 1d6/lvl dam	Necromancy					
4			Fear - Subjects within cone flee for 1 round/level.	Necromancy					
4			Beast Shape II - You take the form and some of the powers of a Tiny or Large animal.	Transmutation					
4			Elemental Body I - Turns you into a Small elemental.	Transmutation					
4			Enlarge Person, Mass - 1 humanoid creature/level doubles in size.	Transmutation					
4			Monstrous Physique II - Take the form and some of the powers of a Tiny or Large monstrous humanoid.	Transmutation					
4			Reduce Person, Mass - As reduce person, but affects 1 humanoid creature/level.	Transmutation					
4			Stone Shape - Sculpts stone into any shape.	Transmutation					
4			Vermin Shape I - Take the form and some of the powers of a Small or Medium vermin.	Transmutation					

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
5			Break Enchantment - Frees subjects from enchantments, transmutations, and curses.	Abjuration					
5			Cloudkill - Kills 3 HD or less; 4-6 HD save or die, 6+ HD take Con damage.	Conjuration					
5			Geyser - Creates a geyser of boiling water.	Conjuration					
5			Major Creation - As minor creation, plus stone and metal.	Conjuration					
5			Planar Binding, Lesser - Traps extraplanar creature of 6 HD or less until it performs a task.	Conjuration					
5			Summon Monster V - Summons extraplanar creature to fight for you.	Conjuration					
5			Teleport - Instantly transports you as far as 100 miles per level.	Conjuration					
5			Wall of Stone - Creates a stone wall that can be shaped.	Conjuration					
5			Locate Gate - Find a nearby magical portal.	Divination					
5			Charm Person, Mass - As charm person, but affects multiple creatures within 30	Enchantment					
5			Dominate Person - Controls humanoid telepathically.	Enchantment					
5			Feeblemind - Subject's Int and Cha drop to 1.	Enchantment					
5			Hold Monster - As hold person, but any creature.	Enchantment					
5			Cone of Cold - 1d6/level cold damage.	Evocation					
5			Fire Snake - Creates a serpentine path of fire 5 ft. long/level that deals 1d6 fire damage/level.	Evocation					
5			Lightning Arc - Targets in a line take 1d6 electricity/level.	Evocation					
5			Scripted Hallucination - As complex hallucination, but without concentration.	Illusion					
5			Seeming - Changes appearance of 1 person per 2 levels.	Illusion					
5			Magic Jar - Enables possession of another creature.	Necromancy					
5			Suffocation - Target quickly suffocates to death.	Necromancy					
5			Baleful Polymorph - Turns subject into harmless animal.	Transmutation					
5			Elemental Body II - Turns you into a Medium elemental.	Transmutation					
5			Fabricate - Transforms raw materials into finished items.	Transmutation					
5			Monstrous Physique III - Take the form and some of the powers of a Diminutive or Huge monstrous humanoid.	Transmutation					
5			Planar Adaptation - Resist harmful effects of other plane.	Transmutation					
5			Plant Shape I - Turns you into a Small or Medium plant.	Transmutation					
5			Polymorph - Gives one willing subject a new form.	Transmutation					
5			Telekinesis - Moves object, attacks creature, or hurls object or creature.	Transmutation					
5			Transmute Mud to Rock - Transforms two 10-ft. cubes per level.	Transmutation					
5			Undead Anatomy II - Take the form and some of the powers of a Tiny or Large undead.	Transmutation					
5			Permanency - Makes certain spells permanent.	Universal					
6			Antimagic Field - Negates magic within 10 ft.	Abjuration					
6			Dispel Magic, Greater - As dispel magic, but with multiple targets	Abjuration					
6			Globe of Invulnerability - As lesser globe of invulnerability, plus 4th-level spell effects.	Abjuration					
6			Planar Binding - As lesser planar binding, but up to 12 HD.	Conjuration					
6			Summon Monster VI - Summons extraplanar creature to fight for you.	Conjuration					
6			Telepathy - Communicate mentally with creatures within 100 ft.	Divination					
6			True Seeing - Lets you see all things as they really are.	Divination					
6			Geas/Quest - As lesser geas, but affects any creature.	Enchantment					
6			Phobia - Induce an irrational fear in a creature to the point of madness.	Enchantment					
6			Suggestion, Mass - As suggestion, affects 1 subject/level.	Enchantment					
6			Chains of Fire - 1d6/level damage and 1 secondary bolt/level.	Evocation					
6			Chain Lightning - 1d6/level damage and 1 secondary bolt/level.	Evocation					
6			Cold Ice Strike - Cone of ice slivers deals 1d6 cold/level.	Evocation					
6			Mislead - Turns you invisible and creates illusory double.	Illusion					
6			Permanent Image - Permanent illusion, includes sight, sound, smell, and thermal effects.	Illusion					
6			Circle of Death - Kills 1d4/level HD of creatures.	Necromancy					
6			Curse, Major - As bestow curse, but harder to remove.	Necromancy					
6			Undeath to Death - Destroys 1d4/level HD of undead (max. 20d4).	Necromancy					
6			Beast Shape IV - You take the form of a Diminutive to Huge animal or a Tiny to Large magical beast.	Transmutation					
6			Disintegrate - Reduces one creature or object to dust.	Transmutation					
6			Elemental Body III - Turns you into a Large elemental.	Transmutation					

