

Vesi Töomees

David

CHARACTER
Oread Medium Male 4'10" 220 silver silver slate
RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN

79 Chaotic Neutral
AGE ALIGNMENT DEITY

LANGUAGES: common, Terran, Auran, Aquan, Ignan, Abyssal, Infernal, Celestial, Draconic
HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	22	6	20	2		
DEX	15	2	15			
CON	16	3	16			
INT	25	7	25			
WIS	10	0	8	2		
CHA	6	-2	8	-2		

HITPOINTS			CLASS RECORDER									
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
11	11	1	Occultist	0			2	0	2	1		
TOTAL HP			TOTALS			0	0	0	2	0	2	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	-10+	5	0	2					
TOUCH	12	-10+			2					
FLAT-FOOT	15	-10+	5	0	0					

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

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	6	0		6		
RANGED	2	0		2		
CMB	6	0	STR	6		
CMD	18	-10+	BOB	0	STR & DEFLECT	8

ARMOR CHECK PENALTY						
						-4

MAXIMUM DEX						
						3

SPELL FAILURE						
						0%

COMBAT NOTES & MODIFIERS						
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FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Oread (ARG-144) Occultist (OA-46) HD d8	Extra Mental Focus (OA-133) +2 pts
Earth Affinity (+2 to earth/stone based spells)	Extra Focus Power (OA-133)
Magic Stone (1/day)	Philosopher's Touch (Su) Change metal weapon 1 min/lvl 1pt (OA-57)
Darkvision 60'	
Prof: Simple & Martial Weapons, Lt+Med Armor, Shield	
Focus Powers (Su) (OA 47)	
Implements (Su) (OA 47)	
Knacks (OA 47)	
Mental Focus (OA 48) 8 Mental Focus Points	
Transmutation (OA 57) - sandals	
Conjuration (OA 51) - mirror	
Servitor (Sp) summon a servitor 1 min, 1 pt (OA 51)	
Casting Focus (Su) increase spell duration by 1 rnd/pt	
Physical Enhancement (Su) +2 ability/3 pt	
Legacy Weapon (Su) add +2 to weapon 1 pt	

SKILLS										
	TOTAL	RANKS	ABILITY	TRAINED	MISC					
* ACROBATICS +	DEX	-2		2						
* APPRAISE	INT	7		7						
* BLUFF	CHA	-2		-2						
* CLIMB +	STR	2		6						
* CRAFT: sculptures	INT	11	1	7	3					
* DIPLOMACY	CHA	-2		-2						
* DISABLE DEVICE +	DEX			2						
* DISGUISE	CHA	-2		-2						
* ESCAPE ARTIST +	DEX	-2		2						
* FLY +	DEX	-2		2						
* HANDLE ANIMAL	CHA			-2						
* HEAL	WIS	0		0						
* INTIMIDATE	CHA	-2		-2						
* KN: Arcana	INT	11	1	7	3					
* KN: Engineering	INT	11	1	7	3					
* KN: History	INT	11	1	7	3					
* KN: Planes	INT	11	1	7	3					
* KN: Religion	INT	11	1	7	3					
* KN:	INT			7						
* LINGUISTICS	INT			7						
* PERCEPTION	WIS	4	1	0	3					
* PERFORM:	CHA	-2		-2						
* PROF: miner	WIS	4	1	0	3					
* RIDE +	DEX	-2		2						
* SENSE MOTIVE	WIS	4	1	0	3					
* SLEIGHT OF HAND +	DEX			2						
* SPELLCRAFT	INT	11	1	7	3					
* STEALTH +	DEX	-2		2						
* SURVIVAL	WIS	0		0						
* SWIM +	STR	2		6						
* USE MAGIC DEVICE	CHA	2	1	-2	3					

MARK A <input type="checkbox"/> TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES						
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

EXPERIENCE SLOW MEDIUM FAST 0 / 2,000

SPEED					
BASE	FLY	SWIM	CLIMB	MISC	
20					

INIT		
2	=	2

HERO	
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SR	DR
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RESISTANCES	Acid 5
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POOL POINTS	10	Mental Focus (lvl +Int mod+2)
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ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR scale mail	5	3	-4			
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
war hammer	+6	1d10+6	x3		B		

SPELLS PER DAY

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

CLOSE: 25FT + 5FT / 2 LVL 25 MEDIUM: 100FT + 10FT / LVL 110 LONG: 400FT + 40FT / LVL 440

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			create water - 2 gallons/lvl	Conjuration	instant	close	none	no	PCR-262
0			open/close	Transmutation	instant	close	Will	no	PCR-317
1			icicle dagger - create dagger out of ice, does 1 extra cold damage	Conjuration	1 min/lvl	touch	none	no	UM-224
1			leaf blades - increase damage by 1 size (PCR-145) warhammer 2d8	Transmutation	1 min/lvl	touch	none	no	APG-230

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