

Viirastus (Companion of Konn Vaim)

David

CHARACTER PLAYER

Phantom (Despair) Small Male RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN

AGE ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION

LANGUAGES: telepathic link with Konn Vaim



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

Ability score table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows: STR (14, 2, 12, 2), DEX (22, 6, 14, 4, 4), CON (13, 1, 13), INT (7, -2, 7), WIS (10, 0, 10), CHA (17, 3, 13, 4).

HITPOINTS and CLASS RECORDER. HITPOINTS: CURRENT HP 81, HP GAINED 81, HD 8. CLASS RECORDER: CLASS NAME Phantom (Despair), BAB 8, SKILL 16, FC HPS 0, FORT 6, REF 3, WILL 6, LEVELS 10.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE table. Rows: AC 28, TOUCH 20, FLAT-FOOT 19. Columns: ARMOR CLASS, TOTAL, ARMOR, SHIELD, DEX, SIZE, DODGE, NATURAL, DEFLECT, MISC, TEMP.

SKILLS table. Columns: SKILL, DEX, TOTAL, RANKS, ABILITY, TRAINED, MISC. Rows include: ACROBATICS, APPRAISE, BLUFF, CLIMB, CRAFT, DIPLOMACY, DISGUISE, ESCAPE ARTIST, FLY, HEAL, INTIMIDATE, KN: planes, KN: INT, PERCEPTION, PERFORM, RIDE, SENSE MOTIVE, SLEIGHT OF HAND, SPELLCRAFT, STEALTH, SURVIVAL, SWIM, USE MAGIC DEVICE.

SAVING THROWS table. Rows: FORT 7, REF 9, WILL 10. Columns: SAVING THROWS, TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP.

ATTACKS table. Rows: MELEE 11, RANGED 15, CMB 11, CMD 30. Columns: ATTACKS, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC.

FEATS & FEATURES

Feats and Features list. Items include: Phantom (OA-78) HD d10, Dodge +1 AC, Emotional Focus: Despair (OA-81), Deliver touch spells (30') (OA-79), Darkvision 60', Magic Attacks (Su) - slam is magic (OA-79), Skills: Intimidate & Stealth, Devotion (Ex) +4 Will saves (OA-79), link (Su) telepathic communication w/ summoner (OA-79), Incorporeal Flight (Su) fly at 40' (OA-79), Share spells (Su) Summoner can cast personal spells on phantom (OA-79), Aura of Despair 10' aura of fear, -2 on saves (OA-81), ectoplasmic or incorporeal forms, ectoplasmic - DR 5 slash, 10 magic, ectoplasmic - Phase Lurch move through walls (OA-80), incorporeal AC +1, Phantom Fighter - attack effects incorporeal (OA-137), Power from Despair: +2 attack & dam vs shaken, frightened, Miserable Strike (Su) slam causes -2 attack/dam penalty (save will 11+lvl), Improved Initiative +4, Vital Strike (double damage) (PCR-136).

ARMOR & WEAPONS

Armor and Weapons table. Columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT.

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  105,000 / 105,000

SPEED table. Columns: SPEED, BASE, FLY, SWIM, CLIMB, MISC. Values: SPEED 30, FLY 40.

INIT 10 = 6 DEX MOD + 4 MISC MOD

HERO

SR DR 5 or 10

RESISTANCES

POOL POINTS

Weapon table. Columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Row: slam +8 1d10 x2