

Galasi  
 CHARACTER  
 Colliatur medium female  
 RACE & LA SIZE GENDER  
 21 Neutral Ayrzul, the Fossilized King  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Common, Undercommon, Terran

Hebeloma  
 PLAYER  
 5'8" 130 lbs black/purple orange brown  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Nar-Voth, Darklands  
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	16	3	16			
<b>DEX</b>	16	3	14	2		
<b>CON</b>	18	4	18			
<b>INT</b>	12	1	12			
<b>WIS</b>	10	0	10			
<b>CHA</b>	10	0	10			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
15	14	1	Underterror	0	3	1	0	2	2	1	
TOTAL HP			TOTALS		0	3	1	0	2	2	1

ABILITY SCORE & RACIAL NOTES

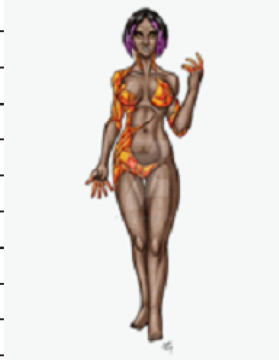
CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	19	-10+	3	1	3		2			
<b>TOUCH</b>	13	-10+			3					
<b>FLAT-FOOT</b>	16	-10+	3	1	0		2			

SKILLS					RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS *	DEX	7	1	3	3
<input type="checkbox"/> APPRAISE	INT	1		1	
<input type="checkbox"/> BLUFF	CHA	0		0	
<input checked="" type="checkbox"/> CLIMB *	STR	3		3	
<input type="checkbox"/> CRAFT:	INT	1		1	
<input type="checkbox"/> DIPLOMACY	CHA	0		0	
<input type="checkbox"/> DISABLE DEVICE *	DEX			3	
<input type="checkbox"/> DISGUISE	CHA	0		0	
<input checked="" type="checkbox"/> ESCAPE ARTIST *	DEX	3		3	
<input checked="" type="checkbox"/> FLY *	DEX	3		3	
<input type="checkbox"/> HANDLE ANIMAL	CHA			0	
<input type="checkbox"/> HEAL	WIS	0		0	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	0		0	
<input checked="" type="checkbox"/> KN: arcana	INT			1	
<input checked="" type="checkbox"/> KN: dungeoneering	INT			1	
<input checked="" type="checkbox"/> KN: planes	INT			1	
<input type="checkbox"/> KN:	INT			1	
<input type="checkbox"/> KN:	INT			1	
<input type="checkbox"/> KN:	INT			1	
<input type="checkbox"/> LINGUISTICS	INT			1	
<input checked="" type="checkbox"/> PERCEPTION	WIS	4	1	0	3
<input type="checkbox"/> PERFORM:	CHA	0		0	
<input type="checkbox"/> PROF:	WIS			0	
<input checked="" type="checkbox"/> RIDE *	DEX	3		3	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	0		0	
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			3	
<input type="checkbox"/> SPELLCRAFT	INT			1	
<input checked="" type="checkbox"/> STEALTH *	DEX	7	1	3	3
<input checked="" type="checkbox"/> SURVIVAL	WIS	0		0	
<input checked="" type="checkbox"/> SWIM *	STR	3		3	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA			0	
<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
<b>FORT</b>	4	0	4			
<b>REF</b>	5	2	3			
<b>WILL</b>	2	2	0			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	3	0		3		
<b>RANGED</b>	3	0		3		
<b>CMB</b>	4	0	CON	4		
<b>CMD</b>	16	-10+	BOB	0	STA & DEX	16



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

Race: Colliatur - outsider (AAW:URC 24) Class: Underterror HD: d10; skills 2 + Int Mod(AAW:URC 120)  
 Darkvision 60'; Weapon Prof: All Simple + axes, hammer & picks  
 Crystal Form: +2 AC vs ray spells & effects; deflect (1/day) Armor Prof: Light & Medium Armor & shields  
 Deathless Spirit: resistance 5 negative energy Darkvision +10/odd level  
 & +2 save vs death effects, energy drain, negative energy, & necromancy spells Undershape: assume specific humanoid form (at will, indefinitely) 1/VI  
 Stone in the Blood: fast healing 2 after acid damage (1/ rmds/day) Pech  
 Sociable: Multiple diplomacy checks even after bad fail  
 Arcane Focus: +2 concentration for arcane spells  
 Envoy: comprehend languages, detect magic & read magic (1/day)  
 Hatred: +1 attack vs undead  
 Sonic Energy Weakness: Vulnerable +50% dmgge  
 Disposable Parts - shards from body are weapons

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
<b>ARMOR</b> Belt of Stoneskin +3 DR 10/adamantine (max 100 hp/day)	3				Lt	3.0
<b>SHIELD</b> Shield, light steel w/ colloid plating	1			10	Lt	7.0

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  0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT 3 = 3 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES negative energy 5

POOL POINTS 3 evolution

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Colliatur Shard (held)	+3	1d8+3	20,x2		S		
Colliatur Shard (ranged)	+3	1d8	20,x2	20	P		

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Evolutions:			
Improved Damage (Ex) - shard attack uses d8 die			
Magic Attacks (Su) - natural attacks (incl. shards) are magical			
Improved Natural Armor (Ex) +2 AC			

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Belt of Stoneskin +3 DR 10/adamantine (max 100 hp/day)			
	Shield, light steel w/ colloid plating (+1 use of crystal form)			

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT
EQUIPMENT SLOTS FOR MAGIC ITEMS
BELT:
BODY:
CHEST:
EYES:
FEET:
HANDS:
HEAD:
HEADBAND:
NECK:
RING:
RING:
SHOULDERS:
WRIST:

BAGS & CONTAINERS			
#	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
#	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
10.0	0.0	0.0		10.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N MODIFIED LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
77	153	230			230	460
0	0			0	0	0

CURRENT LOAD LIGHT  MEDIUM  HEAVY

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