

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
STR	16	3	16			
DEX	20	5	14	2	4	
CON	18	4	18			
INT	12	1	12			
WIS	10	0	10			
CHA	14	2	10			4

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
132	122	10	Underterror	7	30	10	3	7	7	10			
TOTAL HP			132	FAVORED CLASS	Underterror	TOTALS	7	30	10	3	7	7	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	23	-10+	5	1	5		2			
TOUCH	15	-10+			5					
FLAT-FOOT	18	-10+	5	1	0		2			

ARMOR CHECK PENALTY 0
 MAXIMUM DEX --
 SPELL FAILURE 10%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	3	4			
REF	12	7	5			
WILL	7	7	0			

second attack @ +2 BAB



ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	10	7		3		
RANGED ATTACK MODIFIER	12	7		5		
CMB	12	7	DEX	5		
CMD	25	-10+	B7B	0	8	

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS	DEX	14	6	5	3	
<input type="checkbox"/> APPRAISE	INT	1		1		
<input type="checkbox"/> BLUFF	CHA	2		2		
<input checked="" type="checkbox"/> CLIMB	STR	7	1	3	3	
<input type="checkbox"/> CRAFT	INT	1		1		
<input type="checkbox"/> DIPLOMACY	CHA	2		2		
<input type="checkbox"/> DISABLE DEVICE	DEX			5		
<input checked="" type="checkbox"/> DISGUISE	CHA	2		2		
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	5		5		
<input checked="" type="checkbox"/> FLY	DEX	5		5		
<input type="checkbox"/> HANDLE ANIMAL	CHA			2		
<input type="checkbox"/> HEAL	WIS	0		0		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	2		2		
<input checked="" type="checkbox"/> KN: arcana	INT			1		
<input checked="" type="checkbox"/> KN: dungeoneering	INT	5	1	1	3	
<input checked="" type="checkbox"/> KN: planes	INT	5	1	1	3	
<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	13	10	0	3	
<input type="checkbox"/> PERFORM	CHA	2		2		
<input type="checkbox"/> PROF:	WIS			0		
<input checked="" type="checkbox"/> RIDE	DEX	5		5		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	4	1	0	3	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			5		
<input type="checkbox"/> SPELLCRAFT	INT			1		
<input checked="" type="checkbox"/> STEALTH	DEX	18	10	5	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			2		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

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/VI rds/day) Pech, Drow, Duergar, Svirfneblin, Darkfolk, etc.
 Sociable: Multiple diplomacy checks even after bad fail Evasion: Reflex save for 1/2 dam takes 0 damage
 Arcane Focus: +2 concentration for arcane spells Hel Powers: 1VI/2 = 5 pool points, Cha-based
 Envoy: comprehend languages, detect magic & read magic (1/day) Mutable Form (Ex): Permanently swap 2 evolution (1/day)
 Hatred: +1 attack vs undead Extra Attack (Ex): extra natural attack (x2)
 Sonic Energy Weakness: Vulnerable +50% damage Evolution Surge (Sp): gain 4 pt evolution (1 min/VI) (2/day)
 Point Blank Shot +1 w/in 30'; Rapid Shot - extra ranged attack Intuitive Dodge (Combat) Add Wis Mod to AC
 Dreadful Presence (Ex): transform into writhing mass; Evolution Gift: - Give target 1 or 2 pt evolution (1 min/VI) (1/day)
 & all w/in 60' -2 fear and Will save or shaken 1d4 rds Extra Evolution: (x3) +1 evolution pool point
 Disposable Parts - shards from body are weapons

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
Belt of Stoneskin +5 DR 10/adamantine (max 100 hp/day)	5				Lt	3.0
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 105,000 / 155,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					15

INIT 5 = 5 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES negative energy 5; cold 15

POOL POINTS 15 evolution

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Colliatur Shard +2 (held)	+10+2	1d8+3+2+1d6 elec+1d6 acid	20,x2		S		+1d6 bleed
Colliatur Shard +2 (ranged)	+12+2	1d8+2+1d6 elec+1d6 acid	20,x2	20	P		+1d6 bleed

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Evolutions:			
Improved Damage (Ex) - shard attack uses d8 die	1		
Magic Attacks (Su) - natural attacks (incl. shards) are magical	1		
Improved Natural Armor (Ex) +2 AC	1		
Energy Attacks (Su) - shards do add'l 1d6 electric damage	2		
Tremorsense (Ex) - as blindsense to earth-bound creatures 30'	2		
Bleed (Ex) - shards do 1d6 bleed damage	1		
Immunity (cold)	2		
Energy Attacks (Su) - shard do add'l 1d6 acid	2		
Resistance - cold 15	1		

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Burrow - move 15'	3		

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Belt of Stoneskin +5 DR 10/adamantine (max 100 hp/day)			
	Shield, light steel w/ colloid plating (+1 use of crystal form)			
	Colliatur Gauntlets - make shards a +2 magical attack			
	Colliatur Bandolier w/ 20 shards			
	Headband of Alluring Charisma +4			

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				
77	153	230	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>				

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SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="13"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="3"/>
<input type="text" value="14"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="2"/>
<input type="text" value="15"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

BLOODLINES & PATRONS

BLOODLINE/PATRON
BLOODLINE/PATRON

DOMAINS

DOMAIN
SUBDOMAIN
DOMAIN
SUBDOMAIN
DOMAIN
SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY
FOCUSSED
PROHIBITED
PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Hel Powers						
1			Darkness - 20-ft. radius of supernatural shadow.	Evocation					CRB
1			Command - One subject obeys selected command for 1 round.	Enchantment					CRB
1			Forbid Action - Target obeys your command to not do something.	Enchantment					UM
2			Deeper Darkness - 60-ft. radius of supernatural shadow - no darkvision	Evocation					CRB
2			Excruating Deformation - touch attack 2d6 pts damage, 1 pt Dex dam & 1 pt Con dam & speed -10	Transmutation					UM
3			Baleful Polymorph - Turns subject into harmless animal.	Transmutation					CRB