

Ingwejeje
 CHARACTER
 Kaguani (Mist Creature) Small Male
 RACE & LA SIZE GENDER
 13 Neutral Gozreh
 AGE ALIGNMENT DEITY
 Languages: Lemurfolk, Common, Aquan, Auran, Polyglot, Charau-ka, Girallon, Infernal, Abyssal, Celestial

David
 PLAYER
 3'1" 37 lbs gray & black yellow N.A.
 HEIGHT WEIGHT HAIR EYES SKIN
 Screaming Jungle, Mwangi Expanse
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	14	-2		
DEX	22	6	16	2	4	
CON	12	1	12			
INT	22	6	18	2	2	
WIS	12	1	10		2	
CHA	14	2	14			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
8	7	1	Witch	0	8	1	0	0	2	1
TOTAL HP			TOTALS							
8			0 8 1 0 0 2 1							

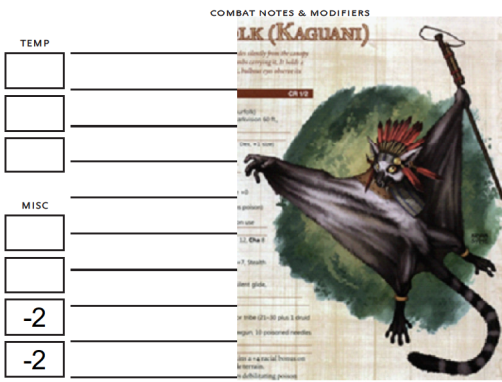
ABILITY SCORE & RACIAL NOTES	
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ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	-10+	0	0	6	1				
TOUCH	17	-10+			6	1				
FLAT-FOOT	11	-10+	0	0	0	1				

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	1	0	1			
REF	6	0	6			
WILL	3	2	1			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	2	0		1	1	
RANGED	7	0		6	1	
CMB	5	0	INT	6	1	-2
CMD	16	-10+	BOB	0	DEX	7

CONDITIONS & MISCELLANEOUS TRACKING			
ARMOR CHECK PENALTY	0	MAXIMUM DEX	--
SPELL FAILURE	0%		



FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Kaguani (Lemurfolk) (Southlands Bestiary-63)	Class: Witch HD: d6 skills 2 + Int Mod
Small +1 AC, attack; -1 CMB, CMD, +4 Stealth	Weapons & Armor: All simple and no armor
Darkvision 60'; All-around Vision: cannot be flanked	Witch Patron: Plant
Camouflage: +4 stealth in forested areas	Witch Familiar: Greensting Scorpion (+4 Init)
Silent Glide 40' move for 1 minute, +4 stealth	Extra Hex;
Template: Mist Creature (AB-203) +4 Dex, +2 Int, +2 Wis	Brew Potion +4 craft
Type: outsider + air, water, elemental	
Cloud Sight (Ex): See through clouds, mist, smoke etc.	
Immunity: inhaled poisons & gas or cloud- attacks/spells	
resistance cold 10, fire 10	
Air Mastery: Airborne foes: -1 attack and damage vs smoke	
Spell-like Abilities: Cloudkill, solid fog (1/day)	
- fog cloud, obscuring mist, stinking cloud (3/day)	
skills: +15 stealth in fog, cloud, smoke when gaseous	
Gaseous Form: as move action as spell indefinitely (at will)	

CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
8	7	1	Witch	0	8	1	0	0	2	1
TOTAL HP			TOTALS							
8			0 8 1 0 0 2 1							

SKILLS					
	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS *	DEX 6		6		
* APPRAISE	INT 6		6		
* BLUFF	CHA 2		2		
* CLIMB *	STR 1		1		
* CRAFT: alchemy	INT 14	1	6	3	4
* DIPLOMACY	CHA 2		2		
* DISABLE DEVICE *	DEX		6		
* DISGUISE	CHA 2		2		
* ESCAPE ARTIST *	DEX 6		6		
* FLY *	DEX 10	1	6	3	
* HANDLE ANIMAL	CHA		2		
* HEAL	WIS 1		1		
* INTIMIDATE	CHA 2		2		
* KN: arcana	INT 10	1	6	3	
* KN: history	INT 10	1	6	3	
* KN: nature	INT 10	1	6	3	
* KN: planes	INT 10	1	6	3	
* KN:	INT		6		
* KN:	INT		6		
* LINGUISTICS	INT		6		
* PERCEPTION	WIS 1		1		
* PERFORM:	CHA 2		2		
* PROF: herbalist	WIS 5	1	1	3	
* RIDE *	DEX 6		6		
* SENSE MOTIVE	WIS 1		1		
* SLEIGHT OF HAND *	DEX		6		
* SPELLCRAFT	INT 10	1	6	3	
* STEALTH *	DEX 10		6	4	
* SURVIVAL	WIS 1		1		
* SWIM *	STR 1		1		
* USE MAGIC DEVICE	CHA		2		
* STR					
* STR					
* STR					
* STR					
* STR					
* 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	0 / 2,000
SLOW <input type="checkbox"/> MEDIUM <input checked="" type="checkbox"/> FAST <input type="checkbox"/>	

SPEED	20	40	10
INIT	10	= 6	DEX MOD + 4

HERO	
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SR		DR	
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RESISTANCES	cold 10, fire 10
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POOL POINTS	
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ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
blowgun	+7	1	20/x2	20	P	1.0	
dagger	+2	1d3+1	19-20/x2	10	S	1.0	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
16	0	3	3			
17	1st	3	1	2		
	2nd			2		
	3rd			1		
	4th			1		
	5th			1		
	6th			1		
	7th					
	8th					
	9th					

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT 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 MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Hexes are listed first						
			Slumber - cause one creature of any HD to fall asleep	enchantment	lvl rnds	30'	Will		APG
			Cauldron - get Brew Potion as bonus feat +4 craft (alchemy) checks						
0			Detect Magic - Detects all spells and magic items within 60 ft.	Divination					
0			Detect Poison - Detects poison in one creature or small object.	Divination					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Spark - Ignites flammable objects.	Evocation					
0			Touch of Fatigue - Touch attack fatigues target.	Necromancy					
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds.	Necromancy					
1			Charm Person - Makes one person your friend.	Enchantment					
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	Necromancy					
1			Command - One subject obeys selected command for 1 round.	Enchantment					
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5).	Conjuration					
1			Enlarge Person - Humanoid creature doubles in size.	Transmutation					
1			Hex Vulnerability - Reuse a hex on a specific target.	Necromancy					
1			Mudball - Blind an opponent with a ball of sticky mud.	Conjuration					
1			Summon Monster I - Summons extraplanar creature to fight for you.	Conjuration					
1			Unseen Servant - Invisible force obeys your commands.	Conjuration					