

**Isilo**  
 CHARACTER  
 Green Martian (Dust Creature) Large Female  
 RACE & LA SIZE GENDER  
 47 Chaotic Neutral Issus, Goddess of Death and Life Eternal  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Common, Auran, Terran

**David**  
 PLAYER  
 131" 850 lbs none black green  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Desert Wastes, Thuvia  
 HOMETLAND & 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	18	2	-4	
<b>DEX</b>	18	4	16		2	
<b>CON</b>	18	4	16		2	
<b>INT</b>	10	0	10			
<b>WIS</b>	14	2	12	2		
<b>CHA</b>	8	-1	12	-2	-2	

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
18	17	1	Fighter	1	2	1	2	2	0	1			
TOTAL HP			18	FAVORED CLASS	Fighter	TOTALS	1	2	1	2	2	0	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>	17	-10+	3	0	4	-1	1			
<b>TOUCH</b>	14	-10+			4	-1	1			
<b>FLAT-FOOT</b>	12	-10+	3	0	0	-1				

SKILLS

SKILL	DEX	INT	CHA	STR	WIS	CON	RANKS TOTAL	ABILITY	TRAINED	MISC
* ACROBATICS *	3		4				2			
* APPRAISE	0		0							
* BLUFF	-1		-1							
* CLIMB *	2		3							
* CRAFT:	0		0							
* DIPLOMACY	-1		-1							
* DISABLE DEVICE *	DEX		4							
* DISGUISE	CHA		-1							
* ESCAPE ARTIST *	DEX		3							
* FLY *	DEX		3							
* HANDLE ANIMAL	CHA		-1							
* HEAL	WIS		2							
* INTIMIDATE	CHA		3	1	-1	3				
* KN: dungeoneering	INT		0							
* KN: engineering	INT		0							
* KN:	INT		0							
* KN:	INT		0							
* KN:	INT		0							
* KN:	INT		0							
* LINGUISTICS	INT		0							
* PERCEPTION	WIS		2							
* PERFORM:	CHA		-1							
* PROF:	WIS		2							
* RIDE *	DEX		3							
* SENSE MOTIVE	WIS		2							
* SLEIGHT OF HAND *	DEX		4							
* SPELLCRAFT	INT		0							
* STEALTH *	DEX		3							
* SURVIVAL	WIS		6	1	2	3				
* SWIM *	STR		2			3				
* USE MAGIC DEVICE	CHA		-1							

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	6	2	4			
<b>REF</b>	6	2	4			
<b>WILL</b>	2	0	2			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	3	1		3	-1	
<b>RANGED</b>	4	1		4	-1	
<b>CMB</b>	6	1	CON	4	-1	2
<b>CMD</b>	20	-10+	B1B	7	-1	2



**FEATS & FEATURES**

Race: Green Martian (Worldscape #2) Class: Fighter HD: 10 skills 2 + Int Mod  
 Large: -1 AC, attack; +1 CMB, CMD; -4 Stealth Weapon & Armor: All simple & martial; all armor  
 Detect Thoughts: limited telepathy (constant) Dodge +1 AC  
 Fearless: +2 save vs Fear Toughness + 3hp +1/lvl after lvl 3  
 Ferocity: continue to fight even with negative hp  
 Multi-Armed: 4 arms  
 Weapon familiarity: longswords and spears  
 Skill Training: Ride & Survival are class skills  
 Template: Dust Creature (AB-131) -4 Str, +2 Dex, Con, Cha, -2, Stealth+4  
 Type: outsider + air, earth, elemental, extraplanar  
 Saves: Reflex & Fortitude are good saves  
 Immunity to bleed, paralysis, poison, sleep effects, and stunning  
 Air Mastery (Ex): airborne creatures -1 attack & damage vs dust  
 Dust Blast (Su): dust jet 5' wide, 20' long 1d4 dam/2 lvl (1d4 rnds)  
 Exude Dust (Su): 10' dust cloud (at will), foes: Fort save or blinded Airborne (Su): as Airwalk & Featherfall (at will)

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Studded leather	3	5	-1	15	Lt	30.0
SHIELD						

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 4 = 4 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
longsword	+3	2d6+3	19-20/x2		S	8.0	
spear	+4	2d6+3	20/x3	20	P	10.0	