

Mchawi
 CHARACTER
Reigon Large Male
 RACE & LA SIZE GENDER
 40 Neutral Evil Angazhan
 AGE ALIGNMENT DEITY
 LANGUAGES: Reigon, Banderlog, Kech, Giant, Common, Polyglot

PLAYER
 8' 0" 600 lbs brownish-black brown white
 HEIGHT WEIGHT HAIR EYES SKIN
 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	26	8	18	8		
DEX	14	2	10	4		
CON	16	3	10	6		
INT	18	4	18			
WIS	12	1	10	2		
CHA	18	4	18			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
62	55	5	Reigon	5	45		4	4	1	5
	7	1	Psychic	0	6		0	0	2	1
TOTAL HP			TOTALS							
62			5 51 0 4 4 3 6							

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	15	-10+	0	0	2	-1		4		
TOUCH	11	-10+			2	-1				
FLAT-FOOT	13	-10+	0	0	0	-1		4		

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

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	4	3			
REF	6	4	2			
WILL	4	3	1			



ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	12	5		8	-1	
RANGED	6	5		2	-1	
CMB	14	5	STR	8	-1	2
CMD	26	-10+	B5B	10	-1	2

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

Race: Reigon (ToHC-504) (Magical Beast) HD: d10
 Large -1 AC, -1 attack, +1 CMB, +1 CMD, -4 Stealth
 Space/Reach: 10 ft./10 ft.
 Darkvision 120' & Lowlight Vision; Tough Hide: +4 AC
 Scent 30'; upwind 60'; downwind 15'
 Chameleon (at will)
 Mindthrust (4d10, DC 12*) (3/day)
 Mental Barrier +4 AC, 1/2 dam Mindthrust 1 & 2, 1 rnd (3/day)
 Defensive Precognition +2 AC for lvl rnds (3/day)
 Concussive Blast (1/day)
 Class: Pyschic HD: d6, skills 2+Int Mod
 Weapon Prof: All Simple; Armor Prof: None
 Psychic Discipline: Abomination (Charisma)
 Dark Half: Spell DC +1; +2 Will; Immune to fear
 +1 bleed dam to spells, (3 + lvl/2 + Cha Mod)/day

Reigon Feats (2) & skills (4+IntMod/lvl)
 Intimidating Prowess - add Str Mod to Intimidate
 Expanded Phrenic Pool - +2 Phrenic Pool Points
 Extra Phrenic Amplification (x1)
 Focused Force (Su): increase die size for psychic damage
 Will of the Dead (Su): Psychic spells affect undead (2 pts)

SKILLS						RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC	51
<input type="checkbox"/> ACROBATICS *	DEX	2		2		
<input type="checkbox"/> APPRAISE	INT	4		4		
<input checked="" type="checkbox"/> BLUFF	CHA	13	6	4	3	
<input type="checkbox"/> CLIMB *	STR	8		8		
<input checked="" type="checkbox"/> CRAFT:	INT	8	1	4	3	
<input checked="" type="checkbox"/> DIPLOMACY	CHA	13	6	4	3	
<input type="checkbox"/> DISABLE DEVICE *	DEX			2		
<input type="checkbox"/> DISGUISE	CHA	4		4		
<input type="checkbox"/> ESCAPE ARTIST *	DEX	2		2		
<input checked="" type="checkbox"/> FLY *	DEX	11	6	2	3	
<input type="checkbox"/> HANDLE ANIMAL	CHA			4		
<input type="checkbox"/> HEAL	WIS	1		1		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	21	6	4	3	8
<input checked="" type="checkbox"/> KN: all	INT	13	6	4	3	
<input type="checkbox"/> KN:	INT			4		
<input type="checkbox"/> KN:	INT			4		
<input type="checkbox"/> KN:	INT			4		
<input type="checkbox"/> KN:	INT			4		
<input checked="" type="checkbox"/> LINGUISTICS	INT	8	1	4	3	
<input checked="" type="checkbox"/> PERCEPTION	WIS	10	6	1	3	
<input type="checkbox"/> PERFORM:	CHA	4		4		
<input checked="" type="checkbox"/> PROF:	WIS	5	1	1	3	
<input type="checkbox"/> RIDE *	DEX	2		2		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	10	6	1	3	
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			2		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	13	6	4	3	
<input type="checkbox"/> STEALTH *	DEX	6		2	4	
<input type="checkbox"/> SURVIVAL	WIS	1		1		
<input type="checkbox"/> SWIM *	STR	8		8		
<input type="checkbox"/> USE MAGIC DEVICE	CHA			4		
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	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 SLOW MEDIUM FAST 0 / 2,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30	30			30	

INIT 2 = 2 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES Power Resistance 15

POOL POINTS 7 Phrenic = lvl/2+Cha Mod+2

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
bite	+12	1d8+8	20,x2		P		
claws (x2)	+12	1d6+8	20,x2		S		
club	+12	1d8+12	20,x2		B	5.0	

SPELLS PER DAY

CLASS LEVEL

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

FOCUSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="1st"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="2nd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="3rd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="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
			Reigon Spell-like Abilities						
1			Chameleon - +10 stealth (at will)	psychic	10 min/lvl	personal	none	no	PsUnl
1			Mindthrust (4d10, DC 12*) (3/day)	psychic	instant	close	will	yes	PsUnl
3			Mental Barrier - +4 AC, 1/2 dam Mindthrust 1 & 2 (3/day)	psychic	1 rnd	personal	none	no	PsUnl
1			Defensive Precognition - +1 AC and saves (3/day)	psychic	1 min/lvl	personal	none	no	PsExp
2			Concussive Blast - 1d6 points of force damage +1d6/2 pts (1/day)	psychic	instant	medium	none	yes	PsUnl
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					
0			Detect psychic significance	Divination					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Grave words - ask corpse one question	Necromancy					
1			Ray of Enfeeblement - Ray causes 1d6 Str penalty + 1 per 2 levels.	necromancy	1 rnd/lvl	close	fort,1/2	yes	
1			Mind Thrust I - 1d6 dam/lvl	divination	instant	close	will,1/2	yes	
1			Murderous Command Target is compelled to kill its ally.	enchantment	1 rnd	close	will	yes	