

Myaway Soe

CHARACTER
Inphidian (Night Adder) Medium Female
RACE & LA SIZE GENDER
 40 Neutral Evil Ydersius
AGE ALIGNMENT DEITY

PLAYER
 5'8" 140 lbs None Yellow Green Scales
HEIGHT WEIGHT HAIR EYES SKIN
 Orv (The Darklands) far beneath Geb
HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Inphidian, Common, Undercommon, Abyssal, Infernal, Aklo, Giant

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	14	2	12	2		
DEX	14	2	10	4		
CON	16	3	12	4		
INT	16	3	14	2		
WIS	22	6	18	4		
CHA	14	2	10	4		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
75	66	6	Inphidian: Monstrous Humanoid	6	48		2	5	5	6
	9	1	Cleric	0	5		2	0	2	1
TOTAL HP	75	FAVORED CLASS	Inphidian	TOTALS	6	53	0	4	5	7

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	22	-10+	6	0	2		4			
TOUCH	12	-10+			2					
FLAT-FOOT	20	-10+	6	0	0		4			

SKILLS RANKS TOTAL 53

	ABILITY	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS	DEX	2		2		
<input checked="" type="checkbox"/> APPRAISE	INT	7	1	3	3	
<input type="checkbox"/> BLUFF	CHA	2		2		
<input type="checkbox"/> CLIMB	STR	7		2		5
<input checked="" type="checkbox"/> CRAFT	INT	7	1	3	3	
<input checked="" type="checkbox"/> DIPLOMACY	CHA	7	2	2	3	
<input type="checkbox"/> DISABLE DEVICE	DEX			2		
<input type="checkbox"/> DISGUISE	CHA	2		2		
<input type="checkbox"/> ESCAPE ARTIST	DEX	2		2		
<input type="checkbox"/> FLY	DEX	2		2		
<input type="checkbox"/> HANDLE ANIMAL	CHA			2		
<input checked="" type="checkbox"/> HEAL	WIS	16	7	6	3	
<input type="checkbox"/> INTIMIDATE	CHA	2		2		
<input checked="" type="checkbox"/> KN: arcana	INT	7	1	3	3	
<input checked="" type="checkbox"/> KN: history	INT	9	3	3	3	
<input checked="" type="checkbox"/> KN: nobility	INT	9	3	3	3	
<input checked="" type="checkbox"/> KN: planes	INT	13	7	3	3	
<input checked="" type="checkbox"/> KN: religion	INT	13	7	3	3	
<input type="checkbox"/> KN:	INT			3		
<input checked="" type="checkbox"/> LINGUISTICS	INT	8	2	3	3	
<input type="checkbox"/> PERCEPTION	WIS	10		6		4
<input type="checkbox"/> PERFORM	CHA	2		2		
<input checked="" type="checkbox"/> PROF:	WIS	12	3	6	3	
<input type="checkbox"/> RIDE	DEX	2		2		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	16	7	6	3	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			2		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	13	7	3	3	
<input type="checkbox"/> STEALTH	DEX	12	1	2		9
<input type="checkbox"/> SURVIVAL	WIS	6		6		
<input type="checkbox"/> SWIM	STR	2		2		
<input type="checkbox"/> USE MAGIC DEVICE	CHA	3	1	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					



SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	4	3			
REF	7	5	2			
WILL	13	7	6			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	12	6		2		4
RANGED	12	6		2		4
CMB	12	6	WIS	6		
CMD	20	-10+	B6B	0	4	

FEATS & FEATURES

Race: Inphidian (ToHC-379) (Monstrous Humanoid, reptilian) **Inphidian Feats (3):**
 Darkvision 60', HD: d10; skills: 4+IntMod **Channel Smite** - add channel energy damage to attack
 Natural Weapons: Snake-hands (1d4 plus poison). **Guided Hand** - Use Wis Mod for attack rolls
 AC: +4 natural AC bonus **Divine Protection** - Add Wis Mod to save (1/day)
 Racial skills +4 Perception, Stealth, +8 Stealth in Shadows **Improved Initiative** +4
 Spell-Like Abilities (CL 7th)
 3/day—cause fear (DC 13), darkness, hypnotic pattern (DC 13)
 1/day—suggestion (DC 15)
 Poison (DC 17)
 Class: Cleric HD: d8 skills: 2+Int Mod
 Weapon Prof: All Simple + dagger (deity)
 Armor Prof: Light & Medium + Shield
 Aura (Ex) - Evil **Seize the Initiative (Su)**: allow ally reroll init (3+WisMod/day)
 channel negative energy 1d6 dam 30'/rad (3+ChaMod/day) **Venomous Stare (Sp)**: gaze attack, Will save (DC = 10+lvl/2+WisMod)
 Spontaneous Casting - use slots for inflict spells w/o preparing **Domains: War:Tactics & Scalykind**

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
Inphidian Snake Scale Mail +1	6	10	0	10	Lt	15.0

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 6 = 2 DEX MOD + 4 MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Snake Hands (2)	+12	1d4+2	20,x2		P		+poison (see below)
Venomous Stare (3 + WisMod/day)	+12	1d6 + lvl/2					+fascinated until end of next round
dagger ranged/melee	+12	1d4+2	19-20/x2	10	P/S		

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text" value="16"/>	<input type="text" value="0"/>	<input type="text" value="3"/>	<input type="text" value="3"/>			
<input type="text" value="17"/>	<input type="text" value="1st"/>	<input type="text" value="4"/>	<input type="text" value="1"/>	<input type="text" value="2"/>		<input type="text" value="1"/>
<input type="text"/>	<input type="text" value="2nd"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="2"/>		<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" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>		<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text" value="1"/>		<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" value="7th"/>	<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" value="9th"/>	<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" value="1st"/>	<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" value="3rd"/>	<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" value="5th"/>	<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" value="7th"/>	<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" value="9th"/>	<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
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Guidance - Touched creature gains +1 on one attack roll, saving throw, or skill check.	Divination					
0			Enhanced Diplomacy - Touched creature gains +2 on one Diplomacy or Intimidate check.	Divination					
0			Detect Poison - Detects poison in one creature or object.	Divination					
1			Magic Fang - +1 enhancement bonus on attack and damage rolls w/ natural attack	Transmutation	1 min/lvl	touch			
1			Magic Weapon - +1 enhancement bonus on attack and damage rolls w/ weapon	Transmutation	1 min/lvl	touch			
1			Bane - Enemies take -1 on attack rolls and saves against fear.	Enchantment					
1			Command - One subject obeys selected command for 1 round.	Enchantment					
1			Curse Water - Makes unholy water.	Transmutation					
1			Detect Chaos/Evil/Good/Law - Reveals creatures, spells, or objects of selected alignment.	Divination					
1			Doom - One subject takes -2 on attack rolls, damage rolls, saves, and checks.	Necromancy					
1			Forbid Action - Target obeys your command to not do something.	Enchantment					
1			Inflict Light Wounds - Touch deals 1d8 damage +1/level (max +5).	Necromancy					
1			Murderous Command - Target is compelled to kill its ally.	Enchantment					
1			Protection from Chaos/Evil/Good/Law +2 to AC and saves, plus additional protection against selected alignment.	Abjuration					
1			Summon Monster I - Summons extraplanar creature to fight for you.	Conjuration					
1			Touch of Bloodletting - This spell causes existing wounds on a target to bleed profusely.	Necromancy					