

Ohu Matkaja  
 CHARACTER: Sylph Medium Female  
 RACE & LA: 79 Chaotic Neutral  
 AGE: 79 ALIGNMENT: Chaotic Neutral DEITY:  
 David  
 PLAYER: 5'8" 115 straw yellow pale  
 HEIGHT: 5'8" WEIGHT: 115 HAIR: straw EYES: yellow SKIN: pale  
 HOMELAND & BACKGROUND OCCUPATION:  
 LANGUAGES: Common, Auran, Aklo, Necril, Protean, Sylvan



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	12			
DEX	18	4	16	2		
CON	12	1	14	-2		
INT	19	4	17	2		
WIS	12	1	12			
CHA	19	4	19			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
7	7	1	Psychic	0	6		0	0	2	1
TOTAL HP			TOTALS							
7			0			6 0 0 0 2 1				

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	14	-10+	0	0	4					
TOUCH	14	-10+			4					
FLAT-FOOT	10	-10+	0	0	0					

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	6
<input type="checkbox"/> ACROBATICS	DEX	4		4	
<input type="checkbox"/> APPRAISE	INT	4		4	
<input checked="" type="checkbox"/> BLUFF	CHA	4		4	
<input type="checkbox"/> CLIMB	STR	1		1	
<input checked="" type="checkbox"/> CRAFT: glass	INT	4		4	
<input checked="" type="checkbox"/> DIPLOMACY	CHA	4		4	
<input type="checkbox"/> DISABLE DEVICE	DEX			4	
<input type="checkbox"/> DISGUISE	CHA	4		4	
<input type="checkbox"/> ESCAPE ARTIST	DEX	4		4	
<input checked="" type="checkbox"/> FLY	DEX	8	1	4	3
<input type="checkbox"/> HANDLE ANIMAL	CHA			4	
<input type="checkbox"/> HEAL	WIS	1		1	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	4		4	
<input checked="" type="checkbox"/> KN: All	INT	8	1	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			4	
<input checked="" type="checkbox"/> PERCEPTION	WIS	5	1	1	3
<input type="checkbox"/> PERFORM:	CHA	4		4	
<input checked="" type="checkbox"/> PROF: meteorology	WIS	5	1	1	3
<input type="checkbox"/> RIDE	DEX	4		4	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	5	1	1	3
<input type="checkbox"/> SLEIGHT OF HAND	DEX			4	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	8	1	4	3
<input type="checkbox"/> STEALTH	DEX	4		4	
<input type="checkbox"/> SURVIVAL	WIS	1		1	
<input type="checkbox"/> SWIM	STR	1		1	
<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				

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	1	0	1			
REF	4	0	4			
WILL	3	2	1			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	1	0	1			
RANGED	4	0	4			
CMB	1	0	STR	1		
CMD	15	-10+	BOB	0	STR & DEFLECT	5

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

- Sylph (ARG-156) Psychic (OA-60) HD: d6
- Feather Fall (Sp) 1/day as spell
- Air Affinity - CL+1 for air domain spells
- Prof. Simple Weapons - no armor/shield
- Phrenic Pool (Su) (OA-60)
- Discipline Dream (OA-65) (Cha)
- Will of the Dead Mind spells affects undead 1 pt (OA-62)
- Oνειromancy (Su) plant suggestion in dream 7/day (OA-65)
- Expanded Phrenic Pool +2 pool points (OA-133)
- Extra Amplification (OA-133)
- Mindtouch (Su) Probe mind of one hit by spell (OA-61)

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	Electricity 5			
POOL POINTS	7	Phrenic lvl/2+ChaMod+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
sling		1d4	x2	50	B		
dagger		1d4	19-20,x2	10	P/S		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
%	ITEM	QTY / USES	WGT N/A	WEIGHT
	standard adventurer's kit			15.0
	dagger	2		2.0
	sling w/ 20 stones			5.0

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
0.0	0.0	22.0		22.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	<b>N</b> MODIFIED LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
44	88	132		132	264	660
0	0		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" value=""/>	<input type="text" value="0"/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value="2"/>
<input type="text" value="17"/>	<input type="text" value="1st"/>	<input type="text" value="5"/>	<input type="text" value="3"/>	<input type="text" value="2"/>	<input type="text" value=""/>	<input type="text" value="4"/>
<input type="text" value=""/>	<input type="text" value="2nd"/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value="2"/>	<input type="text" value=""/>	<input type="text" value=""/>
<input type="text" value=""/>	<input type="text" value="3rd"/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value="1"/>	<input type="text" value=""/>	<input type="text" value=""/>
<input type="text" value=""/>	<input type="text" value="4th"/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value="1"/>	<input type="text" value=""/>	<input type="text" value=""/>
<input type="text" value=""/>	<input type="text" value="5th"/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value="1"/>	<input type="text" value=""/>	<input type="text" value=""/>
<input type="text" value=""/>	<input type="text" value="6th"/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value="1"/>	<input type="text" value=""/>	<input type="text" value=""/>
<input type="text" value=""/>	<input type="text" value="7th"/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>
<input type="text" value=""/>	<input type="text" value="8th"/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>
<input type="text" value=""/>	<input type="text" value="9th"/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>

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" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>

**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" value=""/>	<input type="text" value="0"/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>
<input type="text" value=""/>	<input type="text" value="1st"/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>
<input type="text" value=""/>	<input type="text" value="2nd"/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>
<input type="text" value=""/>	<input type="text" value="3rd"/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>
<input type="text" value=""/>	<input type="text" value="4th"/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>
<input type="text" value=""/>	<input type="text" value="5th"/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>
<input type="text" value=""/>	<input type="text" value="6th"/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>
<input type="text" value=""/>	<input type="text" value="7th"/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>
<input type="text" value=""/>	<input type="text" value="8th"/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>
<input type="text" value=""/>	<input type="text" value="9th"/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>

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" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>	<input type="text" value=""/>

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			grave words - make dead talk (10% useful info)	necromancy	1 rnd	touch	none	no	OA-172
0			haunted fey aspect - appear as insane fey	illusion	1 rnd/lvl	personal	none	no	UC
0			detect psychic significance - detect psychic residue	divination	instant	40'	none	no	OA-164
0			telekinetic projectile - throw 5 lb object (1d6 dam)	evocation	instant	close	none	no	OA-188
1			sleep - 4HD sleep	enchantment	1 min/lvl	med	will	Yes	PCR-344
1			mind thrust I - 1d6 damage per lvl	divination	instant	close	will/half	Yes	OA-177
1			deja vu - force creature to repeat action	enchantment	2 rnds	med	none	Yes	OA-163