

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, Draconic, Tengu, Celestial, Elven



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	23	6	17	2	4	
WIS	12	1	12			
CHA	19	4	19			

HITPOINTS		
CURRENT HP	HP GAINED	HD
52	52	10
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	52	FAVORED CLASS

CLASS RECORDER									
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
Psychic	5	70		3	3	7	10		
TOTALS	5	70	0	3	3	7	10		

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	6	0	4					
TOUCH	14	-10+			4					
FLAT-FOOT	16	-10+	6	0	0					

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	70
<input type="checkbox"/> ACROBATICS *	DEX	4		4	
<input type="checkbox"/> APPRAISE	INT	6		6	
<input checked="" type="checkbox"/> BLUFF	CHA	9	2	4	3
<input type="checkbox"/> CLIMB *	STR	1		1	
<input checked="" type="checkbox"/> CRAFT: glass	INT	15	6	6	3
<input checked="" type="checkbox"/> DIPLOMACY	CHA	9	2	4	3
<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	17	10	4	3
<input type="checkbox"/> HANDLE ANIMAL	CHA			4	
<input type="checkbox"/> HEAL	WIS	1		1	
<input checked="" type="checkbox"/> INTIMIDATE	CHA	9	2	4	3
<input checked="" type="checkbox"/> KN: All	INT	19	10	6	3
<input type="checkbox"/> KN:	INT			6	
<input type="checkbox"/> KN:	INT			6	
<input type="checkbox"/> KN:	INT			6	
<input type="checkbox"/> KN:	INT			6	
<input checked="" type="checkbox"/> LINGUISTICS	INT	11	2	6	3
<input checked="" type="checkbox"/> PERCEPTION	WIS	14	10	1	3
<input type="checkbox"/> PERFORM:	CHA	4		4	
<input checked="" type="checkbox"/> PROF: meteorology	WIS	10	6	1	3
<input type="checkbox"/> RIDE *	DEX	4		4	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	14	10	1	3
<input type="checkbox"/> SLEIGHT OF HAND *	DEX			4	
<input checked="" type="checkbox"/> SPELLCRAFT	INT	19	10	6	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	4	3	1			
REF	7	3	4			
WILL	8	7	1			

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	6		1			
RANGED	9		4			
CMB	6	5	STR	1		
CMD	20	-10+	B5B	0	5	

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

- Sylph (ARG-156) Psychic (OA-60) HD: d6
- Relentless Casting (Su) Roll twice to overcome SR 1 pt (OA-62)
- Feather Fall (Sp) 1/day as spell
- Focused Force (Su) increase dam dice 1 pt (OA-61)
- Air Affinity - CL+1 for air domain spells
- Improved Initiative
- Prof. Simple Weapons - no armor/shield
- Undercast Surge Cast Spell II using Slot for Spell I (2pts/lvl) (OA-62)
- 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 x2 (OA-133)
- Extra Amplification (OA-133) x3
- Mindtouch (Su) Probe mind of one hit by spell 1pt (OA-61)
- Detect Thoughts (Sp) (OA-63) (PCR-268)
- Telepathic Bond (Sp) (OA-63) (PCR-358)
- Mind Heist (Sp) Interrogate Sleeping Target (OA-65)
- Overpowering Mind (Ex) Increase DC by 1or2 for 2or4 pts (OA-62)

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Robes of Gliding	6					
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 105,000 / 105,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT 8 = 4 DEX MOD + 4 MISC MOD

HERO

SR DR

RESISTANCES Electricity 5

POOL POINTS 15 Phrenic lvl/2+IntMod+4

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
long shot sling of unerring accuracy	+4	1d4	19-20x3	70	B		
dagger		1d4	19-20,x2	10	P/S		

SPELLS PER DAY

CLASS	Psychic				LEVEL	10
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					9
17	1st	8	6	2		5
18	2nd	8	6	2		4
19	3rd	7	6	1		3
20	4th	6	5	1		2
21	5th	4	3	1		1
	6th			1		
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL **50** MEDIUM: 100FT + 10FT / LVL **200** LONG: 400FT + 40FT / LVL **800**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL 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 **25** MEDIUM: 100FT + 10FT / LVL **100** LONG: 400FT + 40FT / LVL **400**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS 0				

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-230
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
0			read magic	divination	10 min/lvl	personal	none	no	PCR-330
0			detect magic	divination	conc+1min/lv	personal	none	no	PCR-267
0			know direction -	divination	instant	personal	none	no	PCR-304
0			lullaby - drowsy and -2 check vs sleep	enchantment	conc+1 rnd/l	med	will	yes	PCR-305
0			mage hand - move object telekinetically	transmutation	conc	close	none	no	PCR-306
1			sleep - 4HD sleep	enchantment	1 min/lvl	med	will	Yes	PCR-344
1			mind thrust I - 1d6 damage per lvl (max 5d6)	divination	instant	close	will/half	Yes	OA-177
1			deja vu - force creature to repeat action	enchantment	2 rnds	med	none	Yes	OA-163
1			summon monster I	sonjuration	1 rnd/lvl	close	none	no	PCR-350
1			murderous command - attack and kill nearest ally	enchantment	1 rnd	close	will	yes	UM-230
1			long shot	transmutation	1 min/lvl	personal	none	no	UC-236
2			oneiric horror - believes it is attacked by creature, must attack it	illusion	1 rnd/lvl	med	will	yes	OA-179
2			blood blaze - when target takes 5 pts damage, sprays 1d6 fiery blood on adjacent creatures	transmutation	1 rnd/lvl	touch	fort	yes	ARG-143
2			id insinuation I - confused	enchantment	conc+1 rnd	close	will	yes	OA-173
2			mental barrier I - +4 AC, half damage from mind thrust I and II	abjuration	1 rnd	personal	none	no	OA-175
2			mind thrust II - 1d8 dam per lvl (max 5d8)	divination	instant	close	will/half	yes	OA-177
3			Deep Slumber - put up to 10 HD to sleep within 10' radius of target	enchantment	1 min/lvl	med	will	yes	PCR-265
3			Node of Blasting - when someone touches the object, takes 6d6 damage + staggered	abjuration	permanent	touch	will/half	yes	OA-178
3			Force Punch - punch for 10d4 force dam & push back 5 ft/2 lvl	evocation	instant	touch	fort	yes	UM-221
3			mind thrust III - 1d8 dam per lvl (max 10d8)	divination	instant	close	will/half	yes	OA-177

