Vercite - Augmented medium

female Brigh (Iron Gods 2 = IG2-70)

5'10"

160 lb black HEIGHT WEIGHT HAIR
Skydock on Verces

green EYES

multi

DATHFINDER

RACE & LA	Lawful Neu	ıtral	Brigh		GENDER ods 2 = IG2		Skydo	weight ck on Ve				EYES	SKI	N	16	ΔΙ	P	I	Ш	Ω	ノ し	1 t	3
AGE	ALIGNMENT		DEITY				HOMELAND		UND OCCUP	ATION					V	ROI	LEP	LA	YII	ig (AIII	DE /	O
LANGUAGES:	Vercite, Co	ommon	, Kasath	a, Sarce	esian, And	droffan									Origi	nal by Necero	s. Modifie	ed by al	bellius@	yahoo.con	n. Versior	1.0.2012	
ABILITY SC	ORE TOTAL	MOD	BASE	ENHANCE	MISC	ТЕМР			ΓΡΟΙΝ							ASS RE					,	,	
STR	20	5	18		2			CURRENT	HP		10	но 1	Wa		ASS NAME (Cyber-Sc	oldier)	О	5 skii		PS FORT	REF O	2	LEVELS
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ABILITY SC RACIAL I															*□ ACROBATICS • DEX 3 3							MISC	
ARMOR CL	ASS TOTAL		ARMOR	SHIELD	ATTA O	CKS &	DEFE	NSE NATURAL	DEFLECT	MISC	ТЕМР				* APPRAIS			INT	3		3		
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										СОМВАТ	NOTES & M	ODIFIERS			*□ ESCAPE / *□ FLY •	ARTIST +		DEX	3		3		
FOR		1	2	2	ENHANCE	MISC	ТЕМР								* HANDLE	ANIMAL		CHA	3		-1		
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ATTACK	s TOTAL	BASE AT	TACK BONUS	TEMP	ABILITY	SIZE	MISC								□ KN:□ KN:			INT			3		
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				CLASS FE	FEAT EATURES, RACIAI		EATUR EATS, AND C		EATURES						☐ SLEIGHT ☐ SPELLCR			DEX INT	7	1	3	3	
Vercite ra	ce (PotS 15)	as elf les	s immuni	ties & ma	igic weapor	prof.	Canno	ot cast	chaotic	spells	3				*□ STEALTH			DEX	3		3		
Chamel	eon Skin -	chang	ge skin a	at will (l	B2-248)		Artifice Blessing (ACG-65)							* ★ SURVIVA * SWIM •	L		WIS STR	4 5		4 5			
Cyberne	etic Augme	entatio	n (TG)				Crafter's Wrath - grant weapon 1 min bypass hardness/DR to crafted objects							USE MA	IC DEVICE		СНА			-1			
Low-Lig	ht Vision -	dim li	ght													STR	- 1						
Keen se	enses +2 p	ercept	ion				Trave	l Blessi	ng (AC	G-68)							STR	ı					
prof: lo	ng & short	bows,	long sv	words,			Agile	Feet =	1 rnd, iç	gnore	all diff	icult te	rrain				STR						
Warprie	st class H	D=d8 ((ACG-6	0)													STR	ı					
Cyber S	Soldier Bui	ld (TG-	-12)				Techr	ologist	- traine	ed in te	echnol	ogy cł	necks (TG-7)	MARK A ☐ TO	SHOW A CLASS	S SKILL. C	LASS SE	CILLS WIT	H RANKS (GAIN A +3	TRAINED APPLIES	BONUS
Prof: S	imple & Ma	artial V	Veapon	s, All A	rmor											ERIENCE			0		/	2,000)
Spells -	any on cl	eric lis	t, must	prepar	e in adva	ance									SLOW G	EDIOM E	451 4	BAS		FLY S	SWIM	CLIMB	MISC
Aura (E	x) - no aur	a as B	righ is I	Neutral	(ACG-60	0)									SPEE	D		30)				
Blessing	g (Su) (AC	G-60)													INIT	• ;	3	=	3	DEX MOD	+		MISC MOD
Weapor	n Focus +1	l null b	lade at	ack w/	(ACG-60	0)									HER	O							
Sacred Weapon 1d6 (Su)									SR		一	D	R										
Spontaneous Casting - convert prepared spell to healing spell (ACG-60)									RESISTA	NCES													
ARMOR & ARMOR NAME & DESCRIPTION							WEAPONS AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT						POOL POINTS										
ARMOR Tra	ansparent d	lermal	olating, I	Mark V	w/ implant	patch	+7 AC		7														
SHIELD																							
	WEAR	ON NAME	& DESCRIPTION	ON			ATTAC	K MODIFIER	s		D/	AMAGE		CRITICA	AL RANGI	TYPE	WEIG	нт		AMN	10 & NOT	ES	
null blad	de							+5+1			1d1	0+5+1		19-20	/x2								
																	1	T					

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
null blade	+5+1	1d10+5+1	19-20/x2				

	FEATC & CRECIAL ARMITIES							EE A T	O CDECI	AL ADU	ITIES			
	FEATS & SPECIAL ABILITIES NAME		USES/DAY	USED	1 6			FEATS	& SPECI	AL ABIL	IIIES		USES/DAY	USED
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¥	EQUIPMENT & MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT	*		E	QUIP	MENT &	MAGIC	TEMS	QTY / USES	WGT N/A	WEIGHT
	standard adventurers kit				J L	Cyberr	netic Implants 8	& Aug	mentation	l				
	symbol of Brigh				┨┟	_	Optical Turret (left				t vision,			
					⇃⇂	- immu	ne blindness/d	lazzle	d (IG4-75)			<u> </u>	
		1			┨┞		detect radiation, micros							
	null blade +1 (TG) 20 charges (TG-26)			4.0	┨┝	+	r (kidney/liver)							
	2 spare battery packs 20 charges each				┨┞		netic ear (left e							-
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		-			┨┞		t - Disable Device						 	-
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					┨╟		olant Mesh - inc			C by 2 (I	G5-63)			
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		ж			CONTAIN	ER	BAGS & CO	JNIA		OLUME/WEIGH	T LIMIT/NOT	ES		WEIGHT
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	BODY:													\vdash
	CHEST:							_						\vdash
	EYES:			CIII	RRENC	·v				TDEAS	IIPE C	ARRIED		
	FEET:		CARR			D WGT N/A	STORED	*			REASURE	AMMILL		WEIGHT
		GOLD						igar						+
	HEAD:	SILVER			-			$\mid \mid \mid \mid$						+
н	EADBAND:	COPPER						ᆜ						
	NECK:				-			LIGH		HEAVY	ADS &	LIFT ABOVE	LIFT OFF	
	RING:			ARRU	ED WE	IGHT		13	D LOAD	400	N	400	GROUND 800	2000
SH	OULDERS:	ARMOR & WEAPONS	CURREN		JIPMENT	MISC	TOTAL	0			MODIFIED LOAD		0	0
511	WRIST:	0.0	0.0	+	4.0		4.0	_	RENT LOAD	LIGHT		EDIUM 🗖		VY 🗆
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			SPELLS PER DAY BLOODLINES & PATRONS			SPELLS P	ER DAY		
CLAS	:s [,	Warpriest LEVEL 1 BLOODLINE/PATRON Brigh		LASS			LEVE	
CLAS	, <u> </u>		ABILITY SPELLS BLOODLINE/PATRON				ABILITY		SPELLS
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CLOSE: 25FT + 5FT / 2 LVL	25		100FT + 10FT / LVL	25	25 LVL 25		100	400FT 40FT / L	+ l 400
CDE		TOTAL	PROHIBITED PROHIBITED		TOTAL	CLASS	ABILITY OTHE	R C	URRENT POINTS
SPE POIN	TS	0	PROHIBITED		PELL 0			⅃L	
			SPELLS						
O	PREP	USED	NAME & DESCRIPTION Mending - restore 1d4 hp to object of 1 lb/lvl	Transmutation	instant	10'	will	yes	PCR-312
0			Make Whole - restore 1d6 hp to object of 10 cu. ft/lvl or one construct creature	Transmutation	instant	close	will	yes	PCR-311
0			Soothe Construct - reduce chance of construct going berserk 1d4%/4 lvls	Abjuration	instant	close	none	no	UM-240
0			Create Water - create up to 2 gallons clean water/lvl	Conjuration instant		close	none	no	PCR-262
0			Detect Magic - identify and locate magic	Divination	conc,1min/lv	60'	none	no	PCR-267
0			Guidance - +1 on one attack roll, saving throw, or skill check.	Divination	1 min	touch	will	yes	PCR-292
0			Light - Object shines like a torch.	Evocation	10 min/lvl	touch	none	no	PCR-304
0			Purify Food & Drink - Purifies 1 cu. ft./level of food or water.	Transmutation	instant	10'	will	yes	PCR-328
0			Read Magic - Read scrolls and spellbooks.	Divination	10 min/lvl	personal	none	no	PCR-330
1			Starsight - view stars as if clear, +2 on geography checks	Divination	10 min/lvl	personal	none	no	PotS-28
1			Detect Radiation - detect radiation up to 120'	Divination	10 min/lvl	120'	none	no	TG-8
1			Bless - Allies gain +1 on attack rolls and saves against fear	Enchantment	1 min/lvl	50'	none	yes	PCR
1			Bless Water - Make holy water	Transmutation	instant	touch	will	yes	PCR
1			Cure Light Wounds - Cures 1d8 damage + 1/level (max +5)	Conjuration	instant	touch	will	yes	PCR
1			Detect Chaos/Evil/Good/Law - Reveals creatures, spells, or objects of alignment	Divination	conc,10min/l	60'	none	no	PCR
1			Detect Undead - Reveals undead within 60 ft. Doom - One subject takes –2 on attack rolls, damage rolls, saves, and checks	Divination Necromancy	conc,1min/lv	60' medium	none will	no	TE ₀ G PCR
1			Forbid Action - Target obeys your command to not do something	Enchantment	1 rnd	close	will	yes	UM
1			Murderous Command - Target obeys your command to not do something	Enchantment	1 md	close	will	yes	UM
1			Read Weather - Forecast weather at current location for next 48 hours	Divination	instant	personal	none	no	FoB
1			Remove Fear - Suppresses fear or gives +4 saves vs fear for one subject +1/4 lvl	Abjuration	10 min	close	will	yes	PCR
1			Remove Sickness - Suppress disease, nausea, and the sickened condition	Abjuration	10 min/lvl	close	fort	yes	UM
1			Sanctuary - Opponents can't attack you, and you can't attack	Abjuration	1 rnd/lvl	touch	will	no	PCR
1			Summon Monster I summon extraplanar creature (Clockwork Spy, B3-58)	Conjuration	1 rnd/lvl	close	none	no	PCR
1			Sun Metal - make weapon burn with fire	Transmutation	1 rnd/lvl	touch	fort	yes	UC
						1			