

Palvelija Jumalan

CHARACTER
Vercite - Augmented medium female
RACE & LA SIZE GENDER
20 Lawful Neutral Brigh (Iron Gods 2 = IG2-70)
AGE ALIGNMENT DEITY

PLAYER
5'10" 160 lb black green multi
HEIGHT WEIGHT HAIR EYES SKIN
Skydock on Verces
HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Vercite, Common, Kasatha, Sarcesian, Androffan

Ability score table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows include STR, DEX, CON, INT, WIS, CHA.

HITPOINTS and CLASS RECORDER. HITPOINTS: CURRENT HP 10, HP GAINED 10, HD 1. CLASS RECORDER: CLASS NAME Warpriest (Cyber-Soldier), BAB 0, SKILL 5, FC HPS 0, FORT 2, REF 0, WILL 2, LEVELS 1.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE table. Includes AC 20, TOUCH 13, FLAT-FOOT 17, and various defense modifiers.

SKILLS table. Lists skills like ACROBATICS, APPRAISE, BLUFF, CLIMB, CRAFT, DIPLOMACY, DISGUISE, ESCAPE ARTIST, FLY, HANDLE ANIMAL, HEAL, INTIMIDATE, KN, KNOWN, LINGUISTICS, PERCEPTION, PERFORM, PROF, RIDE, SENSE MOTIVE, SLEIGHT OF HAND, SPELLCRAFT, STEALTH, SURVIVAL, SWIM, USE MAGIC DEVICE.

SAVING THROWS table. Includes FORT 4, REF 3, WILL 6.

ATTACKS table. Includes MELEE 5, RANGED 3, CMB 5, CMD 18.

FEATS & FEATURES

Table listing character features and feats such as Vercite race (PotS 15), Chameleon Skin, Cybernetic Augmentation, Keen senses +2 perception, Warpriest class HD=d8, Cyber Soldier Build, Prof: Simple & Martial Weapons, Spells - any on cleric list, Aura (Ex), Blessing (Su), Weapon Focus +1 null blade attack w/, Sacred Weapon 1d6 (Su), Spontaneous Casting.

ARMOR & WEAPONS

Table for armor and weapons. Includes Transparent dermal plating, Mark V w/ implant patch +7 AC.

Table for weapons. Includes null blade with attack modifiers +5+1, damage 1d10+5+1, and critical range 19-20/x2.

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
14	0	3	3			
15	1st	2	1	1		
	2nd			1		
	3rd			1		
	4th			1		
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Mending - restore 1d4 hp to object of 1 lb/lv	Transmutation	instant	10'	will	yes	PCR-312
0			Make Whole - restore 1d6 hp to object of 10 cu. ft/lv 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.	Divination	conc,1min/lv	60'	none	no	TEoG
1			Doom - One subject takes -2 on attack rolls, damage rolls, saves, and checks	Necromancy	1 min/lvl	medium	will	yes	PCR
1			Forbid Action - Target obeys your command to not do something	Enchantment	1 rnd	close	will	yes	UM
1			Murderous Command - Target is compelled to kill its ally	Enchantment	1 rnd	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