Vercite - Augmented medium

female 5'10" HEIGHT

160 lb

black

green EYES

multi SKIN

ATHFINDER

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20	20 Lawful Neutral Brigh (Iron Gods 2 = IG2-70)						Skydock on Verces								HI	1	L	Щ	LL		4 L	1	
AGE ALIGNMENT DEITY						HOMELAND & BACKGROUND OCCUPATION							000	ROL) albi	LA	N IUI						
LANGUAGES: Vercite, Common, Kasatha, Sarcesian, Androffan																Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012							
								HII	ГРОІР	NTS					CLA	SS RE	COR	DE	R				
		-		ENHANCE		TEMP		CURRENT		Ï	HP GAINED				LASS NAME		BAB	SKIL	L FC H		REF	WILL	LEVEL
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RACIAL	NOTES														*□ ACROBATIO	cs +		DEX	3		3		
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							combat notes & modifiers +2 BAB on second attack								*□ ESCAPE AR	TIST +		DEX	3		3		
SAVING TH	ROWS TOT	AL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	+2 BA	B on s	econ	d attacl	(*□ FLY •			DEX	3		3		
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СМІ	2) = 10)+ DA E	DENVECT	_D Q X										∗ ☑ Ride •			DEX	7	1	3	3	
								-							⊕ SENSE MO			vis.	11	2	6	3	_
				CLASS F			FEATUR		FATURES						☐ SLEIGHT C ☑ SPELLCRAF			DEX INT	44		3		
Vercite ra	ice (PotS 1	5) as elf	less immur							spel	ls				*□ STEALTH •			DEX	11 3	5	3	3	
Chame	leon Skir	n - cha	nae skin	at will (B2-248)		Artifice Blessing (ACG-64) 3 +lvl/2 times/day							★☑ SURVIVAL		V	wis	10	1	6	3		
					<i>DL L</i> 10)									* ☑ Swim •	_		STR	9	1	5	3		
							Crafter's Wrath - grant weapon 1 min bypass hardness/DR to crafted objects							USE MAGI	C DEVICE	STR	НА			-1			
Low-Lig	ght Visio	ո - dim	light				Transfer Magic - transfer magic ability from weapon to another for 1 min								. 🗆		STR	1	\neg		_		
Keen s	enses +2	perce	ption				Travel Blessing (ACG-68)										STR	ı					
prof: lo	ng & sho	ort bow	s, long s	swords,			Agile Feet = 1 rnd, ignore all difficult terrain									STR			\Box	\Box			
CON							Dimensi	ional Hop	= telepo	ort 20' p	er blessir	ng usage	(anothe	r for 1 pt)			STR	-			\rightarrow		
				,				<u> </u>						. ,	MARK A 🗖 TO SI	HOW A CLASS L CAN BE USE	SKILL. CL	ASS SK	CILLS WIT	TH RANKS O	AIN A +3	TRAINED	BONUS
				ns. All A	rmor		Fervor(Su) spell	l as swif	t action	or hea	3d6 hn	(1 pt) (A	ACG-62)	•	RIENCE	ONIKA		105,0			05,00	
						ance							, .	ACG-62)	SLOW ME	DIUM 🗹 FAS	т□ [BAS				CLIMB	міѕс
				•				d Armo					- 1-7 (-	,	SPEED			30	$\overline{}$			CELIND	MIISC
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	5 (**) (,				Spontan	eous Cas	ting - con	vert pre	pared spe	ell to heal	ing spell	(ACG-60)	HERO		=	<u>'</u>					
Sacred	Weapor	1d10	+2 (Su)	(ACG-6	1)		Techn	ologist	- train	ed in	techno	ogy ch	ecks (TG-7)			=		D				
				•		ic, etc.		Cybern				<u> </u>	- (,	SR			D	K				_
		3,	,					_ , ~ 5111		,. 5	,				RESISTAN	NCES							
			ABMORT	ME & DECCE		OR &	WEAPO	ONS	AC BONGS	MAVE	X PENALTY	CDELL FATT	. TYPE	WEIGHT	POOL PO	INTS	5	IvI/2	2 Fer	√or			
ARMOR Tr	ansparen	t derma				ant pat	ches +1	1 AC+2	т —	DE	LINALIY	J. SEE PAII	116	#EIGH1									
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		EAPON NA	ME & DESCRIPT	ION			ΔΤΤΑΟ	K MODIFIER	s			AMAGE		CRITIC	AL RANGE	TYPE	WEIGH	4T		AMA	O & NOTE	s	
cauteri				.514		Т				\Box			+3	I		iirt	WEIGH	$\overline{}$	enati				dam
cautorizing null blade + 5						+12+2+3 1d10+2+5+4+3 19-20/							20/x2 negative energy and fire dam										

	FEATS & SPECIAL ABILITIES			FEATS & SPECIAL ABILITIES											
We	eapon Focus +1 null blade attack (PCR-136)		USES/DAY	USED	Po	ower Atta	ack - trade -1 a	ttack	for	each +2	2 dama	ge (PCI	R-131)	USES/DAY	USED
-	eater Weapon Focus another +1 null blade attack w/ (PC			Cleave - make additional attack if first hits (PCR-119)											
We	eapon Specialization +2 dam null blade attack w/ (PC			Great Cleave - continue additional attacks until miss (PCR-124)											
\vdash	ater Weapon Specialization another +2 dam null blade attack w/ (F			1							•				
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¥	EQUIPMENT & MAGIC ITEMS	QTY / USES	WGT N/A	WEIGHT	*		E	QUII	PM E	NT & N	AGIC	ITEMS	QTY / USES	WGT N/A	WEIGHT
00	standard adventurers kit	Q11 / 0323	*31.14/	WEIGHT			netic Implants 8	k Aug	gmei	ntation			Q11 / 0323		#2.011
	symbol of Brigh					Vercite (Optical Turret (left	eye) -	- norr	nal visior	ı, low ligh	ıt vision,			
					1 🗆	- immu	ne blindness/d	azzle	ed (l	G4-75)					
					1 🗆	- 3 lenses -	detect radiation, micros	cope (c	detect d	isease), tele	escope (star	sight) 3/day			
	cauterizing null blade +3 negative and fire dam (TG) 20 charges (TG-26)			4.0	1 🗆	Biofilte	r (kidney/liver)	+4 s	v po	ison/dis	ease (ΓG-35)			
	2 spare battery packs 20 charges each				1 🗆	Cyberr	netic ear (left ea	ar) +2	2 pe	rceptior	า (TG-3	7)			
					1	Thorac	cic Nanite Chan	nber	+4 (Constitu	tion (T	G-38)			
					1 🗆	Skill Slo	t - Disable Device	traine	ed, +2	2 & 1 add	'l rank/lvl	(TG-38)			
					1 🗀	Transl	ucent dermal p	latin	g, M	ark V +	-5 AC (TG-37)			
					1	- w/3 lm	plant Mesh - incre	ease	impla	nt AC by	2 each	(IG5-63)			
					1 🗀	Enhan	ced Cybernetic	Arm	ı (TO	G-36)					
					1	+5 clim	nb, +5 CMD to	disar	m						
					1	- w/Imp	olant Mesh - inc	reas	e im	olant St	r by 2 (G5-63)			
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	WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	#			CONTAIN	ER	BAGS & CO	NTA	AINE		LUME/WEIGH	IT LIMIT/NOT	ES		WEIGHT
	BELT:														
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	FEET:		CARRI		CARRIE	O WGT N/A	STORED	æ				REASURE	ARRIED		WEIGHT
	HANDS:	PLATINUM						Ľ	L						
	HEAD:	GOLD													
н	ADBAND:	SILVER													
	NECK:	COPPER									10	ADS &	LIFT		
	RING:								GHT OAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
	RING:		C	ARRII	ED WE	IGHT			33	267	400	N.	400	800	2000
SH	DULDERS:	ARMOR & WEAPONS	CURRENG	EQU	JIPMENT	MISC	TOTAL		0	0		MODIFIED LOAD	0	0	0
	WRIST:	0.0	0.0	١,	4.0		4.0	CUF	RRENT	LOAD	LIGHT	2 м	EDIUM 🗖	HEA	vy 🗖
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			SPELLS PE	R DAY				BLOODLINES & PATRONS							SPELI	LS PE	ER DAY		
CLA	ss		Warpriest		LEVEL	10	BLOODLINE	/PATRON	Brigh			CI	LASS					LEVEL	-
SAV	E DC	LEVEL	TOTAL CLASS	ABILITY BONUS	MISC	SPELLS KNOWN	BLOODLINE	/PATRON					SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
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25FT + 5FT / 2 LV	50		100FT + 20 10FT / LVL	00	400FT + 40FT / LVL	800		HIBITED	Chaptia Ca	alla		25F 5FT /	T + 2 LVL	25	100fT 10fT / I	+ 1	00	400FT + 40FT / LVI	400
SPE	11	TOTAL	CTA22 ARIT	нто тп.	ER CUR	RENT POINTS	1		Chaotic Sp	elis		S	PELL	101AL	CLASS) ABI	ILITY OTHE	R CUI	RRENT POINTS
POIN	ITS	0	_ _				PROF	HIBITED					POINTS	0	_	」 L		┙┕	
LEVEL	PREP	USED				NA	ME & DESCRIPTION		SPE	LLS	schoo		DII	RATION	RANC	E	SAVE	SR	REFERENCE
0	, KEI	0325	Mending - re	estore 1	ld4 hp t						Transmu			stant	10		will		PCR-312
0			Make Whole	e - resto	re 1d6	hp to obj	ect of 10 cu	ı. ft/lvl	or one cons	struct creature	Transmu	tation	ins	stant	clos	е	will	yes	PCR-311
0			Soothe Con	struct -	reduce	chance of	of construct	going	berserk 1d	4%/4 Ivls	Abjura	tion	ins	stant	clos	e	none	no	UM-240
0			Create Wate	er - crea	ate up to	o 2 gallor	ns clean wa	ter/lvl			Conjura	ation	ins	stant	clos	e	none	no l	PCR-262
0			Detect Magi	ic - ider	itify and	locate n	nagic				Divinat	tion	conc	1min/lv	60		none	no l	PCR-267
0			Guidance -	+1 on o	ne atta	ck roll, sa	aving throw,	, or ski	II check.		Divinat	tion	1	min	touc	h	will	yes	PCR-292
0			Light - Obje	ct shine	s like a	torch.					Evocat	tion	10 ı	min/lvl	touc	:h	none	no l	PCR-304
0			Purify Food	& Drink	c - Purif	es 1 cu.	ft./level of fo	ood or	water.		Transmu	tation	ins	stant	10	<u>'</u>	will	yes	PCR-328
0			Read Magic	- Read	scrolls	and spe	llbooks.				Divinat	tion	10 ו	min/lvl	perso	nal	none	no l	PCR-330
																\perp			
1			Starsight - v			-		ohy che	ecks		Divinat	tion	10 ו	min/lvl	perso	nal	none	no	PotS-28
1			Detect Radi								Divinat			min/lvl	120)'	none	no	TG-8
1			Bless - Allie	s gain -	⊦1 on at	tack rolls	and saves	again	st fear		Enchant	ment	1 n	nin/IvI	50	<u>'</u>	none	yes	PCR
1			Bless Water								Transmu			stant	touc	h	will	yes	PCR
1			Cure Light V								Conjura			stant	touc	_	will	yes	PCR
1								es, sp	ells, or obje	cts of alignment				10min/l	60		none	no	PCR
1			Detect Unde								Divinat	tion		1min/lv	60		none	no	TEoG
1							· ·			es, and checks				nin/IvI	medi		will	yes	PCR
1			Forbid Actio							9	Enchant			rnd	clos		will	yes	UM
1			Murderous				<u>'</u>				Enchant	ment	1	rnd	clos	е	will	yes	UM
1			Read Weath								Divinat		ins	stant	perso	nal	none	no	FoB
1			Remove Fea	ar - Sup	presses	fear or g	gives +4 sav	ves vs	fear for one	subject +1/4 lvl	Abjura	tion	10	min	clos	e	will	yes	PCR

Abjuration

Abjuration

Conjuration

Transmutation

10 min/lvl

1 rnd/lvl

1 rnd/lvl

1 rnd/lvl

close

touch

close

touch

Remove Sickness - Suppress disease, nausea, and the sickened condition

Summon Monster I summon extraplanar creature (Clockwork Spy, B3-58)

Sanctuary - Opponents can't attack you, and you can't attack

Sun Metal - make weapon burn with fire

1

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yes

yes

fort

will

none

fort

UM

PCR

PCR

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			SPELLS						
LEVEL 2	PREP	USED	Planetarium- project an image of the night sky based on current location	school Illusion	conc+3rnd	close	none	yes	PotS-28
2			Semblance of Flesh - make one construct appear to be a living creature	Illusion	10 min/lvl	touch	none	no	IG2-75
2			Protection from Technology - +2 AC and saves vs technology	Abjuration	1 min/lvl		will		TG-10
\vdash				•		touch		no	
2			Aid +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10)		1 min/lvl	touch	none	-	PCR-239
2			Align Weapon - Weapon becomes good, evil, lawful, or chaotic	Transmutation	1 min/lvl	touch	will	-	PCR-240
2			Augury - Learns whether an action will be good or bad	Divination	instant	personal	none		PCR-245
2			Consecrate - Fills area with positive energy, weakening undead	Evocation	2 hr/lvl	close	none	no	PCR-258
2			Cure Moderate Wounds - Cures 2d8 damage + 1/level (max +10)	Conjuration	instant	close	will	·	PCR-263
2			Remove Paralysis - Frees up to 4 creatures from paralysis or slow effect	Conjuration	instant	close	will	yes	PCR-332
2			Protection from Chaos, Communal - divide duration by touch	Abjuration	1 min/lvl	touch	will	no	UC-240
2			Hold Person - Paralyzes one humanoid for 1 round/level	Enchantment	1 rnd/lvl	medium	will	yes	PCR-296
2			Restoration, Lesser - Dispels magical ability penalty or repairs 1d4 ability damage	Conjuration	instant	touch	will	yes	PCR-334
2			Surmount Affliction - Temporarily suppress one condition	Abjuration	1 rnd/lvl	personal	none	no	UM-241
2			Sound Burst - Deals 1d8 sonic damage to subjects; may stun them	Evocation	instant	close	fort	yes	PCR-346
2			Spiritual Weapon - Magic weapon attacks on its own, does 1d8 + 1/3 lvl	Evocation	1 rnd/lvl	medium	none	no	PCR-348
2			Locate Object - Senses direction toward object (specific or type).	Divination	1 rnd/lvl	long	none	no	PCR-305
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3			Discharge - drain battery or disable power source for 1d4 rounds	Abjuration	instant	medium	fort	no	TG-9
3			Recharge - restore 1 charge per level to a battery	Evocation	instant	touch	fort	yes	TG-11
3			Irradiate - 10' radius area with high radiation	Conjuration	instant	meidum	fort	yes	TG-11
3			Blindness/Deafness - Makes subject blinded or deafened	Necromancy	permanent	medium	fort	yes	PCR-250
3			Create Food and Water - Feeds three humans (or one horse)/level	Conjuration	24 hr	close	none	no	PCR-261
3			Cure Serious Wounds - Cures 3d8 damage + 1/level (max +15)	Conjuration	instant	close	will	yes	PCR-263
3			Dispel Magic - Cancels one magical spell or effect	Abjuration	instant	medium	none	no	PCR-272
3			Magic Circle against Chaos - As protection spells, but 10-ft. radius	Abjuration	10 min/lvl	touch	will	_	PCR-308
3			Prayer - Allies get +1 bonus on most rolls, enemies –1 penalty	Enchantment	1 rnd/lvl	40'	none		PCR-324
3			Remove Blindness/Deafness - Cures normal or magical blindness or deafness	Conjuration	instant	touch	fort	-	PCR-332
3			Remove Curse - Frees object or person from curse	Abjuration	instant	touch	will	•	PCR-332
3			Remove Disease - Cures all diseases affecting subject	Conjuration	instant	touch	fort	-	PCR-332
3			Speak with Dead - Corpse answers one question/two levels	Necromancy	1 min/lvl	10'	will	-	PCR-346
3			Symbol of Healing - Triggered rune heals living creatures w/in 60' 2d8+1/lvl hp	Conjuration	instant	60'	will	yes	UM-241
3			Water Breathing - Subjects can breathe underwater	Transmutation	2 hr/lvl	touch	will	-	PCR-368
<u> </u>			water breathing - Subjects can breathe underwater	rransmutation	∠ 111/1VI	LOUCH	VVIII	yes	1 011-300
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			SPELLS			4			
LEVEL 4	PREP	USED	NAME & DESCRIPTION Planetary Adaptation - allows caster to survive on other world or in vacuum	school Transmutation	duration 1 hr/lvl	personal	none	sr no	PotS-29
4			Curse of Unexpected Death - 5% of 8d6+lvl dam per minute, fort save reduces to 2d6	Necromancy	1 min/lvl	touch	fort	yes	IG5-74
4				Abjuration	10 min/lvl	touch	will	-	TG-9
			Magic circle Against Technology - protection from technology on all w/in 10' rad	-				no	
4			Make Whole, Greater - restores (1d6+1) hp/lvl to construct	Transmutation	instant	10'	will	yes	TG-10
4			Remove Radioactivity- remove effects of radiation from 1 creature or 20' rad area	Conjuration	instant	touch	fort	yes	TG-11
4			Dimension Door - Teleports you & willing allies a short distance	Conjuration	instant	long	will		PCR-269
4			Blessing of Fervor - Gives allies a choice of benefits	Transmutation	1 rnd/lvl	close	fort	-	APG-205
4			Control Summoned Creature - Direct a summoned monster as if you had summoned it		1 rnd/lvl	close	will	yes	UM-212
4			Cure Critical Wounds - Cures 4d8 damage + 1/level (max +20)	Conjuration	instant	touch	will	-	PCR-262
4			Dimensional Anchor - Bars extradimensional movement	Abjuration	1 min/lvl	medium	none	yes	PCR-270
4			Discern Lies - Reveals deliberate falsehoods	Divination	1 rnd/lvl	close	will	no	PCR-270
4			Dismissal - Forces a creature to return to native plane	Abjuration	instant	close	will	yes	PCR-271
4			Divination - Provides useful advice for specific proposed actions	Divination	instant	personal	none	no	PCR-273
4			Divine Power - You gain attack bonuses and 1 hp/level	Evocation	1 min	personal	none	no	PCR-273
4			Holy Smite - Harms and possibly blinds evil creatures (1d8 damage/2 levels)	Evocation	instant	medium	will	yes	PCR-297
4			Neutralize Poison - Immunizes subject against poison, detoxifies venom in or on subject.	Conjuration	instant	touch	will	yes	PCR-316
4			Restoration - Restores level and ability score drains	Conjuration	instant	touch	will	yes	PCR-334
4			Spiritual Ally - Creates a divine ally to aid you	Evocation	1 rnd/lvl	medium	none	-	APG-246
4			Summon Monster IV - Clockwork Servant (B3-56)	Conjuration	1 rnd/lvl	close	none	no	PCR-352
4			Terrible Remorse - Creature is compelled to harm itself	Enchantment	1 rnd/lvl	close	will	yes	UM-243
4			Tongues - Speak and understand any language	Divination	10 min/lvl	touch	will	-	PCR-360
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