

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	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	<b>22</b>	<b>6</b>	<b>18</b>		<b>4</b>	
<b>DEX</b>	<b>16</b>	<b>3</b>	<b>14</b>	<b>2</b>		
<b>CON</b>	<b>16</b>	<b>3</b>	<b>12</b>	<b>-2</b>	<b>6</b>	
<b>INT</b>	<b>18</b>	<b>4</b>	<b>14</b>	<b>2</b>	<b>2</b>	
<b>WIS</b>	<b>22</b>	<b>6</b>	<b>18</b>		<b>4</b>	
<b>CHA</b>	<b>8</b>	<b>-1</b>	<b>8</b>			

HITPOINTS		
CURRENT HP	HP GAINED	HD
<b>127</b>	<b>82</b>	<b>10</b>
	<b>45</b>	<b>5</b>
NONLETHAL HP DAM		
TEMPORARY HP		
<b>TOTAL HP</b>	<b>127</b>	<b>FAVORED CLASS</b>

CLASS RECORDER									
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
Warpriest (Cyber-Soldier)	7	50		7	3	7	10		
Exalted	3	30		2	2	3	5		
<b>TOTALS</b>	<b>10</b>	<b>80</b>	<b>0</b>	<b>9</b>	<b>5</b>	<b>10</b>	<b>15</b>		

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	<b>26</b>	-10+	<b>13</b>	<b>0</b>	<b>3</b>					
<b>TOUCH</b>	<b>13</b>	-10+		<b>3</b>						
<b>FLAT-FOOT</b>	<b>23</b>	-10+	<b>13</b>	<b>0</b>	<b>0</b>					

SKILLS

SKILL	DEX	INT	CHA	STR	WIS	WILL	LEVELS
* ACROBATICS *	3					3	
* APPRAISE	4					4	
* BLUFF	-1		-1				
* CLIMB *	15	1	6	3		5	
* CRAFT: mechanical	8	1	4	3			
* DIPLOMACY	7	5	-1	3			
* DISABLE DEVICE *	17	5	3	3		6	
* DISGUISE	-1		-1				
* ESCAPE ARTIST *	3			3			
* FLY *	3			3			
* HANDLE ANIMAL	3	1	-1	3			
* HEAL	24	15	6	3			
* INTIMIDATE	3	1	-1	3			
* KN: engineering	17	10	4	3			
* KN: religion	22	15	4	3			
* KN: planes	10	3	4	3			
* KN:			4				
* KN:			4				
* KN:			4				
* LINGUISTICS			4				
* PERCEPTION	10		6			4	
* PERFORM:	-1		-1				
* PROF: Robotist	14	5	6	3			
* RIDE *	7	1	3	3			
* SENSE MOTIVE	14	5	6	3			
* SLEIGHT OF HAND *			3				
* SPELLCRAFT	17	10	4	3			
* STEALTH *	3		3				
* SURVIVAL	10	1	6	3			
* SWIM *	10	1	6	3			
* USE MAGIC DEVICE			-1				

SAVING THROWS						
FORT	REF	WILL	CLASS BASE	ABILITY	ENHANCE	MISC
<b>14</b>	<b>8</b>	<b>16</b>	<b>9</b>	<b>3</b>	<b>2</b>	
			<b>5</b>	<b>3</b>		
			<b>10</b>	<b>6</b>		

+2 BAB on second attack

ATTACKS						
MELEE	RANGED	CMB	CMD	BASE ATTACK BONUS	TEMP	ABILITY
<b>16</b>	<b>13</b>	<b>16</b>	<b>29</b>	<b>10</b>		<b>6</b>
				<b>10</b>		<b>3</b>
				<b>10</b>	<b>STR</b>	<b>6</b>
				<b>10</b>	<b>0</b>	<b>9</b>

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES
Vercite race (PotS 15) as elf less immunities & magic weapon prof.
Chameleon Skin - change skin at will (B2-248)
Cybernetic Augmentation (TG)
Low-Light Vision - dim light
Keen senses +2 perception
prof: long & short bows, long swords,
Warpriest class HD=d8 (ACG-60)
Cyber Soldier Build (TG-12)
Prof: Simple & Martial Weapons, All Armor
Spells - any on cleric list, must prepare in advance, no chaos
Aura (Ex) - no aura as Brigh is Neutral (ACG-60)
Blessing (Su) (ACG-60)
Sacred Armor (Su) AC +2 (ACG-63)
Sacred Weapon 1d10+2 (Su) (ACG-61)
substitute bonus w/ flaming, frost, shock, brilliant energy, axiomatic, etc.
Improved Implantation (Ex) 2 ability mods (Int or Con)
Artifice Blessing (ACG-64) 3 +lv/2 times/day
Crafter's Wrath - grant weapon 1 min bypass hardness/DR to crafted objects
Transfer Magic - transfer magic ability from weapon to another for 1 min
Travel Blessing (ACG-68)
Agile Feet = 1 rnd, ignore all difficult terrain
Dimensional Hop = teleport 20' per blessing usage (another for 1 pt)
Law Blessing (ACG-66)
Axiomatic Strike - 1 min weapon deals +1d6 vs chaos
Battle Companion - summon Clockwork Soldier (B3-57)
Fervor(Su) spell as swift action or heal 3d6 hp (1 pt) (ACG-62)
Channel Energy (Su) use fervor in 30' rad (2 pt) (ACG-62)
Spontaneous Casting - convert prepared spell to healing spell (ACG-60)
Technologist - trained in technology checks (TG-7)
Craft Cybernetics - (TG-6)

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  **635,000 / 635,000**

SPEED	BASE	FLY	SWIM	CLIMB	MISC
<b>30</b>					

INIT	DEX MOD	MISC MOD
<b>3</b>	<b>3</b>	

HERO	SR	DR

RESISTANCES

POOL POINTS	AMMO & NOTES
<b>5</b>	<b>lv/2 Fervor</b>

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
Transparent dermal plating, Mark V w/ 3 implant patches +11 AC+2	<b>13</b>					

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
cauterizing null blade + 3	<b>+16+2+3</b>	<b>(1d10+2+6+4+3)x3</b>	<b>19-20/x2</b>				<b>negative emgo and fire dam</b> <b>no bleed</b>



**SPELLS PER DAY**

CLASS  LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
16	0	5	5			
17	1st	7	5	2		
18	2nd	7	5	2		
19	3rd	6	5	1		
20	4th	5	4	1		
21	5th	4	3	1		
	6th			1		
	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



