

Shereriti (Graced by the Star Archon Kokebi)

David

CHARACTER			PLAYER				
Arach (Archon-Graced)	Medium	Female	6'6"	200 lbs	none	black	gray w/ red
RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN
8	Lawful Good	Inanna, Princess of the Sky	Caverns below Southern Fangwood, Nirmathas				
AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION				



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

LANGUAGES: Common, Undercommon, Celestial, Abyssal, Necril, Aklo, Infernal

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	14	2	10	4		
DEX	22	6	16	6		
CON	22	6	12	10		
INT	14	2	14			
WIS	14	2	10	4		
CHA	22	6	18	2	2	

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
191	126	9	Arach	9	54		3	6	6	9	
	60	5	Summoner	3	20	5	1	1	4	5	
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	191	FAVORED CLASS	Summoner	TOTALS	12	74	5	4	7	10	14

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	25	-10+	3	0	6		6			
TOUCH	16	-10+			6					
FLAT-FOOT	19	-10+	3	0	0		6			

SKILLS					RANKS TOTAL	74
TOTAL	RANKS	ABILITY	TRAINED	MISC		
<input type="checkbox"/> ACROBATICS	DEX	6		6		
<input type="checkbox"/> APPRAISE	INT	2		2		
<input type="checkbox"/> BLUFF	CHA	6		6		
<input type="checkbox"/> CLIMB	STR	2		2		
<input checked="" type="checkbox"/> CRAFT	INT	10	5	2	3	
<input type="checkbox"/> DIPLOMACY	CHA	6		6		
<input type="checkbox"/> DISABLE DEVICE	DEX			6		
<input type="checkbox"/> DISGUISE	CHA	6		6		
<input type="checkbox"/> ESCAPE ARTIST	DEX	6		6		
<input checked="" type="checkbox"/> FLY	DEX	14	5	6	3	
<input checked="" type="checkbox"/> HANDLE ANIMAL	CHA	14	5	6	3	
<input type="checkbox"/> HEAL	WIS	2		2		
<input type="checkbox"/> INTIMIDATE	CHA	9	3	6		
<input checked="" type="checkbox"/> KN: all	INT	19	14	2	3	
<input type="checkbox"/> KN:	INT			2		
<input type="checkbox"/> KN:	INT			2		
<input type="checkbox"/> KN:	INT			2		
<input type="checkbox"/> KN:	INT			2		
<input checked="" type="checkbox"/> LINGUISTICS	INT	8	3	2	3	
<input type="checkbox"/> PERCEPTION	WIS	20	10	2		8
<input type="checkbox"/> PERFORM	CHA	6		6		
<input checked="" type="checkbox"/> PROF:	WIS			2		
<input checked="" type="checkbox"/> RIDE	DEX	6		6		
<input type="checkbox"/> SENSE MOTIVE	WIS	2		2		
<input type="checkbox"/> SLEIGHT OF HAND	DEX			6		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	15	10	2	3	
<input type="checkbox"/> STEALTH	DEX	19	9	6		4
<input type="checkbox"/> SURVIVAL	WIS	7	5	2		
<input type="checkbox"/> SWIM	STR	2		2		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	14	5	6	3	
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

COMBAT NOTES & MODIFIERS										
SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	second attack @ +7 BAB			
FORT	10	4	6							
REF	13	7	6							
WILL	12	10	2							

Shereriti is an Arach, Graced by a Star-Archon to perform good tasks in places where only evil forms go unchallenged.



FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Race: Arach (ToHC-33) HD: d10 skills 4+Int Mod	Spell Focus (conjuration)
Darkvision 60'; Natural Armor +6	Augment Summoning +4 Str, +4 Con to summoned
+4 racial bonus on Perception and Stealth	Expanded Summon Monster - More monsters to summon
Natural Weapons: six slams (1d4) or one-handed weapons and a bite (1d6)	Harrowed Summoning - Draw 2 harrow +4 to each ability
Multispell (Ex) 3 lvl 1-3 spells/rnd or 2 lvl 4-5 spells/rnd	Vigilant Eidolon - +8 Perception w/ Eidolon
Poison (Ex) - bite or weapon w/ Arach Venom (below)	Evolved Summoned Monster - add eidolon feature to summoned
Spider Passivism (Ex) - no spider-like creatures will attack	Superior Summoning - add 1 to number of creatures summoned
Summon Spiders - 2/day (lvl 4, 9 HD of monstrous spiders, 100%)	Versatile Summon Monster - add template to summoned
Star-Archon Graced (AB-32) +4 Wis +4 Con	- monsters from aerial, aqueous, chthonic, dark, fiery, or primordial.
Aura of Menace (Su) 10', Will save or -2 attack, AC, saves until hit	
+4 save vs poison & Petrification, resist elect. 15	
Smite Chaos or Evil (3/day) +Cha Mod damage	
Spell-Like Ability: Aid, true seeing (at will); sunbeam, sunburst (1/day)	
Graced (Su) - contains part of the Archon's grace	
Graced Regeneration (Su) 1 +HD/2	

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	15,000 / 23,000
SLOW <input type="checkbox"/> MEDIUM <input checked="" type="checkbox"/> FAST <input type="checkbox"/>	

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30			10	
INIT	6	=	6	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES	Electricity 15				
POOL POINTS					

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
Elemental Body (II) Robe +3	3	10	0	0	-	1.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Slam (x6)	+14	1d4+2	20,x2		B		
Bite	+14	1d6+2	20,x2		P		
daggers +3 summon bane (x2)	+14/+18 +3	1d4+2+3	19-20/x2	10	P		

