Shererīti (Graced by the Star Archon Kokebi) David Arach (Archon-Graced) Female 6'6' 200 lbs Medium black gray w/ red none RACE & L SIZE GENDER HEIGH. WEIGHT EYES 8 Lawful Good Inanna, Princess of the Sky Caverns below Southern Fangwood, Nirmathas Common, Undercommon, Celestial, Abyssal, Necril, Aklo, Infernal Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012 CLASS RECORDER ARILITY SCORE 2 14 10 **STR** 4 126 9 Arach 9 54 3 22 6 3 6 5 20 1 DEX 16 60 Summoner 5 22 6 12 CON 10 2 INT 14 14 2 4 WIS 14 10 12 74 5 4 TOTAL HP Summoner **TOTALS** 22 2 2 6 18 **CHA** ABILITY SCORE 8 ⋆□ ACROBATICS ◆ DE) 6 ★□ APPRAISE INT 2 ATTACKS & DEFENSE BLUFF CHA 6 25 AC 0 6 6 =10+ *□ CLIMB STR 2 CRAFT: 10 6 MAXIMUM TOUCH 16 10 =10+ DIPLOMACY CHA 6 ☐ DISABLE DEVICE ◆ DEX 19 3 0 0 6 0% LAT-FOOT **-10**+ ∗**□** Disguise CHA 6 ★□ ESCAPE ARTIST ◆ DEX 6 second attack @ +7 BAB DEX 14 VING THROWS ABILITY ✓ HANDLE ANIMAL СНА 14 5 10 4 6 **FORT** ∗□ HEAL WIS 2 13 7 6 ⋆□ INTIMIDATE REF CHA 9 3 ☑ KN: all INT 19 14 Shererīti is an Arach 2 WILL 12 10 INT Graced by a ☐ KN: INT BASE ATTACK BONUS ☐ KN: INT Star-Archon MELEE 2 14 12 ☐ Kn: INT to perform good ☐ KN: INT RANGED 18 12 6 ✓ LINGUISTICS INT 3 tasks in places 8 *□ PERCEPTION WIS 20 10 **CMB** 18 12 CHA 6 where only evil ♠□ PERFORM: 6 ✓ PROF 8 WIS CMD 30 B/42B 0 forms go unchallenged -10₊ RIDE • DEX 6 E SENSE MOTIVE 2

2 6 2 2 3 6 6 6 6 6 6 3 2 6 2 3 2 2 2 2 2 2 3 2 8 6 2 6 2 ☐ SLEIGHT OF HAND • DEX 6 ✓ SPELLCRAFT INT 15 2 10 ★□ STEALTH ◆ DEX 19 9 6 ⊹□ SURVIVAL WIS 2 5 Augment Summoning +4 Str, +4 Con to summoned Swim • 2 2 Expanded Summon Monster - More monsters to summon ✓ Use Magic Device СНА 14 6 3 Harrowed Summoning - Draw 2 harrow +4 to each ability STR STR STR Evolved Summoned Monster - add eidolon feature to summoned STR Superior Summoning - add 1 to number of creatures summoned STR Versatile Summon Monster - add template to summoned

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EXPERIENCE 15,000 23,000 BASE CLIMB 30 **SPEED** 10 MISC 6 INIT **HERO** SR DR **RESISTANCES** Electricity 15

POOL POINTS

3 Elemental Body (II) Robe +3 10 0 0 1.0

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Spell Focus (conjuration)

Vigilant Eidolon - +8 Perception w/ Eidolon

- monsters from aerial, aqueous, chthonic, dark, fiery, or primordial.

Race: Arach (ToHC-33) HD: d10 skills 4+Int Mod

Natural Weapons: six slams (1d4) or one-handed weapons and a bite (1d6).

Multispell (Ex) 3 lvl 1-3 spells/rnd or 2 lvl 4-5 spells/rnd

Poison (Ex) - bite or weapon w/ Arach Venom (below)

Spider Passivism (Ex) - no spider-like creatures will attack

Summon Spiders - 2/day (IvI 4, 9 HD of monstrous spiders, 100%)

Aura of Menace (Su) 10', Will save or -2 attack, AC, saves until hit

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

+4 save vs poison & Petrification, resist elect. 15

Smite Chaos or Evil (3/day) +Cha Mod damage

Star-Archon Graced (AB-32) +4 Wis +4 Con

+4 racial bonus on Perception and Stealth

Darkvision 60'; Natural Armor +6

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

FEATS & SPECIAL ABILITII						EATS	S & SPECIAL ABILITIES											
Class: Summoner (APG) HD: d8 skills: 2 + Int Mo	d		USES/DAY	USED	_{Ar}	ach Vend	om: Bite—inju	rv; sa\	^{аме} /e Fort D	DC 17:			USES/DAY	USED				
Weapon Prof: Simple; Armor Proficiency: Light Arm		frequency 1/round for 4 rounds; effect 1d4 Str; cure 1 save.							ave.									
Eidolon: Separate Sheet,must remain w/ 100 ft nam		An arach can also coat a single weapon it wields with this poison as a move act																
Life Link (Su) - sacrifice hp for eidolon			1 H		C is Constitut													
Summon Monster III (Sp) - x=10=3+1+ChaMod/day;			1 🗀															
Bond Senses (Su) - Share senses with Eidolon			1 🗀															
Shield Ally (Ex) +2 AC & saves w/ Eidolon w/in reach			1															
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0		+	Detect Magic - Detects all spells and magic items within 60 ft. Read Magic - Read scrolls and spellbooks.											Divinat											
0		_	Acid Splash - Orb deals 1d3 acid damage.											Conjura											
0		_	Guidance - +1 on one attack roll, saving throw, or skill check.												Divinat										
0		Mage	Mage Hand - 5-pound telekinesis.												Transmu	ation									
0		Mess	Message - Whisper conversation at distance.												Transmu	ation									
1		Life Conduit - transfer 1d6 hp to/from eidolon												Conjura	tion										
1		+	Enlarge Person - Humanoid creature doubles in size.												Transmu		1								
1		_	Unseen Servant - Invisible force obeys your commands.											Conjura											
1		Reduce Person - Humanoid creature halves in size.										Transmu	ation	1											
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