

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, Sylvan, Aboleth, Draconic

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	30	10	18	2	4	6

HITPOINTS

CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
241	126	9	Arach	9	54		3	6	6	9	
	60	5	Summoner	3	20	5	1	1	4	5	
	50	5	Stargazer	3	30		2	3	3	5	
TOTAL HP	241	FAVORED CLASS	Summoner	TOTALS	15	104	5	6	10	13	19

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Arach	9	54		3	6	6	9
Summoner	3	20	5	1	1	4	5
Stargazer	3	30		2	3	3	5
TOTALS	15	104	5	6	10	13	19

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	31	-10+	9	0	6		6			
TOUCH	16	-10+		6						
FLAT-FOOT	25	-10+	9	0	0		6			

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	12	6	6			
REF	16	10	6			
WILL	15	13	2			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	17	15		2		
RANGED	21	15		6		
CMB	25	15	CHA	10		
CMD	33	-10+	15	0	8	

second attack @ +10 BAB
 third attack @ +5 BAB

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	Summon Good Monster - add celestial monsters to conjure list w/ Diehard feat
+4 save vs poison & Petrification, resist elect. 15	Starlight Summons - gain Blind-Fight feat, Perception & Stealth, natural weapons are cold iron
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	

SKILLS

SKILL	TOTAL	RANKS	ABILITY	TRAINED	MISC
ACROBATICS	10	1	6	3	
APPRAISE	2		2		
BLUFF	10		10		
CLIMB	6	1	2	3	
CRAFT	10	5	2	3	
DIPLOMACY	14	1	10	3	
DISABLE DEVICE			6		
DISGUISE	10		10		
ESCAPE ARTIST	6		6		
FLY	19	10	6	3	
HANDLE ANIMAL	18	5	10	3	
HEAL	2		2		
INTIMIDATE	13	3	10		
KN: all	24	19	2	3	
KN:			2		
KN:			2		
KN:			2		
KN:			2		
KN:			2		
KN:			2		
LINGUISTICS	11	6	2	3	
PERCEPTION	28	15	2	3	8
PERFORM	14	1	10	3	
PROF:	6	1	2	3	
RIDE	10	1	6	3	
SENSE MOTIVE	2		2		
SLEIGHT OF HAND			6		
SPELLCRAFT	20	15	2	3	
STEALTH	19	9	6		4
SURVIVAL	10	5	2	3	
SWIM	6	1	2	3	
USE MAGIC DEVICE	18	5	10	3	

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 105,000 / 155,000

SPEED 40 = 6 DEX MOD + 10 MISC MOD

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
ARMOR Elemental Body (II) Robe +3 & Cloak of Starry Radiance +6	9	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		

SPELLS PER DAY

CLASS	Summoner				LEVEL	10
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
20	0					6
21	1st	8	5	3		5
22	2nd	7	4	3		5
23	3rd	5	3	2		4
24	4th	3	1	2		2
	5th			2		
	6th			2		
	7th			1		
	8th			1		
	9th			1		

CLOSE: 25FT + 5FT / 2 LVL **50** MEDIUM: 100FT + 10FT / LVL **200** LONG: 400FT + 40FT / LVL **800**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL 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 **25** MEDIUM: 100FT + 10FT / LVL **100** LONG: 400FT + 40FT / LVL **400**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects all spells and magic items within 60 ft.	Divination					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Acid Splash - Orb deals 1d3 acid damage.	Conjuration					
0			Guidance - +1 on one attack roll, saving throw, or skill check.	Divination					
0			Mage Hand - 5-pound telekinesis.	Transmutation					
0			Message - Whisper conversation at distance.	Transmutation					
1			Life Conduit - transfer 1d6 hp to/from eidolon	Conjuration					
1			Enlarge Person - Humanoid creature doubles in size.	Transmutation					
1			Unseen Servant - Invisible force obeys your commands.	Conjuration					
1			Reduce Person - Humanoid creature halves in size.	Transmutation					
1			Snowball - Ranged touch delivers 1d6/level cold damage (max 5d6) and might stagger a foe.	Evocation					
1			*Feather Fall - Objects or creatures fall slowly.	Transmutation					
2			Alter Summoned Monster - You swap a creature summoned by a conjuration (summoning) spell	Conjuration					
2			Evolution Surge, Lesser - Grants eidolon an evolution with 2 evolution points.	Transmutation					
2			Haste - One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.	Transmutation					
2			Slow - One subject/level takes only one action/round, -1 to AC, Reflex saves, and attack rolls.	Transmutation					
2			Invisibility - Subject is invisible for 1 min./level or until it attacks.	Illusion					
2			*Hypnotic Pattern - Fascinates 2d4 + level HD of creatures.	Enchantment					
3			Control Summoned Creature - Direct a summoned monster as if you had summoned it.	Enchantment					
3			Dispel Magic - Cancels one magical spell or effect.	Abjuration					
3			Enlarge Person, Mass - 1 humanoid creature/level doubles in size.	Transmutation					
3			Summon Monster IV - Summons extraplanar creature to fight for you.	Conjuration					
3			*Fly - Subject flies at speed of 60 ft.	Transmutation					
4			Purified Calling - Eidolon summoned is fully healed.	Conjuration					
4			Summon Monster V - Summons extraplanar creature to fight for you.	Conjuration					
4			*Lesser Planar Binding - conjure one elemental or outsider with 6 HD or less	Conjuration					