Shererīti (Graced by the Star Archon Kokebi) David

200 lbs Arach (Archon-Graced) Medium Female 6'6' none WEIGHT HAIR EYES RACE & LA GENDER HEIGHT 8 Lawful Good Inanna, Princess of the Sky Caverns below Southern Fangwood, Nirmathas



8 AGE	Lawful Good Inanna, Princess of the Sky ALIGNMENT DEITY CAVERNS DEIOW Southern Fangwood, Nirmathas HOMELAND & BACKGROUND OCCUPATION																						
LANGUAGES: Common, Undercommon, Celestial, Abyssal, Necril, Aklo, Infernal, Sylvan, Aboleth, Draconic  Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012											1												
							HITPOINTS						CLASS RECORDER										
ABILITY SC		2	10	4	MISC	TEMP		CURRENT			HP GAINED	HD			ASS NAME	LASS KE	BAB	SKILL	FC HPS		REF	WILL	LEVELS
STR				=			,	$\cap$ $\Lambda$	1	$\vdash$	126	9			Arach		9	54	▙	3	6	6	9
DEX		6	16	6			241				60	5			nmoner	3	20	5	1	1	4	5	
CON	22	6	12	10			NONLETH	A1		$\dashv$	50	5		Sta	argazer		3	30	ـــــ	2	3	3	5
INT	14	2	14				HP DAM			+		₩					$\vdash$		▙	_	_	_	Ш
WIS	14	2	10	4			НР			$\dashv$	241	FAVOR	D.				-		╙	<u> </u>	<u> </u>	-	Ш
CHA	30	10	18	2	4	6		TOTAL HP				CLASS		Summo	oner	TOTALS	15	104	5	6	10	13	19
ABILITY SCORE &						CONDITIONS & MISCELLANEOUS TRACKING						SKILLS RANKS 104 TOTAL RANKS ABILITY TRAINED MISC											
RACIAL NOTES					DEEE	NGE							<b>★</b> ACROBATICS • DEX 10 1 6 3					3					
ARMOR CL	ASS TOTAL		ARMOR	SHIELD	DEX	SIZE	DEFE	NATURAL	DEFLECT	MISC	ТЕМР	_			★□ Apprai  ★□ Bluff	SE.		_	2 10	_	10		
AC	31	=10+	9	0	6			6				ARM	OR CHECK PENALTY	0	÷ <b>☑</b> CLIMB	•		_	6	1	2	3	
TOUC	н 16	=10+			6						1	Ī	MAXIMUM DEX	10	∗ ☑ CRAFT:  ∗ ☑ DIPLON	IACY			10 14	5	10	3	
FLAT-F		-10+	9	0	0			6			┪	SPELL 0%			☐ DISABL		EX	1		6			
	20	=10+					COMBAT NOTES & MODIFIERS						*□ DISGUISE CH.  *□ ESCAPE ARTIST • DE.				10 6		10 6				
SAVING THI	ROWS TOTAL	CLAS	SS BASE	ABILITY	ENHANCE	MISC	second attack @ +10 BAB						*■ ESCAPE ARTIST • DE:				19	10	6	3			
FOR	т 12		6	6			third attack @ +5 BAB							_			_	18	5	10	3		
REF	16	_	10	6														_	13	3	10		
		_		2				Shererīti is an A				☑ Kn: all					NT 2	24	19	2	3		
WIL	- 15	15 13 2 Shereriti is an Arach, Graced by a						<ul><li>□ KN:</li><li>□ KN:</li></ul>			NT NT	+		2									
ATTACKS TOTAL BASE ATTACK BONUS TEMP ABILITY SIZE					Star-Archon						☐ Kn:			NT	士		2						
MELE ATTACK MOD	DIFIER 17		15		2		to perform good					<ul><li>□ KN:</li><li>□ KN:</li></ul>			NT NT	+		2					
RANG		•	15		6			tasks in places						LINGUI	STICS		_	11	6	2	3		
СМЕ	25	15	CHA	<u> </u>	10		where only evil							∗ <b>☑</b> PERCEP			_	_	15	2	3	8	
					i=					★☑ Perfor ☑ Prof:	м:		_	14 6	1	10	3						
CMD 33 -10+ BAS DECET STAR					forms go unchallenged.					∗ <b>Ø</b> Ride •		D	EX 1	10	1	6	3						
EFATS &					FEATURES						_			EX	2		6						
	–				ATURES, RAC	AL TRAITS,	FEATS, AND CHARACTER FEATURES						✓ Spellcraft			_	20	15	2	3			
	Arach (ToH				4+Int N	lod	Spell Focus (conjuration)									_	19 10	9 5	6 2	3	4		
	ion 60'; Na						Augment Summoning +4 Str, +4 Con to summoned							* ✓ SWIM •	_	6	1	2	3				
+4 racia	al bonus on	Perce	eption a	nd Stea	alth		Expanded Summon Monster - More monsters to summon							Use Magic Device cha 1 □ STR				18	5	10	3		
Natural We	apons: six slams	s (1d4) or	r one-hande	ed weapon	ns and a bit	e (1d6).	Harrowed Summoning - Draw 2 harrow +4 to each ability									STR	┢	+					
Multispe	ell (Ex) 3 Ivl	1-3 sp	ells/rnd	or 2 lvl	4-5 spe	ls/rnd	Vigilant Eidolon - +8 Perception w/ Eidolon									STR	F						
Poison	(Ex) - bite o	r weap	on w/ A	rach Ve	enom (b	elow)	Evolved Summoned Monster - add eidolon feature to summoned									STR	$\perp$	$\dashv$					
Spider P	assivism (E)	k) - no :	spider-lik	ke creati	ures will	attack	Superior Summoning - add 1 to number of creatures summoned									STR		工					
Summon	Spiders - 2/da	y (lvl 4,	9 HD of r	monstrous	s spiders,	100%)	Versatile Summon Monster - add template to summoned							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									
Star-Arc	chon Grace	ed (AB	-32) +4	Wis +4	Con		- monsters from aerial, aqueous, chthonic, dark, fiery, or primordial.						EXPERIENCE 105,000 / 155,000										
Aura of M	lenace (Su) 10	)', Will sa	ave or -2	attack, A	C, saves	until hit	Summon Good Monster - add celestial monsters to conjure list w/ Diehard feat						310# 2	MEDIOM 2		BASE	FLY	Y S	WIM	CLIMB	MISC		
+4 save	vs poison	& Pet	rificatio	n, resis	t elect.	15	Starlight Summons - gain Blind-Fight feat, Perception & Stealth, natural weapons are cold iron						SPE	D		40	$\perp$			10			
Smite C	Smite Chaos or Evil (3/day) +Cha Mod damage					e							INI	т (	6	= [	6	DEX MOD	+ [		MISC MOD		
Spell-Like Ability: Aid, true seeing (at will); sunbeam, sunburst (1/day)											HER	0					_						
Graced (Su) - contains part of the Archon's grace												SR DR											
Graced	Graced Regeneration (Su) 1 +HD/2															lootri -						<b>—</b>	
														ANCES E	iectric	пу Т	<del>,</del>						
			ARMOR NAM	1E & DESCRIP		OR &	WEAPONS  AC BONIS MAY DEV. DENALTY SPELLEAU. TYPE WEIGHT						POOL POINTS										
ARMOR EIG	emental Bod	ly (II) R				y Radi	ance +6 9 10 0 0 - 1.0						1.0										
SHIELD						-		10 0 0 - 1.0														$\neg$	
							ATTACK MODIFIERS DAMAGE CRITIC					CRITICA	AL RANG	E TYPE	WEIGH	т		A 1414	IO & NOT	FS			
Slam (x6)					$\top$						4+2		20,x	П	В	WEIGH	Τ		АММ	J & NUI	-3		
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black

gray w/ red

1d6+2

1d4+2+3

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10

20,x2

19-20/×2

+14

+14/+18 +3

Bite

daggers +3 summon bane (x2)

										0.000					
	FEATS & SPECIAL ABILITIES			USES/DAY	USED				NA	ME	IAL ABIL	ITIES		USES/DAY	USED
Class: Summoner (APG) HD: d8 skills: 2 + Int Mod					Arach Venom: Bite—injury; save Fort DC 17;										
Weapon Prof: Simple; Armor Proficiency: Light Armor						1 —	frequency 1/round for 4 rounds; effect 1d4 Str; cure 1 save.								
Eidolon: Separate Sheet,must remain w/ 100 ft name: Wefi						! ├─		so coat a single w			th this poisor	n as a mov	e action.		
-	e Link (Su) - sacrifice hp for eidolon						e save D	C is Constitut	ion-ba	sed.					
$\vdash$	ımmon Monster III (Sp) - x=14=3+1+ChaMod/day; no	o ei	idolon			╽┝									
Bond Senses (Su) - Share senses with Eidolon						╽┝									
Sh	nield Ally (Ex) +2 AC & saves w/ Eidolon w/in reach	_				l ⊢									
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	EQUIPMENT & MAGIC ITEMS	S						E	OUIP	MENT &	MAGIC	ITEMS			
ж	Prestige Class: Stargazer (PotR-30)	9	QTY / USES	WGT N/A	WEIGHT	ж	daggers	+3 summon baı	ITEM				QTY / USES	WGT N/A	WEIGHT
$\vdash$	HD: d6; skills 4+Int Mod	+				┨┝	daggers	- o summon bai	10 .00	x · 200 0	um v3. 3um	iiiiorica			
$\vdash$	Guiding Light: Eidolon becomes Familiar, continues to evolv	+				┨┝	Flement	al Body (II) R	aha +1						
H	Mystery Magic: Gain Witch's Hex: Slumber	+				┨┝	_	cast elementa							
	*Mystery Magic: Gain Virturis Flex. Sturnber	<u></u>				┨┝		th: +4 Str & -			n/lv/l				
H	The Stars Are Rights (Su) - spontaneously cast Stars spell	+				┨┝	e.g. Lai	ui. 14 Su &	13 AC	101 11111	11/101				
H	. , , , , , , , , , , , , , , , , , , ,	+				┨┝	Cummo	ner's Metama	rio Do	d					
H	if spells are prepared in starlight	+				┨┝						برام مالد			
L	star domain spells cast in starlight heal IVI hp	$\pm$				l ⊢		oose one of the				elis only			
	Mystery Magic: Coat of Many Stars Oracle Revelatio	<u>+</u>				l ⊢		Spell — Doub				ooturoo			
L	Cloak fo Starry Radiance +6 AC (Ivl hrs/day) Sidereal Arcana:	+				l ⊢		e Spell — Max				eatures			
H		+				l ⊢	Quicken	Spell — Cast	speii	as a sw	iii action				
H	The Wagon move +10 & freedom of movement (3/day	4				┨┝	ainalat at		1						
L	The Rider - cast Phantom Steed (1/day)	+				<b>∤</b> ⊢	circlet of	f alluring chari	sma +	ъ					
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	WORN MAGIC ITEM EQUIPMENT							BAGS & CO	NTAI	NERS					
	EQUIPMENT SLOTS FOR MAGIC ITEMS	ж				CONTAINE	R				VOLUME/WEIGH	IT LIMIT/NOTE	:S		WEIGHT
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	BODY:	$\vdash$													
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н	EADBAND:	H	ILVER		$\rightarrow$				Ш						
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L	RING:								LIGHT	LOAD	LOAD	N	HEAD	GROUND	PUSH
	RING:	1A	RMOR &			D WE		TOTAL	58	116	174	MODIFIED	174	348	870
SH	OULDERS:	WI	EAPONS	CURRENCY	+ -	PMENT	MISC		0	0		LOAD	0	0	0
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		SPELLS PER DAY	BLOODLINES & PATRONS			SPELLS	PER DAY				
CLASS		Summoner LEVEL 10	BLOODLINE/PATRON		CL	.ASS			LEVE	L	
		ABILITY SPELLS	BLOODLINE/PATRON					ABILITY		SPELLS KNOWN	
20	LEVEL	TOTAL CLASS BONUS MISC KNOWN			Г	SAVE DC LEVEL	TOTAL CL	ASS BONUS	MISC	KNOWN	
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	9th		SPECIALITY		L	9th					
25FT + 5FT / 2 LVL	50	100FT + 200 LONG: 400FT + 40FT / LVL 800	FOCUSED		25F 5FT / 2	r+   25	MEDIUM: 100FT + 10FT / LVL	100	400FT - 40FT / L	+   400	
	TOTAL	CLASS ABILITY OTHER CURRENT POINTS	PROHIBITED			TOTAL		ABILITY OTH	ER CL	URRENT POINTS	
SPELL POINTS	0	]	PROHIBITED		S	PELL 0			╝┖		
			SPELLS								
LEVEL PREF	USED	Detect Magic - Detects all spells a	AME & DESCRIPTION	sсноо Divinat	000	DURATION	RANGE	SAVE	SR	REFERENCE	
0		Read Magic - Read scrolls and sp		Divinat							
0		Acid Splash - Orb deals 1d3 acid		Conjura							
		Guidance - +1 on one attack roll, s		Divinat							
0		Mage Hand - 5-pound telekinesis.	aving thow, or skill check.	Transmut							
0		Message - Whisper conversation	at distance	Transmut							
		Wessage - Whisper Conversation	at distance.	Transmu	lation						
1		Life Conduit - transfer 1d6 hp to/fro	om eidelen	Conjura	ation						
1		Enlarge Person - Humanoid creati		Transmut							
1		Unseen Servant - Invisible force of		Conjura							
1		Reduce Person - Humanoid create		Transmut							
1			evel cold damage (max 5d6) and might stagger a foe.	Evocat							
		- Charles Transport today, doine of the charles	oron constrainings (man cas) and might chagge a reco-	210001							
		*Feather Fall - Objects or creatures	s fall slowly	Transmut	tation						
2		-	creature summoned by a conjuration (summoning) spell	Conjura							
2		,	eidolon an evolution with 2 evolution points.	Transmut							
2		_	aster, +1 on attack rolls, AC, and Reflex saves.	Transmut							
2			action/round, –1 to AC, Reflex saves, and attack rolls.	Transmut							
2		Invisibility - Subject is invisible for		Illusio							
		, ,									
2		*Hypnotic Pattern - Fascinates 2d4	+ level HD of creatures.	Enchant	ment						
3		• • • • • • • • • • • • • • • • • • • •	a summoned monster as if you had summoned it.	Enchant							
3		Dispel Magic - Cancels one magic		Abjurat							
3		Enlarge Person, Mass - 1 humano	<u> </u>	Transmut							
3		_	extraplanar creature to fight for you.	Conjuration							
			-	-							
3		*Fly - Subject flies at speed of 60	ft.	Transmut	tation						
4		Purified Calling - Eidolon summon		Conjura	ation						
4		Summon Monster V - Summons e	extraplanar creature to fight for you.	Conjura	ation						
4		*Lesser Planar Binding - conjure o	ne elemental or outsider with 6 HD or less	Conjura	ation						