Terät Taikaa

CHARACTER				
Android	M	Female	PLAYER	
RACE & LA	SIZE	GENDER	5'10" HEIGHT	250 WEIGHT	Red HAIR	Purple EYES	White SKIN
747 AGE	Lawful Neutral ALIGNMENT	None DEITY	The Automatrix on Aballon HOMELAND & BACKGROUND OCCUPATION	

LANGUAGES: Aballonian, Common, Kasathan, Vercite, Androffan, Triaxian, Binary

PATHFINDER ROLEPLAYING GAME

ABILITY SCORE

	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	14	2	14			
DEX	20	5	18	2		
CON	14	2	14			
INT	20	5	18	2		
WIS	10	0	10			
CHA	8	-1	10		-2	

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP

10

HP GAINED	HD
10	1

NONLETHAL HP DAM

TEMPORARY HP

| TOTAL HP | 10 | FAVORED CLASS | |

CONDITIONS & MISCELLANEOUS TRACKING

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Magus	0	7		2	0	2	1
TOTALS	0	7	0	2	0	2	1

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	18	=10+	3	0	5						
TOUCH	15	=10+			5						
FLAT-FOOT	13	=10+	3	0	0						

ARMOR CHECK PENALTY	0	
MAXIMUM DEX	8	
SPELL FAILURE	0%	

COMBAT NOTES & MODIFIERS

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	4	2	2			
REF	5	0	5			
WILL	2	2	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	2	0		2		
RANGED ATTACK MODIFIER	5	0		5		
CMB	2	0	STR	2		
CMD	17	=10+	BOB 0	DODGE & DEFLECT	STR & DEX	

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Android race (PotS 6)

Darkvision 60', low-light vision

Constructed (Ex) classification: humanoid & construct

Not subject to fatigue or exhaustion

Immune to disease, sleep, fear & emotion effects

+4 save vs mind effects, paralysis, poison& stun

No morale bonus.

Emotionless (Ex) -4 on sense motive

Nanite Surge 1/day +3 on any d20 roll, circuit glows 1 rnd

Magus class (UM-9) HD: d8

Prof: all simple & martial weapons, light armor

Arcane Pool: lvl/2+Int Mod

Add +1 to one weapon for 1 minute (1 pt) (UM-9)

Spell combat (Ex) use weapon and cast spell at same time

Technologist (TG-7)

Rapid Recovery - use Nanite Surge to remove condition (TG-7)

SKILLS

RANKS TOTAL 7

		TOTAL	RANKS	ABILITY	TRAINED	MISC
*☐ Acrobatics ◆	DEX	8		5		3
*☐ Appraise	INT	5		5		
*☐ Bluff	CHA	-1		-1		
*☑ Climb ◆	STR	2		2		
*☑ Craft: mechanical	INT	9	1	5	3	
*☐ Diplomacy	CHA	-1		-1		
☐ Disable Device ◆	DEX			5		
*☐ Disguise	CHA	-1		-1		
*☐ Escape Artist ◆	DEX	5		5		
*☑ Fly ◆	DEX	5		5		
☐ Handle Animal	CHA			-1		
*☐ Heal	WIS	0		0		
*☐ Intimidate	CHA	-1		-1		
☑ Kn: Arcana	INT	9	1	5	3	
☑ Kn: dungeoneering	INT			5		
☑ Kn: planes	INT	9	1	5	3	
☑ Kn: engineering	INT	9	1	5	3	
☐ Kn:	INT			5		
☐ Kn:	INT			5		
☐ Linguistics	INT			5		
*☐ Perception	WIS	2		0		2
*☐ Perform:	CHA	-1		-1		
*☐ Prof: roboticist	WIS	4	1	0	3	
*☑ Ride ◆	DEX	5		5		
*☐ Sense Motive	WIS	-4		0		-4
☐ Sleight of Hand ◆	DEX			5		
☑ Spellcraft	INT	9	1	5	3	
*☐ Stealth ◆	DEX	8		5		3
*☐ Survival	WIS	0		0		
*☐ Swim ◆	STR	2		2		
☑ Use Magic Device	CHA	3	1	-1	3	
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					

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 ☐

	BASE	FLY	SWIM	CLIMB	MISC
SPEED					

SPEED: 30

| INIT | 5 | = | 5 DEX MOD | + | MISC MOD |

HERO

SR

DR

RESISTANCES

POOL POINTS | 6 | Arcane

ARMOR & WEAPONS

	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	enhanced neraplast armor (TG-60) AC+2+1 dodge	3	8	0	0	lt	5.0
SHIELD							

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
laser pistol w/ laser sights (+1) ((x2)	+5+1+2	1d8+1	x2	50	F	2.0	10 charges
neural inhibitor	+5	1d6+2	x2		B	2.0	10 charges

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	Standard adventurer's kit			
	Aballonian Android Spellbook			
	laser pistol w/ laser sights (+1) (TG-25)	2	2.0	4.0
	replacement battery packs (10 charges each)	2	1.0	2.0
	computer enhanced shooting goggles +10 range, +2 to hit			
	enhanced neraplast armor (TG-60) AC+2+1 dodge			
	+3 Stealth, +3 Acrobatics			
	neural inhibitor (truncheon) (IG1-60) attacks nervous system			
	1d6 dam then -1 hit, skill, will, -4 conc, stack w/ each hit			

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT

EQUIPMENT SLOTS FOR MAGIC ITEMS

- BELT:
- BODY:
- CHEST:
- EYES:
- FEET:
- HANDS:
- HEAD:
- HEADBAND:
- NECK:
- RING:
- RING:
- SHOULDERS:
- WRIST:

BAGS & CONTAINERS

⌘	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED

⌘	TREASURE	WEIGHT

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
58	116	174		174	348	870
0	0	MODIFIED LOAD		0	0	0

CURRENT LOAD	LIGHT ☑	MEDIUM ☐	HEAVY ☐

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
9.0	0.0	6.0		15.0

SPELLS PER DAY

CLASS	Magus			LEVEL	1

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0	3	3			
16	1st	3	1	2		
	2nd			1		
	3rd			1		
	4th			1		
	5th			1		
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL	25	MEDIUM: 100FT + 10FT / LVL	110	LONG: 400FT + 40FT / LVL	440

SPELL POINTS	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	25	MEDIUM: 100FT + 10FT / LVL	100	LONG: 400FT + 40FT / LVL	400

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - identify and locate magic	Divination	conc,1min/lv	60'	none	no	PCR-267
0			Read Magic	Divination	10 min/lvl	personal	none	no	PCR-330
0			Starsight - view stars as if clear, +2 on geography checks	Divination	10 min/lvl	personal	none	no	PotS-28
0			Detect Radiation - detect radiation up to 120'	Divination	10 min/lvl	120'	none	no	TG-8
1			Technomancy - Detect technological objects	Divination	3 rnd/lvl	60'	none	no	TG-11
1			Feather Fall - object or creature falls slowly	Transmutation	1 rnd/lvl	close	will	yes	PCR
1			Magic Missile 1d4+1 damage +1 missile/2 lvls (max 5)	Evocation	instant	med	none	yes	PCR
1			Mirror Strike - hit two targets, split damage	Transmutation	next attack	personal	none	no	UC-236
1			Returning Weapon - returning weapon quality	Conjuration	1 min/lvl	close	will	yes	UC-242
1			Shocking Grasp - touch delivers 1d6/lvl electric dam (max 5d6), +3 attack for metal armor	Evocation	instant	touch	none	yes	PCR
1			True Strike - +20 on next attack roll	Divination	next attack	personal	none	no	PCR
1			Warding Weapon - a weapon is magically wielded to protect you while you cast a spell	Abjuration	2 rnd/lvl	personal	none	no	UC-248