

Terät Taikaa

CHARACTER
Android M Female-ish
 RACE & LA SIZE GENDER
 747 Lawful Neutral None
 AGE ALIGNMENT DEITY

PLAYER
 5'10" 250 Red Purple White
 HEIGHT WEIGHT HAIR EYES SKIN
 The Automatrix on Aballon
 HOMELAND & BACKGROUND OCCUPATION



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

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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	14	2	14			
DEX	20	5	18	2		
CON	14	2	14			
INT	24	7	18	2	4	
WIS	10	0	10			
CHA	8	-1	10	-2		

HITPOINTS

CURRENT HP	HP GAINED	HD
82	82	10
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	82	FAVORED CLASS

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Magus	7	80		7	3	7	10
TOTALS	7	80	0	7	3	7	10

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	21	-10+	4	0	5	2				
TOUCH	17	-10+			5	2				
FLAT-FOOT	14	-10+	4	0	0					

ARMOR CHECK PENALTY **0**
 MAXIMUM DEX **8**
 SPELL FAILURE **0%**

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	9	7	2			
REF	8	3	5			
WILL	7	7	0			

+2 BAB on second attack

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	9	7		2		
RANGED	12	7		5		
CMB	12	7	DEX	5		
CMD	26	-10+	B7B	D2E	S7D	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 & med. 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
- Point Blank +2 attack & dam (PCR-131)

- Technologist (TG-7)
- Rapid Recovery - use Nanite Surge to remove condition (PotS-7)
- Skill Focus (Knowledge(Engineering))
- Spellstrike (Su) Deliver spell along with melee attack (UM-10)
- Arcane Accuracy +IntMod attack (1 pt) (UM-11)
- Hasted Assault (as haste) (1 pt) (UM-12)
- Spell Shield immediately increase AC by IntMod (1 pt) (UM-12)
- Spell Recall (Su) use pts to recall used spell (pt=lv) (UM-12)
- Knowledge Pool (Su) use pts to learn unknowns spells (UM-12)
- Improved Spell Combat (Ex) (UM-12)
- Fighter Training (Ex) fighter lvl = 1/2 magus lvl (UM-13)
- Rapid Repair- use Nanite Surge to heal x=lvl hp (PotS-7)
- Craft Technological Item (TG-6)
- Robot's Bane +x=1 all rolls vs robots (TG-6)
- Technology Adept Point Blank +2 (TG-7)

SKILLS

SKILL	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	8		5		3
* APPRAISE	7		7		
* BLUFF	CHA		-1		
* CLIMB	7	2	2	3	
* CRAFT: mechanical	INT	20	10	7	3
* DIPLOMACY	CHA	-1		-1	
* DISABLE DEVICE	DEX	12	7	5	
* DISGUISE	CHA	-1		-1	
* ESCAPE ARTIST	DEX	5		5	
* FLY	DEX	10	2	5	3
* HANDLE ANIMAL	CHA			-1	
* HEAL	WIS	0		0	
* INTIMIDATE	CHA	4	2	-1	3
* KN: Arcana	INT	20	10	7	3
* KN: dungeoneering	INT	12	2	7	3
* KN: planes	INT	17	7	7	3
* KN: engineering	INT	26	10	7	3
* KN:	INT			7	
* KN:	INT			7	
* LINGUISTICS	INT			7	
* PERCEPTION	WIS	2		0	2
* PERFORM:	CHA	-1		-1	
* PROF: roboticist	WIS	13	10	0	3
* RIDE	DEX	10	2	5	3
* SENSE MOTIVE	WIS	-4		0	-1
* SLEIGHT OF HAND	DEX			5	
* SPELLCRAFT	INT	20	10	7	3
* STEALTH	DEX	8		5	3
* SURVIVAL	WIS	0		0	
* SWIM	STR	6	1	2	3
* USE MAGIC DEVICE	CHA	7	5	-1	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

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30	30				
INIT	5	=	5	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES					
POOL POINTS	9				Arcane

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR second generation neraplast armor (TG-60) AC+4+2 dodge	4	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))	+12+3+2+2	1d8+2+2	x2	50	F	2.0	10 charges
neural inhibitor	+9	1d6+2	x2		B	2.0	10 charges

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

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NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
#	ITEM	QTY / USES	WGT N/A	WEIGHT
	Standard adventurer's kit			
	Aballonian Android Spellbook			
	laser pistol w/ military laser sights (+3) (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
	Moonlight harvester			
	- this small dish collects enough moonlight/starlight per night to replenish 20 charges			
	Force Field wristbands - Blue (TG-45)			
	40 charges=rnds, Temp hp=40, fast healing=7			

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

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
9.0	0.0	6.0		15.0

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 <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>				

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
17	0	3	5			
18	1st	3	5	2		
19	2nd	6	4	2		
20	3rd	5	3	2		
21	4th	2	1	1		
	5th			1		
	6th			1		
	7th			1		
	8th					
	9th					

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

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 MEDIUM: 100FT + 10FT / LVL LONG: 400FT + 40FT / LVL

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
2			Protection from Technology +2 AC and saves vs technology	Abjuration	1 min/lvl	touch	will	no	TG-10
2			Blood Transcription - consume blood of fallen spell caster to learn spell	Divination	24 hrs	touch	none	no	UM-209
2			Bull's Strength - +4 Strength	Transmutation	1 min/lvl	touch	will	yes	PCR-251
2			Burning Gaze - 1d6 fire damage on creature or object + catches fire (1d6 dam/rnd)	Evocation	1 rnd/lvl	30'	fort	yes	APG-208
2			Cat's Grace +4 Dexterity	Transmutation	1 min/lvl	touch	will	yes	PCR-252
2			Darkness - 20' rad	Evocation	1 min/lvl	touch	none	no	PCR-263
2			Defensive Shock - next creature that touches caster takes 1d6 electric dam/2 lvls	Evocation	1 min/lvl	personal	none	no	UM-216
2			Elemental Touch - 1d6 dam of aid/cold/electric/fire + special effects	Evocation	1 rnd/lvl	personal	fort	no	APG-218
2			Fire Breath - belch up to 3 cone of fire, 4d6 first, 2d6 second, 1d6 third	Evocation	1 rnd/lvl	15'	reflex, 1/2	yes	APG-221
2			Flaming Sphere - 5' sphere, moves 30', does 3d6 fire dam	Evocation	1 rnd/lvl	medium	reflex	yes	PCR-283
2			Invisibility - target is invisible even until it attacks	Illusion	1 min/lvl	touch	will	yes	PCR-301
2			Levitate - move yourself, another willing creature or object 20'/rnd	Transmutation	1 min/lvl	close	none	no	PCR-304
2			Scorching Ray - attack with x=2 rays dealing 4d6 fire dam each	Evocation	instant	close	none	yes	PCR-337
2			Spider Climb - move 20' vertical surfaces, ceilings w/o skill check	Transmutation	10 min/lvl	touch	will	yes	PCR-347
2			Planetarium - project an image of the night sky based on current location	Illusion	conc+3rnd	close	none	yes	PotS-28

