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 Female-ish

 RACE & LA
 T47
 Lawful Neutral
 None

5'10" HEIGHT

250 WEIGHT

Red

Purple

urple White

DATHFINDER ROLLEPLAYING GAME

747	Lawful N	Veut	tral	None					ıtomatri							25									
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LANGUAGES	Aballon	iaii,	Comin	ion, ivas	satriari,	verdite, F	ilaion	ali, Iliax								-				·	iius@ya	inoo.com	i. version	1.0.2012	
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					CLASS FE	ATURES, RACIA		FEATUR FEATS, AND CI		EATURES						✓ SPELLO		ND ¥	IN	_	20	10	7	3	
Android								Techn	ologist	(TG-7	<u>')                                    </u>					* STEALT			DE	_	8		5		3
Darkvis	ion 60',	low	-light	vision				Rapid R	Recovery	- use Na	anite Su	irge to re	emove	condition	(PotS-7)	*□ SURVIV - *☑ SWIM •			WI ST	_	6	1	0 2	3	
Constru	cted (Ex	) cla	assific	ation: h	numano	id & cons	truct	Skill F	ocus (Ł	Cnowle	dge(E	Engine	ering))			<b>☑</b> Use M	AGIC DEV		СН	IA _	7	5	-1	3	
Not sub	ject to f	atig	ue or	exhaus	stion			Spellstr	ike (Su)	Deliver	spell a	long wit	h mele	e attack	(UM-10)	- 🗆			TR TR	+	+	$\dashv$	$\dashv$		
Immune	e to dise	ase	e, slee	p, fear	& emot	ion effec	ts	Arcane	e Accu	racy +I	ntMod	d attacl	k (1 pt	) (UM-	11)			S	TR						
+4 save	vs min	d ef	ffects,	paralys	sis, pois	son& stu	n	Haste	d Assa	ult (as	haste	) (1 pt)	(UM-	12)		- 0			TR TR	$\perp$	+		$\rightarrow$		
No mor	ale boni	us.						Spell Sh	nield imn	nediately	y increa	ase AC b	oy IntMo	od (1 pt)	) (UM-12)				TR	工	ユ	$\equiv$	$\equiv$		
Emotio	nless (E	x) -	4 on s	ense m	notive			Spell R	ecall (Sı	u) use p	ts to re	call use	d spell	(pt=lvl)	(UM-12)	MARK A	O SHOW A	CLASS SK BE USED U	ILL. CLA: JNTRAIN	SS SKIL	LS WITH	RANKS C	PENALTY	TRAINED APPLIES	BONUS.
Nanite S	Surge 1/d	ay +	-3 on a	ny d20	roll, circ	uit glows	1 rnd	Knowled	dge Pool	l (Su) us	e pts to	learn u	nknowr	s spells	(UM-12)		PERIEN		, [				/ 1	05,00	00
Magus	class (U	M-9	9) HD:	d8				Improv	ved Sp	ell Con	nbat (	Ex) (UI	M-12)			310 4	MEDIOM &	L FAST		BASE	FL	.y s	WIM	CLIMB	MISC
Prof: al	l simple	& m	nartial	weapor	ns, light	& med. a	rmor	Fighter	r Trainir	ng (Ex)	fighte	r lvl = 1	/2 mag	gus Ivl (	(UM-13)	SPE	ED		⅃┖	30					j
Arcane	Pool: lv	l/2+	Int Mo	od				Rapid I	Repair-	use Na	nite S	urge to	heal x	=lvl hp	(PotS-7)	INI	T	5	] :	= [	5	DEX MOD	+ [		MISC MOD
Add +1	to one v	vea	pon fo	or 1 mir	nute (1	pt) (UM-	9)	Craft 1	Гесhnо	logical	Item	(TG-6)				HER	RO		Ħ٢						
Spell cor	mbat (Ex	) use	e weap	on and	cast spe	ll at same	time	Robot'	's Bane	+x=1	all rol	ls vs ro	bots (	TG-6)		SF			╡	DR					
Point B	lank +2	atta	ack & d	dam (P	CR-131	1)		Techn	ology A	Adept F	Point E	Blank +	-2 (TG	i-7)						DK					
				`		,				<u> </u>			,			RESIST	ANCES	5							
				ARMORTIN	ME & DESCRI		OR &	WEAPO	WEAPONS  AC BONUS MAX DEX PENALTY SPELL FAIL TYPE WEIGHT							POOL I	POINTS	s 9	) [/	Arca	ne				
se	cond aer	nera	ition ne			TG-60) A	C+4+2	2 dodae		4	8	O	O SPELL FAI	l It	5.0										
ARMOR SE	901					/ / /				<u> </u>		† <u> </u>	Ť	† <u> </u>											
SHIELD		W/E + -	N N	DECCO:	2N				V NCS:-:-			<u> </u>						(DE	W.E				0.00	r.c	
laser ni	stol w/la			E (+1) ((			Т		+3+2+2				<sub>амаде</sub> 8+2+2		x2				2.0	$\overline{}$	) cha		IO & NOTE		
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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		В	2.0	10 charges

	FEATS & SPECIAL ABILITIES							EAT	C 0 (	CDECL	L ADI	LITIES			
	NAME		USES/DAY	USED	1 6			EAI	NAME	SPECIA	AL ADI	LITTES		USES/DAY	USED
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	EQUIPMENT & MAGIC ITEMS						F	OUII	DMF	NT & N	<b>AAGIC</b>	ITEMS			
ж	Standard adventurer's kit	QTY / USES	WGT N/A	WEIGHT	*			ITE	М	INT GE I	<i>ii</i> AGIC	TILMS	QTY / USES	WGT N/A	WEIGHT
	Aballonian Android Spellbook				┨┞										
	/ Ibanoman / Imarola openbook				┧┝	Moonlie	ght harvester								
	laser pistol w/ military laser sights (+3) (TG-25)	2	2.0	4.0	1		mall dish colle	ects e	enouc	ah moc	nliaht/s	starlight			
	replacement battery packs (10 charges each)	2	1.0	2.0	1		nt to replenish								
	computer enhanced shooting goggles +10 range, +2 to hit				1	1 -	<u> </u>								
					1	Force F	ield wristband	ls - B	lue (	TG-45)	)				
	enhanced neraplast armor (TG-60) AC+2+1 dodge				1	40 char	ges=rnds, Ter	որ հլ	p=40	, fast h	ealing=	=7			
	+3 Stealth, +3 Acrobatics				1 🗆										
	neural inhibitor (truncheon) (IG1-60) attacks nervous system				J L										
	1d6 dam then -1 hit, skill, will, -4 conc, stack w/ each hit				J L										
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	WORN MAGIC ITEM EQUIPMENT EQUIPMENT SLOTS FOR MAGIC ITEMS	#			CONTAIN	IER	BAGS & CO	ONTA	MINE		LUME/WEIG	HT LIMIT/NOT	res		WEIGHT
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	BODY:														₩
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	RING:			CARRI	ED WE	IGHT			8	116	174	N	174	348	870
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			SPELLS PER DAY				BLOODLIN	ES & PATRONS					SPELLS	PER	DAY		
CLAS	ss		Magus	LEVEL	10	BLOODLINE/PA	TRON			CL	_ASS					LEVE	L
SAVI	E DC LE	VEL	ABILITY TOTAL CLASS BONUS	MISC	SPELLS KNOWN	BLOODLINE/PA	TRON				SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
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	9	th L				SPECIALITY				L		9th					
CLOSE: 25FT +	50	٦	MEDIUM: 100 + 200	LONG: 400ft +	800	FOC	USED			CLO 25F	T+ (	25	меріим: 100ғт +	100	0	LONG:	⊦ I 400
5FT / 2 LV	L	TOTAL	10FT / LVL	40FT / LVL	RENT POINTS	J PROHIE	BITED			5FT /	2 LVL	TOTAL	10FT / LVL	ABILI		40FT / L	JERRENT POINTS
SPE		0	1 ABILITY OF	TER COR	RENT POINTS	PROHIE				S	PELL	0	CLASS	ABILI			JRRENT POINTS
POIN	115					FROITIL	BILED					U		11	- 11		
						PROTTE				F	POINTS	U					
LEVEL	PREP	USED			NA	ME & DESCRIPTION		PELLS	scноог	F	POINTS	U	RANGE		SAVE	SR	REFERENCE
O LEVEL	PREP		Detect Magic - ide	ntify and		ME & DESCRIPTION		PELLS	sснооі Divinati				RANGE 60'		save none		REFERENCE PCR-267
	PREP		Detect Magic - ide Read Magic	ntify and		ME & DESCRIPTION		PELLS	100 100 100 100 100	ion	conc,	RATION	100 00000	-		no	
0	PREP				d locate n	ME & DESCRIPTION	s	PELLS	Divinati	ion	conc,	ration 1min/lv	60'	al	none	no	PCR-267
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0 0 0	PREP		Read Magic Starsight - view standard Read Magic Detect Radiation -	detect r	clear, +2	nagic  on geograph up to 120'  al objects s slowly	y checks	PELLS	Divinati Divinati Divinati Divinati	ion	3 rr 1 rr	nin/lvl min/lvl min/lvl	60' person person 120'	al	none none none none	no no no no	PCR-267 PCR-330 PotS-28 TG-8
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0 0 0	PREP		Read Magic Starsight - view standard Read Magic Magic Magic Magic Stars	etect tec ct or cre +1 dama wo targe	clear, +2 clear, +2 chnologica cature fall age +1 m ets, split d	al objects s slowly issile/2 lvls (n	y checks	PELLS	Divinati Divinati Divinati Divinati Divinati Transmut Evocati	ion ion ion ation ion ation	3 m 10 m 10 m	nation 1min/lv nin/lvI min/lvI min/lvI nin/lvI	60' person 120'  60' close med	al	none none none none will none	no no no no no no yes	PCR-267 PCR-330 PotS-28 TG-8  TG-11 PCR PCR
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Abjuration

Divination

Transmutation

Evocation

Transmutation

Evocation

Evocation

Evocation

Evocation

Evocation

Illusion

Transmutation

Evocation

Transmutation

Illusion

1 min/lvl

24 hrs

1 min/lvl

1 rnd/lvl

1 min/lvl

1 min/lvl

1 min/lvl

1 rnd/lvl

1 rnd/lvl

1 rnd/lvl

1 min/lvl

1 min/lvl

instant

10 min/lvl

conc+3rnd

touch

touch

touch

30'

touch

touch

personal

personal

15'

medium

touch

close

close

touch

close

will

none

will

fort

will

none

none

fort

reflex,1/2

reflex

will

none

none

will

none

TG-10

UM-209

yes PCR-251

yes APG-208

yes PCR-252

no PCR-263

no APG-218

yes APG-221

yes PCR-283

yes PCR-301

yes PCR-337

PCR-304

PCR-347

PotS-28

UM-216

no

no

no

no

ves

yes

Protection from Technology +2 AC and saves vs technology

Bull's Strength - +4 Strength

Cat's Grace +4 Dexterity

Darkness - 20' rad

Blood Transcription - consume blood of fallen spell caster to learn spell

Elemental Touch - 1d6 dam of aid/cold/electric/fire + special effects

Levitate - move yourself, another willing creature or object 20'/rnd

Scorching Ray - attack with x=2 rays dealing 4d6 fire dam each

Spider Climb - move 20' vertical surfaces, ceilings w/o skill check

Planetarium - project an image of the night sky based on current location

Flaming Sphere - 5' sphere, moves 30', does 3d6 fire dam

Invisibility - target is invisible even until it attacks

Fire Breath - belch up to 3 cone of fire, 4d6 first, 2d6 second, 1d6 third

Burning Gaze - 1d6 fire damage on creature or object + catches fire (1d6 dam/rnd)

Defensive Shock - next creature that touches caster takes 1d6 electric dam/2 lvls

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			SPELLS						
3	PREP	USED	NAME & DESCRIPTION  Discharge - drain battery or disable power source for 1d4 rounds	SCHOOL Abjuration	instant	medium	fort	sr no	TG-9
3			Irradiate - 10' radius area with high radiation	Conjuration	instant	medium	fort	no	TG-9
3				Evocation					TG-11
-			Recharge - restore 1 charge per level to a battery	_	instant	touch	fort	yes	
3			Aqueous Orb - 10' diameter sphere of water, moves 30', traps creature,2d6 dam/rnd	Conjuration	1 rnd/lvl	medium	reflex		APG-202
3			Arcane Sight - see magic w/in 120', detect lvl and type of spellcasters	Divination	1 min/lvl	personal 	none	no	PCR-244
3			Dispel Magic - cause one spellcaster, creature or object to suppress magical ability	Abjuration	instant	medium	none		PCR-272
3			Fireball - 20' rad, 10d6 fire dam	Evocation	instant	long	reflex,1/2	-	PCR-283
3			Fly - fly with move of 60'	Transmutation	1 min/lvl	touch	will	yes	PCR-284
3			Force Punch - deal 1d4/lvl dam and pushed 5'/2 lvls	Evocation	instant	touch	fort	yes	
3			Lightning Bolt - 10d6 electric dam along line of attack	Evocation	instant	120'	reflex,1/2	yes	PCR-304
3			Magic Weapon (Greater) +1 attack & dam/4 lvls	Transmutation	1 hr/lvl	close	will	yes	PCR-310
3			Monstrous Physique I - Assume monster form: climb/fly/swim 30, darkvision 60, +2 Str, +2 AC	Transmutation	1 min/lvl	personal	none	no	UM-229
3			Versatile Weapon - +1 attack & dam/4 lvls & bypass damage reduction	Transmutation	1 min/lvl	close	will	yes	APG-254
3			Vampiric Touch - deal 1d6 dam/2 lvl and gain that many temp hp (max 10d6)	Necromancy	instant,1 hr	touch	none	yes	PCR-364
4			Magic circle Against Technology - protection from technology on all w/in 10' rad	Abjuration	10 min/lvl	touch	will	no	TG-9
4			Make Whole, Greater restores (1d6+1)/lvl to construct	Transmutation	instant	10'	will	yes	TG-10
4			Rebuke Technology - render robot or tech object inert until save made	Abjuration	1 rnd/lvl	medium	fort	yes	TG-10
4			Remove Radioactivity - remove effects of radiation from 1 creature or 20' rad area	Conjuration	instant	touch	fort	yes	TG-11
4			Arcana Theft - touch attack transfers spell from target to caster	Abjuration	instant	touch	none	yes	UM-206
4				•	1 rnd/lvl			-	PCR-248
⊢ <u> </u>			Black Tentacles - 1d6+4 in 20' radius + targets grappled	COnjuration		medium	none		APG-215
4			Detonate - 10d8 dam acid/cold/electric/fire in 30' radius on next round	Evocation	1 rnd,instan	30'	reflex,1/2	-	
4			Dragon's Breath - 30' cone or 60' line of acid/cold/electric/fire 1d6 dam/lvl (max 12)	Evocation	instant	30/60'	reflex,1/2	_	APG-217
4			Elemental Body I - take form of small air/earth/fire/water elemental w/ bonuses	Transmutation	1 min/lvl	personal	none		PCR-275
4			Fire Fall - rain of fire 60' rad, all take 5d6 dam & catch on fire, blinded w/in 120' for 1d4+1rnds		instant	long	will		APG-222
4			Ice Storm - 20' rad, 40' high, 3d6 bludgeon dam and 2d6 cold dam first round, then snow terrain	Evocation	1 rnd/lvl	long	none	-	PCR-298
4			Invisibility (Greater) - target is invisible even if it attacks	illusion	1 rnd/lvl	long	will	yes	PCR-302
4			Monstrous Physique II - Assume monster form: climb/fly/swim 60, darkvision 60 et al +4 Str, +4 AC		1 min/lvl	personal	none	no	UM-229
4			Phantasmal Killer - target sees frightening vision, dies of fright, save for 3d6 dam	Illusion	instant	medium	will	-	PCR-319
4			Shout - cone 5d6 sonic damage and deafened for 2d6 rnds, save halves	Evocation	instant	30'	fort	yes	PCR-343
4			Wall of Sound - 20'long/lvl & 20' high, repels arrows et al & 2d6+lvl sonic dam to pass through	Evocation	conc+1rnd/lv	medium	none	yes	UM-248
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