

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, Infernal, Abyssal, Celestial, Protean

ABILITY SCORE table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows: STR, DEX, CON, INT, WIS, CHA.

HITPOINTS table with columns: CURRENT HP, HP GAINED, HD, NONLETHAL HP DAM, TEMPORARY HP, TOTAL HP. Large number 129.

CLASS RECORDER table with columns: CLASS NAME, BAB, SKILL, FC HPS, FORT, REF, WILL, LEVELS. Rows: Magus, Technomancer.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE table with columns: ARMOR CLASS, TOUCH, FLAT-FOOT, AC, DODGE, NATURAL, DEFLECT, MISC, TEMP.

SAVING THROWS table with columns: FORT, REF, WILL, TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP.

ATTACKS table with columns: MELEE, RANGED, CMB, CMD, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC.

+2 BAB on second attack

SKILLS table with columns: SKILL, TOTAL, RANKS, ABILITY, TRAINED, MISC. Lists various skills like Acrobatics, Appraise, Bluff, etc.

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 = 13 points
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)

ARMOR & WEAPONS

ARMOR table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Row: second generation neraplast armor (TG-60) AC+4+2 dodge.

WEAPON table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows: laser pistol w/ laser sights (+1) ((x2)), neural inhibitor.

EXPERIENCE 635,000 / 635,000
SPEED 30
INIT 9 = 5 DEX MOD + 4 MISC MOD
HERO
SR DR
RESISTANCES
POOL POINTS 13 Arcane

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/lvl	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
2			Semblance of Flesh - make one construct appear to be a living creature	Illusion	10 min/lvl	touch	none	no	IG2-75

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
3			Discharge - drain battery or disable power source for 1d4 rounds	Abjuration	instant	medium	fort	no	TG-9
3			Irradiate - 10' radius area with high radiation	Conjuration	instant	medium	fort	no	TG-9
3	1		Recharge - restore 1 charge per level to a battery	Evocation	instant	touch	fort	yes	TG-11
3			Aqueous Orb - 10' diameter sphere of water, moves 30', traps creature, 2d6 dam/rnd	Conjuration	1 rnd/lvl	medium	reflex	no	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			Dispelling Magic - cause one spellcaster, creature or object to suppress magical ability	Abjuration	instant	medium	none	no	PCR-272
3			Fireball - 20' rad, 10d6 fire dam	Evocation	instant	long	reflex, 1/2	yes	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	UM-221
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			Black Tentacles - 1d6+4 in 20' radius + targets grappled	Conjuration	1 rnd/lvl	medium	none	no	PCR-248
4			Detonate - 10d8 dam acid/cold/electric/fire in 30' radius on next round	Evocation	1 rnd, instant	30'	reflex, 1/2	yes	APG-215
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	yes	APG-217
4			Elemental Body I - take form of small air/earth/fire/water elemental w/ bonuses	Transmutation	1 min/lvl	personal	none	no	PCR-275
4			Fire Fall - rain of fire 60' rad, all take 5d6 dam & catch on fire, blinded w/in 120' for 1d4+1 rnds	Transmutation	instant	long	will	no	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	yes	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	Transmutation	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	yes	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+1 rnd/lvl	medium	none	yes	UM-248
5			Gravity Sphere - 30' rad of altered gravity	Transmutation	1 rnd/lvl	medium	none	no	PotS-28
5			Cosmic Ray - 1d6 dam + sickened & cosmic aura that sickens adjacent targets	Evocation	1 rnd/lvl	close	fort	yes	PotS-28
5			Make Whole, Greater- restores (1d6+1) hp/lvl to construct	Transmutation	instant	10'	will	yes	TG-10
5			Acidic Spray - shoot acid from hand 15d6 dam first round, 7d6 second round	Conjuration	instant	60'	reflex, 1/2	yes	UM-204
5			Cloudkill - cloud 20' rad, 10' move, slays/no save <=3HD, slays <=6HD, 1d4 Con dam >6HD	Conjuration	1 min/lvl	medium	fort	no	PCR-256
5			Cone of Cold - cone of 15d6 cold dam	Evocation	instant	60'	reflex, 1/2	yes	PCR-258
5			Elemental Body II- take form of ??? air/earth/fire/water elemental w/ bonuses	Transmutation	1 min/lvl	personal	none	no	PCR-275
5			Monstrous Physique III - Assume monster form: climb/fly/swim 90, darkvision 60 et al +6 Str, +6 AC	Transmutation	1 min/lvl	personal	none	no	UM-229
5			Firesnake - make snake lvl squares long, those in path take 15d6 dam	Evocation	instant	60'	reflex, 1/2	yes	APG-222
5			Corrosive Consumption - 15 acid dam first rnd, 15d4 2nd, 15d6 third	Conjuration	3 rnds	touch	none	yes	UM-212