

Umuvi David
 CHARACTER PLAYER
 Tosculi (Muck Creature) Small Male 2'8" 24 none red bluish-gray
 RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN
 13 Neutral Calistria Bandu Hills, Mwangi Expanse
 AGE ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: Common, Aquan, Terran, Polyglot, Abyssal, Infernal, Celestial



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

| ABILITY SCORE | TOTAL | MOD | BASE | ENHANCE | MISC | TEMP |
|---------------|-------|-----|------|---------|------|------|
| STR | 12 | 1 | 12 | | | |
| DEX | 18 | 4 | 16 | 2 | | |
| CON | 18 | 4 | 14 | | 4 | |
| INT | 18 | 4 | 18 | | | |
| WIS | 12 | 1 | 10 | 2 | | |
| CHA | 12 | 1 | 16 | -2 | -2 | |

| HITPOINTS | | | CLASS RECORDER | | | | | | | | |
|------------|-----------|----|----------------|-----|-------|--------|------|-----|------|--------|---|
| CURRENT HP | HP GAINED | HD | CLASS NAME | BAB | SKILL | FC HPS | FORT | REF | WILL | LEVELS | |
| 11 | 10 | 1 | Arcanist | 0 | 6 | 1 | 0 | 0 | 2 | 1 | |
| TOTAL HP | | | TOTALS | | 0 | 6 | 1 | 0 | 0 | 2 | 1 |

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

| ATTACKS & DEFENSE | | | | | | | | | | |
|-------------------|-------|-------|--------|-----|------|-------|---------|---------|------|------|
| ARMOR CLASS | TOTAL | ARMOR | SHIELD | DEX | SIZE | DODGE | NATURAL | DEFLECT | MISC | TEMP |
| AC | 16 | -10+ | 0 | 0 | 4 | 1 | | 1 | | |
| TOUCH | 15 | -10+ | | | 4 | 1 | | | | |
| FLAT-FOOT | 12 | -10+ | 0 | 0 | 0 | 1 | | 1 | | |

| SKILLS | | | | | RANKS TOTAL |
|--|-------|---------|---------|------|-------------|
| TOTAL | RANKS | ABILITY | TRAINED | MISC | 6 |
| <input type="checkbox"/> ACROBATICS | DEX | 4 | 4 | | |
| <input checked="" type="checkbox"/> APPRAISE | INT | 4 | 4 | | |
| <input type="checkbox"/> BLUFF | CHA | 2 | 1 | 1 | |
| <input type="checkbox"/> CLIMB | STR | 1 | | 1 | |
| <input checked="" type="checkbox"/> CRAFT | INT | 4 | 4 | | |
| <input type="checkbox"/> DIPLOMACY | CHA | 1 | | 1 | |
| <input type="checkbox"/> DISABLE DEVICE | DEX | | | 4 | |
| <input type="checkbox"/> DISGUISE | CHA | 2 | 1 | 1 | |
| <input type="checkbox"/> ESCAPE ARTIST | DEX | 4 | 4 | | |
| <input checked="" type="checkbox"/> FLY | DEX | 4 | 4 | | |
| <input type="checkbox"/> HANDLE ANIMAL | CHA | | | 1 | |
| <input type="checkbox"/> HEAL | WIS | 1 | | 1 | |
| <input type="checkbox"/> INTIMIDATE | CHA | 1 | | 1 | |
| <input checked="" type="checkbox"/> KN: all | INT | 8 | 1 | 4 | 3 |
| <input type="checkbox"/> KN: | INT | | | 4 | |
| <input type="checkbox"/> KN: | INT | | | 4 | |
| <input type="checkbox"/> KN: | INT | | | 4 | |
| <input type="checkbox"/> KN: | INT | | | 4 | |
| <input checked="" type="checkbox"/> LINGUISTICS | INT | | | 4 | |
| <input checked="" type="checkbox"/> PERCEPTION | WIS | 5 | 1 | 1 | 3 |
| <input type="checkbox"/> PERFORM | CHA | 1 | | 1 | |
| <input checked="" type="checkbox"/> PROF: | WIS | | | 1 | |
| <input type="checkbox"/> RIDE | DEX | 4 | | 4 | |
| <input type="checkbox"/> SENSE MOTIVE | WIS | 1 | | 1 | |
| <input type="checkbox"/> SLEIGHT OF HAND | DEX | | | 4 | |
| <input checked="" type="checkbox"/> SPELLCRAFT | INT | 8 | 1 | 4 | 3 |
| <input checked="" type="checkbox"/> STEALTH | DEX | 12 | 1 | 4 | 3 |
| <input type="checkbox"/> SURVIVAL | WIS | 1 | | 1 | |
| <input type="checkbox"/> SWIM | STR | 1 | | 1 | |
| <input checked="" type="checkbox"/> USE MAGIC DEVICE | CHA | | | 1 | |
| <input type="checkbox"/> | STR | | | | |
| <input type="checkbox"/> | STR | | | | |
| <input type="checkbox"/> | STR | | | | |
| <input type="checkbox"/> | STR | | | | |
| <input type="checkbox"/> | STR | | | | |

| SAVING THROWS | | | | | | |
|---------------|------------|---------|---------|------|------|--|
| TOTAL | CLASS BASE | ABILITY | ENHANCE | MISC | TEMP | |
| FORT | 4 | 0 | 4 | | | |
| REF | 4 | 0 | 4 | | | |
| WILL | 3 | 2 | 1 | | | |

| ATTACKS | | | | | | |
|---------------|-------------------|------|---------|------|------|----|
| TOTAL | BASE ATTACK BONUS | TEMP | ABILITY | SIZE | MISC | |
| MELEE | 2 | 0 | 1 | 1 | | |
| RANGED | 5 | 0 | 4 | 1 | | |
| CMB | 3 | 0 | INT | 4 | 1 | -2 |
| CMD | 14 | -10+ | BOB | 0 | 5 | 1 |



FEATS & FEATURES
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Tosculi (Waspfolk) (Soutlands Bestiary-211) Class: Arcanist HD: d6, skills 2 + Int Mod
 Type: Monstrous Humanoids Weapon & Armor: All Simple and no armor.
 Small: +1 AC, attack; -1 CMB & CMD; +4 Stealth Cantrips (0 level spells) do not consume slots
 Carapace: +1 Natural AC Arcane Reservoir (Su) 3+lvl/2 points
 Stalker: Perception & Stealth are class skills Arcanist Exploits - use points to exploit magic
 Skittering: Share space w/ another Tosculi Consume Spells (Su) convert spell slot to lvl points (1/day)
 Gliding Wings (Ex) - as permanent feather fall + glide 60' Illusion Catcher (Su) - Save vs illusion; then control or dispel it
 Hive Builder (Sp): Soften Earth & Stone (1/day) School Understanding (illusion): Blinding Ray (Sp) 30' (3+IntMod/day)
 Template: Muck Creature (AB-211) Con +4, Cha -2 Extra Exploit
 Type: Outsider + earth, water, elemental & extraplanar
 Speed: climb & Swim at half base speed
 Attacks: natural claw attacks gain grab ability
 Earth Mastery (Ex) +1 attack & damage while on earth Water Mastery(Ex) +1 attack & damage while in water
 -4 attack and dam vs airborne foe or while airborne Smother (Ex): fill foe mouth w/ muck, save or nauseated 1d4 rnds
 Exude Muck (Su): 10' radius muck as grease spell Mudball (Su): 20' ranged touch as grease (resist fire 3) 1/min

ARMOR & WEAPONS

| ARMOR NAME & DESCRIPTION | AC BONUS | MAX DEX | PENALTY | SPELL FAIL | TYPE | WEIGHT |
|--------------------------|----------|---------|---------|------------|------|--------|
| ARMOR | | | | | | |
| SHIELD | | | | | | |

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 0 / 2,000

| SPEED | BASE | FLY | SWIM | CLIMB | MISC |
|-------|------|-----|------|-------|------|
| 30 | | | 15 | 15 | |

INIT 4 = 4 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS 4 Arcane Reservoir 3+lvl/2 points

| WEAPON NAME & DESCRIPTION | ATTACK MODIFIERS | DAMAGE | CRITICAL | RANGE | TYPE | WEIGHT | AMMO & NOTES |
|---------------------------|------------------|--------|-----------|-------|------|--------|--------------|
| claws (x2) | | 1d3 | 20/x2 | | S | | plus grab |
| dagger | +5 | 1d3+1 | 19-20/x20 | 10 | P | | |

SPELLS PER DAY

CLASS LEVEL

| SAVE DC | LEVEL | TOTAL | CLASS | ABILITY BONUS | MISC | SPELLS KNOWN |
|---------------------------------|----------------------------------|--------------------------------|--------------------------------|--------------------------------|----------------------|--------------------------------|
| <input type="text" value="14"/> | <input type="text" value="0"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text" value="4"/> |
| <input type="text" value="15"/> | <input type="text" value="1st"/> | <input type="text" value="3"/> | <input type="text" value="2"/> | <input type="text" value="1"/> | <input type="text"/> | <input type="text" value="2"/> |
| <input type="text"/> | <input type="text" value="2nd"/> | <input type="text"/> | <input type="text"/> | <input type="text" value="1"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text" value="3rd"/> | <input type="text"/> | <input type="text"/> | <input type="text" value="1"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text" value="4th"/> | <input type="text"/> | <input type="text"/> | <input type="text" value="1"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text" value="5th"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text" value="6th"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text" value="7th"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text" value="8th"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text" value="9th"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

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

| TOTAL | CLASS | ABILITY | OTHER | CURRENT POINTS |
|--------------------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text" value="0"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

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 |
|----------------------|----------------------------------|----------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text"/> | <input type="text" value="0"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text" value="1st"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text" value="2nd"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text" value="3rd"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text" value="4th"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text" value="5th"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text" value="6th"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text" value="7th"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text" value="8th"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | <input type="text" value="9th"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

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

| TOTAL | CLASS | ABILITY | OTHER | CURRENT POINTS |
|--------------------------------|----------------------|----------------------|----------------------|----------------------|
| <input type="text" value="0"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> |

SPELLS

| LEVEL | PREP | USED | NAME & DESCRIPTION | SCHOOL | DURATION | RANGE | SAVE | SR | REFERENCE |
|-------|------|------|--|---------------|----------|-------|------|----|-----------|
| 0 | | | Detect Magic - Detects all spells and magic items within 60 ft. | Divination | | | | | |
| 0 | | | Read Magic - Read scrolls and spellbooks. | Divination | | | | | |
| 0 | | | Ghost Sound - Figment sounds. | Illusion | | | | | |
| 0 | | | Jolt - Deal 1d3 electrical damage with a ranged touch attack. | Transmutation | | | | | |
| 0 | | | Mage Hand - 5-pound telekinesis. | Transmutation | | | | | |
| 0 | | | Mending - Makes minor repairs on an object. | Transmutation | | | | | |
| 0 | | | Message - Whisper conversation at distance. | Transmutation | | | | | |
| 1 | | | Summon Monster I - Summons extraplanar creature to fight for you. | Conjuration | | | | | |
| 1 | | | Hypnotism - Fascinates 2d4 HD of creatures. | Enchantment | | | | | |
| 1 | | | Magic Missile - 1d4+1 damage; +1 missile per two levels above 1st (max 5). | Evocation | | | | | |
| 1 | | | Shocking Grasp - Touch delivers 1d6/level electricity damage (max 5d6). | Evocation | | | | | |
| 1 | | | Shadow Trap - You pin the target's shadow to its current location | Illusion | | | | | |
| 1 | | | Disguise Self - Changes your appearance. | Illusion | | | | | |
| 1 | | | Color Spray - Knocks unconscious, blinds, and/or stuns weak creatures. | Illusion | | | | | |
| 1 | | | Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage. | Necromancy | | | | | |
| 1 | | | Enlarge Person - Humanoid creature doubles in size. | Transmutation | | | | | |
| 1 | | | Reduce Person - Humanoid creature halves in size | Transmutation | | | | | |