

Vesi Töömeees
 CHARACTER: Oread Medium Male
 RACE & LA: Medium Male
 AGE: 79 Alignment: Chaotic Neutral Deity:
 David
 PLAYER: 4'10" 220 silver silver slate
 HEIGHT WEIGHT HAIR EYES SKIN
 HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: common, Terran, Auran, Aquan, Ignan, Abyssal, Infernal, Celestial, Draconic



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	22	6	20	2		
DEX	15	2	15			
CON	16	3	16			
INT	29	9	25		4	
WIS	10	0	8	2		
CHA	6	-2	8	-2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
101	101	10	Occultist	7	130		7	3	7	10
TOTAL HP			TOTALS							
101			7 130 0 7 3 7 10							

ABILITY SCORE & RACIAL NOTES

ATTACKS & DEFENSE											
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP	ARMOR CHECK PENALTY
AC	17	-10+	5	0	2						-4
TOUCH	12	-10+			2						3
FLAT-FOOT	15	-10+	5	0	0						0%

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	10	7	3			
REF	5	3	2			
WILL	7	7	0			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	13	7		6		
RANGED	9	7		2		
CMB	13	7	STR	6		
CMD	25	-10+	B7B	0	8	

FEATS & FEATURES	
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES	
Oread (ARG-144) Occultist (OA-46) HD d8	Extra Mental Focus (OA-133) +2 pts
Earth Affinity (+2 to earth/stone based spells)	Extra Focus Power (OA-133)
Magic Stone (1/day)	Philosopher's Touch (Su) Change metal weapon 1 min/lvl 1pt (OA-57)
Darkvision 60'	Magic Item Skill (Ex) + lvl/2 Use Magic Device (OA-48)
Prof: Simple & Martial Weapons, Lt+Med Armor, Shield	Object Reading (Su) Detect & Identify Magic (OA-49)
Focus Powers (Su) (OA 47)	Shift Focus (Su) Shift focus from one implement to another (OA-48)
Implements (Su) (OA 47)	Aura Sight (Su) Read Auras per Aura Sight (ACG-174)
Knacks (OA 47)	Magic Circles (Su) Protect against lawful 1 pt (OA-49)
Mental Focus (OA 48) Mental Focus Points	Outside Contact (Su) less planar binding 3HD creature 1 pt (OA-49)
Transmutation (OA 57) (x2) - sandals	Mind Steed (Sp) Summon steed for 10 min/lvl 1 pt, flying +1 pt (OA-51)
Conjuration (OA 51) (x2) - mirror, talisman	Necromancy (OA-56) finger bone
Servitor (Sp) summon a servitor 1 min, 1 pt (OA 51)	Necromantic Focus - control undead 2HD/pt (OA-56)
Casting Focus (Su) increase spell duration by 1 rnd/pt	Mind Fear (Su) - Fear any 1 creature, Will sv 1 pt (OA-56)
Physical Enhancement (Su) +2 ability/3 pt	Flesh Rot (Sp) 2d8+10 dam touch 1 pt (OA-56)
Legacy Weapon (Su) add +2 to weapon 1 pt	Side Step (Sp) teleport 10' / lvl 1 pt (OA-52)

SKILLS						RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC	130
* ACROBATICS *	DEX	-2		2		
* APPRAISE	INT	19	7	9	3	
* BLUFF	CHA	-2		-2		
* CLIMB *	STR	2		6		
* CRAFT: sculptures	INT	22	10	9	3	
* DIPLOMACY	CHA	3	2	-2	3	
* DISABLE DEVICE *	DEX	6	5	2	3	
* DISGUISE	CHA	3	2	-2	3	
* ESCAPE ARTIST *	DEX	-2		2		
* FLY *	DEX	3	2	2	3	
* HANDLE ANIMAL	CHA			-2		
* HEAL	WIS	0		0		
* INTIMIDATE	CHA	-2		-2		
* KN: Arcana	INT	22	10	9	3	
* KN: Engineering	INT	22	10	9	3	
* KN: History	INT	22	10	9	3	
* KN: Planes	INT	22	10	9	3	
* KN: Religion	INT	22	10	9	3	
* KN:	INT			9		
* LINGUISTICS	INT			9		
* PERCEPTION	WIS	13	10	0	3	
* PERFORM:	CHA	-2		-2		
* PROF: miner	WIS	13	10	0	3	
* RIDE *	DEX	-2		2		
* SENSE MOTIVE	WIS	13	10	0	3	
* SLEIGHT OF HAND *	DEX	3	2	2	3	
* SPELLCRAFT	INT	22	10	9	3	
* STEALTH *	DEX	-2		2		
* SURVIVAL	WIS	0		0		
* SWIM *	STR	2		6		
* USE MAGIC DEVICE	CHA	16	10	-2	3	5

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 / 105,000

SPEED					
	BASE	FLY	SWIM	CLIMB	MISC
SPEED	20				
INIT	2	=	2	DEX MOD	+ MISC MOD
HERO					
SR					
DR					
RESISTANCES	Acid 5				
POOL POINTS	21	Mental Focus (lvl +Int mod+2)			

ARMOR & WEAPONS						
ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR scale mail	5	3	-4			
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
psychically charged war hammer +3	+13+3	1d10+13 +3	x3		B		+2d8 psychic vs lawful

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS			
#	ITEM	QTY / USES	WGT N/A WEIGHT
	warhammer		5.0
	standard adventure's kit		15.0
	scale mail		30.0
	set of 2 magic hand mirrors function w/ Mirror Hideaway & Transport		

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

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
0.0	0.0	50.0		50.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
176	352	528	N	528	1056	2640
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	Occultist			LEVEL	10	
SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
20	1st	8	5	3		
21	2nd	6	4	2		
22	3rd	5	3	2		
23	4th	3	1	2		
	5th			2		
	6th			1		
	7th			1		
	8th			1		
	9th			1		

CLOSE: 25FT + 5FT / 2 LVL **50** MEDIUM: 100FT + 10FT / LVL **200** LONG: 400FT + 40FT / LVL **800**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

SPELL POINTS**BLOODLINES & PATRONS**

BLOODLINE/PATRON	
BLOODLINE/PATRON	

DOMAINS

DOMAIN	
SUBDOMAIN	
DOMAIN	
SUBDOMAIN	
DOMAIN	
SUBDOMAIN	

WIZARD SPECIALITY SCHOOL

SPECIALITY	
FOCUS	
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**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
0				

SPELL POINTS**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			create water - 2 gallons/lvl	Conjuration	instant	close	none	no	PCR-262
0			open/close -	Transmutation	instant	close	Will	no	PCR-317
0			stabilize - keep 0 hp creature from dying	Conjuration	instant	close	will	no	PCR-348
0			grave words - cause corpse to speak, 10% meaningful	Necromancy	1 rnd	touch	none	no	OA-172
0			message - whisper messages across distance	Transmutation	10 min/lvl	medium	none	no	PCR-313
1			icicle dagger - create dagger out of ice, does 1 extra cold damage	Conjuration	1 min/lvl	touch	none	no	UM-224
1			leaf blades - increase damage by 1 size (PCR-145) warhammer 2d8	Transmutation	1 min/lvl	touch	none	no	APG-230
1			returning weapon	Conjuration	1 min/lvl	close	will	yes	UC-242
1			decompose corpse - reduce corpse to skeleton	Necromancy	instant	touch	fort	yes	UM
1			break - you break an object	Transmutation	instant	close	fort	yes	APG-207
2			apport object - transport a small object from one location to another	Conjuration	instant	touch	will	yes	OA-157
2			ghostbane dirge - become incorporeal - normal weapons do 50% damage	Transmutation	1 rnd/lvl	close	will	yes	APG-225
2			glitterdust - blind creatures, make invisible glow	Conjuration	1rnd/lvl	medium	will	no	PCR-290
2			mirror hideaway - move 8 creatures into extradimensional space behind mirror	Transmutation	1 hr/lvl	touch	none	no	ACG-188
2			purge spirit d6 dam/lvl to incorporeal creatures	Necromancy	instant	medium	will /half	yes	OA-184
3			minor creation - create 1 cu ft/lvl of nonliving plant matter	Conjuration	1 hr/lvl	0 ft	none	no	PCR-313
3			stone shape = 10 cu ft + 1 cu ft/lvl	Transmutation	instant	touch	none	no	PCF-349
3			sepia snake sigil - trap creature with magic rune for 1d4 +1 day/lvl	Conjuration	permanent	touch	ref	no	PCR-339
3			heart of the metal transform 1 weapon/metal to adamantine, iron or silver	Transmutation	1 min/lvl	close	none	no	ACG-183
3			riding possession - gain first person access to senses of another	Necromancy	1 hr/lvl	medium	will	yes	OA-185
4			major creation as minor creation, but vegetable, stone, precious & rare metals, gem	Conjuration	varies	close	none	no	PCR-311
4			mirror transport - move into one mirror and out another within 500'	Transmutation	1 hr/lvl	touch	yes	yes	ACG-188
4			phantom chariot - summon a heavy chariot w/ scythes, carries 6, AC 19, hp 10+2/lvl, d8 ram damage	Conjuration	1 hr/lvl	touch	none	no	UC-239
4			planar adaptation - adapt to planar conditions, DR 20 for energy of that type	Transmutation	1 hr/lvl	personal	none	no	APG-236
4			possession - possess a creature	Necromancy	1 hr/lvl	med	will	yes	OA-180