

Aziz
 CHARACTER: **Sunsoul (Solar Ifrit)** Medium Male
 RACE & LA: 76 LG
 AGE: ALIGNMENT: DEITY:
 LANGUAGES: Common, Ignan
 PLAYER: 5'8" 145lbs Dark Brown White Tan
 HEIGHT WEIGHT HAIR EYES SKIN
 HOMELAND & BACKGROUND OCCUPATION



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	14	2	14			
CON	13	1	13			
INT	12	1	12			
WIS	12	1	12			
CHA	16	3	16			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
	7	1	Fisherking	0	5	1	2	0	2	1	
	2		Akasha-Imbued Body(feat)								
NONLETHAL HP DAM											
TEMPORARY HP											
TOTAL HP	10	FAVORED CLASS	Fisherking	TOTALS	0	5	1	2	0	2	1

ABILITY SCORE & RACIAL NOTES: +2 Str, +2 Cha, -2 Wis

CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	16	-10+	3	1	2					
TOUCH	12	-10+		2						
FLAT-FOOT	14	-10+	3	1	0					

ARMOR CHECK PENALTY: -3
 MAXIMUM DEX: 3
 SPELL FAILURE: 0%

SKILLS RANKS TOTAL 5

SKILL	DEX	TOTAL	RANKS	ABILITY	TRAINED	MISC
* ACROBATICS	DEX	-1	2			
* APPRAISE	INT	1	1			
* BLUFF	CHA	7	1	3	3	
* CLIMB	STR	-2	1			
* CRAFT	INT	1	1			
* DIPLOMACY	CHA	7	1	3	3	
* DISABLE DEVICE	DEX		2			
* DISGUISE	CHA	3	3			
* ESCAPE ARTIST	DEX	-1	2			
* FLY	DEX	-1	2			
* HANDLE ANIMAL	CHA		3			
* HEAL	WIS	1	1			
* INTIMIDATE	CHA	7	1	3	3	
* KN: Arcane	INT		1			
* KN: History	INT		1			
* KN: Nobility	INT	5	1	1	3	
* KN:	INT		1			
* KN:	INT		1			
* KN:	INT		1			
* LINGUISTICS	INT		1			
* PERCEPTION	WIS	1	1			
* PERFORM	CHA	3	3			
* PROF:	WIS		1			
* RIDE	DEX	-1	2			
* SENSE MOTIVE	WIS	5	1	1	3	
* SLEIGHT OF HAND	DEX		2			
* SPELLCRAFT	INT		1			
* STEALTH	DEX	-1	2			
* SURVIVAL	WIS	1	1			
* SWIM	STR	-2	1			
* USE MAGIC DEVICE	CHA		3			
* STR	STR					
* STR	STR					
* STR	STR					
* STR	STR					
* STR	STR					
* STR	STR					

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

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	1	0		1		
RANGED	2	0		2		
CMB	1	0	STR	1		
CMD	13	-10+	BOB	0	STA & DEX	3

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

Racial traits: Darkvision 60ft, Widfire Heart
 Efreelti Magic: 1/day enlarge person or reduce person as spell-like ability
 Mostly Human: counts as as humanoid (human) as well as outsider (native)
 Fire in the Blood
 Class Features: Arcane Presence
 Blessed Land (30ft, My people Will Flourish[Reflex])
 Royal Attendants, Veilweaving, Enhanced Armaments

Feats:
 1st lvl- Akasha-Imbued Body

Traits:
 Regal Bearing: +2 trait bonus on Diplomacy and Intimidate checks made to influence nobles, courtiers, or their servants
 Akashic Customization: +4 trait bonus on Disguise checks to disguise the presence and function of your veils

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR: Studded Leather	3	5	-1		L	20.0
SHIELD: Buckler	1		-1			5.0

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 /

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30	30				

INIT 6 = 2 DEX MOD + 4 MISC MOD

HERO SR DR

RESISTANCES

POOL POINTS 2 Essence

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Gloves of Lashing Elements(minor veil)	+2 vs touch	2d3	x2	30	fire		
Shortspear	+1	1d6+1	x2	20	P	3.0	

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Enhanced Armaments- use fisherking level as BAB for [enhanced (weapon)] descriptor veils			

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS			
%	ITEM	QTY / USES	WGT N/A WEIGHT
	Sorcerer's Kit 8gp		19.0
	Grooming Kit		2.0
	Scholar's Outfit(starting)		6.0
	Courtier's Outfit		6.0

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	35		
SILVER			
COPPER			

TREASURE CARRIED		
%	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
28.0	0.7	33.0		61.7

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
44	88	132		132	264	660
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input type="checkbox"/>	MEDIUM <input checked="" type="checkbox"/>	HEAVY <input type="checkbox"/>		

