

Aziz
 CHARACTER: **Sunsoul (Solar Ifrit)** Medium Male
 RACE & LA: 76 LG
 AGE: ALIGNMENT: DEITY: 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	18	4	14	4		
CON	14	2	14			
INT	12	1	12			
WIS	12	1	12			
CHA	18	4	18			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
	74	12	Fisherking	6	60	12	8	4	8	12
	6		Akasha-Imbued Body(feat)							
	18		Essence of the Immortal (feat)							
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP	110	FAVORED CLASS	Fisherking	TOTALS	6	60	12	8	4	8

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	29	-10+	9	4	4			2		
TOUCH	16	-10+		4				2		
FLAT-FOOT	25	-10+	9	4	0			2		

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: 5
 SPELL FAILURE: 0%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	12	8	2		2	
REF	10	4	4		2	
WILL	11	8	1		2	

COMBAT NOTES & MODIFIERS
 +1 dodge bonus to Armor Class against attacks of opportunity
 +3 morale bonus to Will within 60 feet of one of his dog's of war

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	7	6		1		
RANGED	10	6		4		
CMB	7	6	STR	1		
CMD	23	-10+	B6B	2	5	

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/> ACROBATICS	DEX	4		4		
<input type="checkbox"/> APPRAISE	INT	1		1		
<input checked="" type="checkbox"/> BLUFF	CHA	16	9	4	3	
<input type="checkbox"/> CLIMB	STR	1		1		
<input checked="" type="checkbox"/> CRAFT	INT	1		1		
<input checked="" type="checkbox"/> DIPLOMACY	CHA	23	10	4	3	6
<input type="checkbox"/> DISABLE DEVICE	DEX			4		
<input checked="" type="checkbox"/> DISGUISE	CHA	10	3	4	3	
<input type="checkbox"/> ESCAPE ARTIST	DEX	4		4		
<input checked="" type="checkbox"/> FLY	DEX	11	4	4	3	
<input type="checkbox"/> HANDLE ANIMAL	CHA			4		
<input checked="" type="checkbox"/> HEAL	WIS	1		1		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	12	5	4	3	
<input checked="" type="checkbox"/> KN: Arcane	INT	9	5	1	3	
<input checked="" type="checkbox"/> KN: History	INT	6	2	1	3	
<input checked="" type="checkbox"/> KN: Nobility	INT	8	4	1	3	
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> KN:	INT			1		
<input type="checkbox"/> LINGUISTICS	INT			1		
<input checked="" type="checkbox"/> PERCEPTION	WIS	6	2	1	3	
<input checked="" type="checkbox"/> PERFORM: Dance	CHA	8	1	4	3	
<input checked="" type="checkbox"/> PROF:	WIS			1		
<input checked="" type="checkbox"/> RIDE	DEX	8	1	4	3	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	9	5	1	3	
<input type="checkbox"/> SLEIGHT OF HAND	DEX			4		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	11	7	1	3	
<input type="checkbox"/> STEALTH	DEX	6	1	4	1	
<input type="checkbox"/> SURVIVAL	WIS	1		1		
<input type="checkbox"/> SWIM	STR	1		1		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	8	1	4	3	
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

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 (75ft, My Enemies Will Suffer[Will])
 Royal Attendants, Veilweaving, Enhanced Armaments
 Hex, Peerless Hex, Regal Presence(Diplomacy)

Feats:
 1st level- Akasha-Imbued Body
 3rd level- Extra Essence
 5th level Weapon Finesse
 7th level- Essence of the Immortal
 9th level- Queen's Knight
 11th level- Expanded Veilweaving
 Essence of Movement (from Coward's Boots)

EXPERIENCE: SLOW MEDIUM FAST
 SPEED: 35 (Base) / 40 (Fly) / average
 INIT: 8 = 4 (DEX MOD) + 4 (MISC MOD)
 HERO:
 SR:
 DR:
 RESISTANCES:
 POOL POINTS: 18 Essence

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR Valkyrie's Chain (enhanced veil, mithral, +3)	9	5	0		L	20.0
SHIELD Buckler (mithral, +3)	4					2.5

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Loyal Paladin's Spear of Light (enhanced veil, +1)	+21/+16/+11	5d6+1+1+7	x2	20	see text	3.0	+10ft reach, thrown
Loyal Paladin's Spear of Light (line attack)	DC 18 Reflex for half	5d6+1+1+7			see text		50 ft line
Gorget of the Wyrms	DC 16 Reflex for half	3d6			fire		30ft cone

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Enhanced Armaments- use fisherking level as BAB for [enhanced (weapon)] descriptor veils		
Evil Eye (Hex via Witch Hex), DC20 Will save, 7 rounds		
King's Cup (Hex)		
Malefic Sanction (Hex)- Evil Eye		
Harrowing Curse [Peerless Hex] (Hex via Witch Hex) DC 21 Will		

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Regal Presence(telepathic projection) DC 15 Will	3	

EQUIPMENT & MAGIC ITEMS			
%	ITEM	QTY / USES	WGT N/A WEIGHT
	Handy Haversack		5.0
	Sorcerer's Kit		19.0
	Grooming Kit		2.0
	Scholar's Outfit(starting)		6.0
	Courtier's Outfit		6.0
	Signet Ring		
	Jewellery worth 200 gp		
	Common cauldron		5.0
	cloak of resistance		1.0
	sleeves of many garments		1.0
	belt of incredible dexterity		1.0
	Torc of Righteous Command		1.0
	harrow deck		
	heavy warhorse (combat trained)		
	bit and bridle		
	military saddle & saddle bags		

EQUIPMENT & MAGIC ITEMS			
%	ITEM	QTY / USES	WGT N/A WEIGHT
	Potions		
	fly	2	
	cure moderate wounds	3	
	iron skin	3	
	adoration	2	
	cure light wounds	5	
	bear's endurance	3	
	Mage Armor	9	
	eagle's splendor	2	

WORN MAGIC ITEM EQUIPMENT	
EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	Belt of Incredible Dexterity +4
BODY:	
CHEST:	
EYES:	
FEET:	Lady's Favor (stealth)
HANDS:	
HEAD:	
HEADBAND:	
NECK:	Torc of Righteous Command
RING:	Ring of Protection +2
RING:	Ring of Sustenance
SHOULDERS:	Cloak of Resistance +2
WRIST:	Sleeves of Many Garments

BAGS & CONTAINERS			
%	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD		635	
SILVER		5	
COPPER			

CARRIED WEIGHT			
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC
25.5	0.0	9.0	
			TOTAL
			34.5

TREASURE CARRIED		
%	TREASURE	WEIGHT

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

SLOTS & DCs

SLOT	CATALYST	BIND	TWIN VEIL	CHARACTER LEVEL	CAPACITY
Hands		⊗	○	1ST - 5TH	1
Feet		⊗	○	6TH - 11TH	2
Head		⊗	○	12TH - 17TH	3
Wrists		⊗	○	18th - 20th	4
Shoulders		⊗	○	IMPROVED	2
Headband		⊗	○	VEILS SHAPED	6
Neck		○	○	Minor Veils	2
Belt		○	○	Peerless Hex	1
Chest		○	○		
Body		○	○		
Voice	+2	⊗	○		

SAVE DC DEFAULT	14	= 10 +	MODIFIER	4	MISC	MISC			
ESSENCE POOL	18	TOTAL	12	CLASS	5	FEATS	1	OTHER	TEMP / BURN

AKASHIC COMPANIONS

Declaration of War

VEIL	Hellhound (dog of war) x4		4 HD
RACE/TEMPLATE/CLASS	ABILITY TOTAL	DEFENSES TOTAL	LEVEL/HD TOTAL
	STR STRENGTH 13	AC ARMOR CLASS 16	HP HIT POINTS 60
	DEX DEXTERITY 13	FORT FORTITUDE 12	+3 morale bonus to Will saves if within 60ft of Aziz
	CON CONSTITUTION 15	REF REFLEX 11	
	INT INTELLIGENCE 6	WILL WILLPOWER 7	20% miss chance + 10% in dim light or darker
	WIS WISDOM 10	SPD SPEED 40	
	CHA CHARISMA 6	CMB MODIFIER 5	
	Essence 4	CMD MODIFIER 16	
	20 vs trip		
ATTACK	ATTACK BONUS	DAMAGE & CRIT	
Bite	+11	1d8+6+1d6 fire	
Breath weapon	10ft cone, DC 14 once/ 2d4 rounds	2d6 fire	

LN Medium outsider (akashic,extraplanar, fire, lawful)
Init +5;
Senses darkvision 60 ft., scent; **Perception** +13
AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)
Immune fire
Weaknesses vulnerability to cold
Feats Improved Initiative, Run
Skills Acrobatics +14, Perception +13, Stealth +19, Survival +13;
Languages Common

Veil: Robe of the Forgotten Deity(essence 2)

VEILS & CHAKRAS

Hands			ESSENCE
SHP BND	VEIL		
⊗ ⊗	Loyal Paladin's Spear of Light [Enh]		4
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			

Feet			ESSENCE
SHP BND	VEIL		
⊗ ⊗	Coward's Boots		
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			

Head			ESSENCE
SHP BND	VEIL		
⊗ ⊗	Harrowing Curse (peerless hex)		2
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			

Wrists			ESSENCE
SHP BND	VEIL		
⊗ ○	Penannular of Prestidigitation (minor veil)		
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			

Shoulders			ESSENCE
SHP BND	VEIL		
⊗ ⊗	Gorget of the Wyrn		2
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			

Headband			ESSENCE
SHP BND	VEIL		
⊗ ⊗	Eye of the Oracle		2
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			

Neck			ESSENCE
SHP BND	VEIL		
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			

Belt			ESSENCE
SHP BND	VEIL		
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			

Chest			ESSENCE
SHP BND	VEIL		
⊗ ○	Valkyrie's Chain [Enhanced]		
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			

Body			ESSENCE
SHP BND	VEIL		
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			

Voice			ESSENCE
SHP BND	VEIL		
⊗ ⊗	Declaration of War		4(6)
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			
○ ○			

Other			ESSENCE
SHP BND	VEIL		
○ ○	Blessed Land (ability)		3
○ ○	Regal Presence (ability)		
○ ○	Lady's Favor (magic item)		
○ ○	Queen's Knight (feat)		1
○ ○	Essence of Movement (feat)		
○ ○			
○ ○			
○ ○			