

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



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	16	3	14	2		
CON	13	1	13			
INT	12	1	12			
WIS	12	1	12			
CHA	17	3	17			

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
	37	7	Fisherking	3	35	7	5	2	5	7
	4		Akasha-Imbued Body(feat)							
	11		Essence of the Immortal (feat)							
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP	59	FAVORED CLASS	Fisherking	TOTALS	3	35	7	5	2	5

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	23	-10+	7	2	3			1		
TOUCH	14	-10+			3			1		
FLAT-FOOT	20	-10+	7	2	0			1		

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

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	7	5	1		1	
REF	6	2	3		1	
WILL	7	5	1		1	

COMBAT NOTES & MODIFIERS: +1 insight bonus on saves vs death effects

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	4	3		1		
RANGED	6	3		3		
CMB	4	3	STR	1		
CMD	18	-10+	B3B	1	4	

SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input type="checkbox"/>	ACROBATICS	3		3		
<input type="checkbox"/>	APPRAISE	1		1		
<input checked="" type="checkbox"/>	BLUFF	10	4	3	3	
<input type="checkbox"/>	CLIMB	1		1		
<input checked="" type="checkbox"/>	CRAFT	1		1		
<input checked="" type="checkbox"/>	DIPLOMACY	15	5	3	3	4
<input type="checkbox"/>	DISABLE DEVICE			3		
<input checked="" type="checkbox"/>	DISGUISE	8	2	3	3	
<input type="checkbox"/>	ESCAPE ARTIST	3		3		
<input checked="" type="checkbox"/>	FLY	7	1	3	3	
<input type="checkbox"/>	HANDLE ANIMAL			3		
<input checked="" type="checkbox"/>	HEAL	1		1		
<input checked="" type="checkbox"/>	INTIMIDATE	9	3	3	3	
<input checked="" type="checkbox"/>	KN: Arcane	5	1	1	3	
<input checked="" type="checkbox"/>	KN: History	5	1	1	3	
<input checked="" type="checkbox"/>	KN: Nobility	7	3	1	3	
<input type="checkbox"/>	KN:			1		
<input type="checkbox"/>	KN:			1		
<input type="checkbox"/>	KN:			1		
<input type="checkbox"/>	LINGUISTICS			1		
<input checked="" type="checkbox"/>	PERCEPTION	5	1	1	3	
<input checked="" type="checkbox"/>	PERFORM: Dance	7	1	3	3	
<input checked="" type="checkbox"/>	PROF:			1		
<input checked="" type="checkbox"/>	RIDE	7	1	3	3	
<input checked="" type="checkbox"/>	SENSE MOTIVE	7	3	1	3	
<input type="checkbox"/>	SLEIGHT OF HAND			3		
<input checked="" type="checkbox"/>	SPELLCRAFT	11	7	1	3	
<input type="checkbox"/>	STEALTH	4	1	3		
<input type="checkbox"/>	SURVIVAL	1		1		
<input type="checkbox"/>	SWIM	1		1		
<input checked="" type="checkbox"/>	USE MAGIC DEVICE	7	1	3	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					

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

FEATS & FEATURES

Racial traits: Darkvision 60ft, Widfire Heart
 Efreeti 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 (45ft, 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

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

EXPERIENCE: SLOW MEDIUM FAST /

SPEED	30	BASE	FLY	SWIM	CLIMB	MISC
INIT	7	=	3	DEX MOD	+	4
HERO						
SR						
DR						
RESISTANCES						
POOL POINTS	11					Essence

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
Valkyrie's Chain (enhanced veil, mithral, +1)	7	5	0		L	20.0
Buckler (mithral, +1)	2					2.5

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Loyal Paladin's Spear of Light (enhanced veil, +1)	+13/+8	4d6+1+1+4	x2	20	see text	3.0	+5ft reach, thrown
Loyal Paladin's Spear of Light (line attack)	DC 16 Reflex for half	4d6+1+1+4			see text		40 ft line

