CLEAR PLAYER INFORMATION

CHARACTER	PLAYER
Tiffany Davina	Zen

RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT
Agathion-Blooded Aasimar	Medium	Female	5'0"	90lbs

AGE	ALIGNMENT	DEITY	BACKGROUND OCCUPATION
60	NE		

LANGUAGES: Common, Celestial, Abyssal, Infernal, Aklo, Undercommon, Draconic, Aquan, Terran, Ignan, Auran, Goblin, Tengu, Dwarven, Elven

NECEROS.COM 1.1.2

RESET CHARACTER SHEET

PATHFINDER® ROLEPLAYING GAME™

Forms by JamesTheBard (1.0.8) - www.jamesthebard.net

CLEAR CHARACTER STATS

ABILITY SCORE	TOTAL	MOD	BASE	INHERENT	ENHANCE	MISC
STR STRENGTH	6	-2	6			
DEX DEXTERITY	10	0	10			
CON CONSTITUTION	18	+4	18			
INT INTELLIGENCE	8	-1	8			
WIS WISDOM	10	0	10			
CHA CHARISMA	28	+9	22		+6	

ABILITY SCORE NOTES & RACIAL NOTES

HITPOINTS

CLEAR CHARACTER VITALS

CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILLS	FORT	REF	WILL	LEVELS
	117	d8	Master summoner	9	13	4	4	8	13
					8fc				
					26bg				
TEMPORARY HP									
TOTAL HP	117		FAVORED CLASS: Summoner	TOTALS	+9	47	+4	+4	+8	13

MISCELLANIOUS TRACKING

CLASS RECORDER

ATTACKS & DEFENSE

CLEAR COMBAT STATS

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT		
AC ARMOR CLASS	10	= 10 +	0	0	0						
TOUCH ARMOR CLASS	10	= 10 +			0						
FLAT-FOOT ARMOR CLASS	10	= 10 +	0	0							

ARMOR PENALTY: 0
MAX DEX: --
SPELL FAILURE: 0%

COMBAT NOTES & MODIFIERS

CLEAR NOTES

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	
FORT FORTITUDE	+14	+4	+4		+6
REF REFLEX	+10	+4	0		+6
WILL WILLPOWER	+14	+8	0		+6

ATTACKS	TOTAL	BASE ATTACK BONUS	ABILITY	SIZE	
MELEE ATTACK MODIFIER	+7	+9	-2		
RANGED ATTACK MODIFIER	+9	+9	0		
CMB TO ATTACK	+7	+9	-2	0	
CMD TO DEFEND	+17	= 10 + +9	DEX -2	STR 0	

SKILLS

47 RANKS | ARMOR PENALTY 0

CLEAR SKILLS

CLASS		TOTAL	RANKS	ABILITY	TRAINED		
☐	Acrobatics ♦ DEX	0	0	0	0		
☐	Appraise INT	-1	0	-1	0		
☐	Bluff CHA	9	0	9	0		
☐	Climb ♦ STR	-2	0	-2	0		
☐	Craft: INT	-1	0	-1	0		
☑	Craft: INT	-1	0	-1	0		
☐	Diplomacy CHA	9	0	9	0		
☐	Disable Device ♦ DEX	--	0	0	0		
☐	Disguise CHA	9	0	9	0		
☐	Escape Artist ♦ DEX	0	0	0	0		
☑	Fly ♦ DEX	6	3	0	3		
☑	Handle Animal CHA	13	1	9	3		
☐	Heal WIS	0	0	0	0		
☑	Intimidate CHA	23	10	9	3	1	
☑	Kn: *Arcana* INT	--	0	-1	0		
☑	Kn: *Nature* INT	--	0	-1	0		
☑	Kn: *Nobility* INT	--	0	-1	0		
☑	Kn: *Planes* INT	9	7	-1	3		
☑	Kn: *Dungeoneering* INT	--	0	-1	0		
☑	Kn: *Engineering* INT	--	0	-1	0		
☑	Linguistics INT	17	13	-1	3	2	
☐	Perception WIS	0	0	0	0		
☑	Perform CHA	27	13	9	3	2	
☑	Profession: *(sing)* WIS	--	0	0	0		
☑	Ride ♦ DEX	0	0	0	0		
☐	Sense Motive WIS	2	0	0	0	2	
☐	Sleight of Hand ♦ DEX	--	0	0	0		
☑	Spellcraft INT	--	0	-1	0		
☐	Stealth ♦ DEX	0	0	0	0		
☐	Survival WIS	0	0	0	0		
☐	Swim ♦ STR	-2	0	-2	0		
☑	Use Magic Device CHA	--	0	9	0		
☐	CHA	9	0	9	0		
☐	CHA	9	0	9	0		
☐	CHA	9	0	9	0		

MARK A ☐ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.* SKILLS MARKED WITH ♦ ARE APPLIED ARMOR CHECK PENALTIES

FEATS & FEATURES

CLEAR FEATS AND FEATURES

CLASS FEATURES, RACIAL FEATURES, FEATS AND CHARACTER FEATURES

Versatile summoned monster(aerial, aqueous), Evolved summoned
Cantrips
Lesser Eidolon(class level is halved for purposed of determining eidol
Life link
Summoning mastery(sp) can cast summon monster as spell-like 5+c
Superior summoning
Spell focus(conjuration)Greater spell focus(conjuration) Augment su
Maker's call
Transposition
Aspect: Gills Swim speed
Ability score increase: +2 cha +1 con

CLEAR EXPERIENCE

EXPERIENCE SLOW ☑ MEDIUM ☑ FAST ☐: 547,800 / 789,500

INIT INITIATIVE		SPEED	FLY	SWIM	CLIMB	
	0	30		30	30	

DR DAMAGE REDUCTION

SR SPELL RESIST

AP ACTION POINTS

RESISTANCES: *Acid, Cold, Electricity resist 5*

RESISTANCES

CLEAR ARMOR AND SHIELD

ARMOR & SHIELD	ENHANCE	AC BONUS	MAX DEX	PENATLY	SPELL FAIL	TYPE	SIZE	MATERIAL
Armor								
Shield								

PROFICIENCIES

Summoners are proficient with all simple weapons and light armor.

CLEAR WEAPONS

WEAPONS & ATTACKS	ENHANCE	ATTACK MODIFIERS 1ST	2ND	3RD	4TH	5TH	6TH	7TH	DAMAGE	CRIT	RANGE	SIZE	TYPE	AMMO & NOTES

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EQUIPMENT

QTY	⌘	ITEM	WEIGHT
		Exotic Pack Saddle(on Mr. Slithers)	
		Sleeves of many garments	1
		Summoner's kit(in pack saddle)	
		Hot-weather clothing(in pack saddle)	
		Hat with neckstrap for Mr. Slithers	
		Reinforced scarf	1
		Smoked goggles	
		Antitoxin	1
		Shovel for pit spells	
		Cloak of resistance +5	1
		Salve of the Risen dead	
		Lucky horseshoe	2
		Rod of giant summoning	5
		Boots of the winterlands	1
		TOTAL WEIGHT	12

MAGIC ITEMS

⌘	ITEM	USES & CHARGES
	Wayfinder	
	Clear spindle ioun stone	
	Cloak of resistance +5	
	Headband of Alluring Charisma +6	
	Lucky Horseshoe +1 luck to saving throws, 1/d	1/day
	Boots of the winterlands	
	`	
	Rod of giant summoning(greater)	3/day

SPECIAL ABILITIES

NAME	USES/DAY
Darkvision 60ft	
Summon nature's ally II	1
Summon monster VII	14

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
20	40	60	N	60	120	300

WORN EQUIPMENT

EQUIPMENT SLOTS FOR MAGIC ITEMS

HEAD	Headband of Alluring Charisma +6
FACE	
THROAT	
SHOULDERS	Cloak of Resistance +5
BODY	
TORSO	
ARMS	
HANDS	Sleeves of many garments
RING	ring of inner fortitude(minor)
RING	
WAIST	
FEET	Boots of the winterlands

WEALTH

	CURRENCY	TREASURE
P		
G	31,628	
S	6	
C		
OTHER		

BAGS & CONTAINERS

⌘	CONTAINER	VOLUME	WEIGHT

NOTES

Favored class bonus:x8 skill point x5 hp

Savant(social) From a very young age, the ability to master performance types has come quite naturally to you.

Benefit: Chose a performance type(sing). You gain a +2 trait bonus on all Perform checks made using that performance type. Perform is always a class skill for you.

Omen(Faith)You are the harbinger of some future event. Whether this event bodes good or ill, you exude an ominous presence.

Benefits: You gain a +1 trait bonus on Intimidate checks, and Intimidate is always a class skill for you. Once per day, you may attempt to demoralize an opponent as a swift action.

Truespeaker There are some aasimars whose language transcends all boundaries. They gain a +2 bonus on Linguistics and Sense Motive checks, and they learn two languages each time they gain a rank in Linguistics. This racial trait replaces skilled.

Expanded summon monster choices:3rd: Lyrakien, Tripurasura/4th: Vulnadaemon, Schir/ 5th:Vulpinal, Hypnalis/ 6th:Animate dream, Immense Tortoise/ 7th:Shield Archon, Giant snapping turtle

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ABILITY DCs

CLEAR

SAVE DC	LEVEL	MAXIMUM SPELLS PER DAY: TOTAL	CLASS BONUS	ABILITY BONUS		TOTAL KNOWN
19	0	0∞	0	CHA	∞	6
20	1st	8	0	3	5	6
21	2nd	7	0	2	5	5
22	3rd	7	0	2	5	4
23	4th	5	0	2	3	4
	5th			2	2	
	6th			1		
	7th		-	1	-	-
	8th		-	1	-	-
	9th		-	1	-	-

SHORT: 25FT + 5FT / 2 LVL: 55 | MEDIUM: 100FT + 10FT / LVL: 220 | LONG: 400FT + 40FT / LVL: 880

POWER POINTS	TOTAL	CLASS	ABILITY	OTHER	POINTS USED

FAMILIAR & COMPANION

CLEAR

Mr. Slither (NAME)
Demon Serpentine Outsider(CE) (RACE/TEMPLATE)
(CLASS)
Irrelevant (LEVEL/HD)

ABILITY	TOTAL	DEFENSES	TOTAL		TOTAL
STR STRENGTH		AC ARMOR CLASS		HP HIT POINTS	
DEX DEXTERITY		FORT FORTITUDE			
CON CONSTITUTION		REF REFLEX			
INT INTELLIGENCE		WILL WILLPOWER			
WIS WISDOM		SPD SPEED			
CHA CHARISMA		CMB MODIFIER			
		CMD MODIFIER			

ATTACK	ATTACK BONUSES 1ST	2ND	3RD	4TH	DAMAGE & CRIT

SPECIAL QUALITIES

http://www.myth-weavers.com/sheet.html#id=554814
Much more room, easier to keep track of everything

SPELLS & POWERS

CLEAR | CASTER LEVEL

LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG
0	Mage hand			
0	Open/Close			
0	Message			
0	Daze	19 will	Y	
1	Endure elements			
1	Grease Close 1min/level 1 object/10ft square	22 Reflex	N	
3	Wind wall medium 1round/level 10ft/level long 5ft/level hig		Y	
3	Aqueous orb Medium 1round/level 2 Independent saves 2d(	24 Reflex	N	
1	Expeditious Retreat 1min/level			
3	Fly 1minute/level			
3	Haste 1/minute/level			
4	Acid pit 1+1round/level 10x10x10/2 levels max 100 climb d	25 reflex	N	
4	Wall of ice medium 1min/level anchored plane 10ftsquare/i	23 reflex	N	
4	Dimension Door med			
4	1round/level personal Fire shield, 1d6+cl to melee attacks w		Y	

LEVEL	NAME & DESCRIPTION	SAVE DC	SR	PG
0	Resistance			
0	Prestidigitation			
1	Shield +4 shield to ac 1minute/level			
1	Mage amor +4 armor to ac 1hour/level			
2	Create pit medium 1+1round/level 10x10x20 Climb dc 25	23 Reflex		
2	Glitterdust Medium 10ft radius -40 to stealth sparkle until f	23 Will		
2	Summon swarm 1 round cast close concentration + 2 rounc			
2	Invisibility 1min/level			
2	Web shelter 1hour/level(d) 1minute cast large enough to ac			
1	Alarm			
3	Stinking cloud 20ft radius 20ft high cloud cloud, living creat	24 fort	N	
5	Overland flight 1hour/level			

CLEAR GROUP

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