

Klyaxar

NAME

Randee

PLAYERNAME

DEITY

Chaotic Good

ALIGNMENT

Bra16 Sor 10000

CLASS EXPERIENCE

16/20 210000

ECL / Character Level NEXT LEVEL

Brass Young Adult Large

RACE SIZE

0 Female

AGE GENDER

0' 0" 0 lbs.

HEIGHT WEIGHT

, ,

EYES HAIR

Keen Senses,
Darkvision (120'),
Blindsight (60'),
Normal

VISION

0

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	27	+8	27	+8	27	+8
DEX Dexterity	23	+6	23	+6	23	+6
CON Constitution	26	+8	26	+8	26	+8
INT Intelligence	19	+4	19	+4	19	+4
WIS Wisdom	23	+6	23	+6	23	+6
CHA Charisma	20	+5	20	+5	20	+5

HP hit points **288**

AC armor class **31**: **25** (FLAT) : **15** (TOUCH) = **10** (BASE) + **0** (ARMOR BONUS) + **0** (SHIELD BONUS) + **6** (STAT) + **-1** (SIZE) + **16** (NATURAL) + **0** (MISC)

INITIATIVE modifier **+6** = **+6** (DEX MODIFIER) + **+0** (MISC MODIFIER)

BASE ATTACK bonus **+16/+11/+6/+1**

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+18	+10	+8	+0	+0	+0		
REFLEX (dexterity)	+16	+10	+6	+0	+0	+0		
WILLPOWER (wisdom)	+16	+10	+6	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+23/+18/+13/+8	+16/+11/+6/+1	+8	-1	+0	+0	
RANGED attack bonus	+21/+16/+11/+6	+16/+11/+6/+1	+6	-1	+0	+0	
GRAPPLE attack bonus	+28/+23/+18/+13	+16/+11/+6/+1	+8	+4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+19/+14/+9/+4	1d4+8	20/x2

*Bite	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	BPS	L	20/x2
TOTAL ATTACK BONUS	DAMAGE			
+23	2d6+8			
Special Properties				

*Claw	CURRENT HAND	TYPE	SIZE	CRITICAL
	Off-hand	PS	L	20/x2
TOTAL ATTACK BONUS	DAMAGE			
+18/+18	1d8+4			
Special Properties				

*Tail Slap	CURRENT HAND	TYPE	SIZE	CRITICAL
	Off-hand	B	L	20/x2
TOTAL ATTACK BONUS	DAMAGE			
+18	1d8+4			
Special Properties				

*Wing	CURRENT HAND	TYPE	SIZE	CRITICAL
	Off-hand	B	L	20/x2
TOTAL ATTACK BONUS	DAMAGE			
+18/+18	1d6+4			
Special Properties				

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

WOUNDS/CURRENT HP SUBDUAL DAMAGE DAMAGE REDUCTION SPEED
 5/Magic;5/Magic12:DR:10 Walk 60', Burrow 30', Fly 120'

MISS CHANCE ARCADE SPELL FAILURE ARMOR CHECK PENALTY SPELL RESIST
 0 0 +0 26

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	19/9.5
✓ Bluff	CHA	24	=	5	+ 19.0 +
✓ Concentration	CON	27	=	8	+ 19.0 +
✓ Diplomacy	CHA	28	=	5	+ 19.0 + 4
✓ Escape Artist	DEX	16	=	6	+ 10.0 +
Knowledge (Arcana)	INT	19	=	4	+ 15.0 +
Knowledge (Geography)	INT	16	=	4	+ 12.0 +
Knowledge (History)	INT	14	=	4	+ 10.0 +
✓ Listen	WIS	25	=	6	+ 19.0 +
✓ Search	INT	23	=	4	+ 19.0 +
✓ Sense Motive	WIS	25	=	6	+ 19.0 +
Spellcraft	INT	8	=	4	+ 2.5 + 2
✓ Spot	WIS	25	=	6	+ 19.0 +
			=		+ +
			=		+ +

✓ : can be used untrained. X : exclusive skills

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Bite	Equipped	1	0.0	0.0
Periapt of Wound Closure	Equipped	1	0.0	15000.0
Claw	Equipped	1	0.0	0.0
Greater Ring of Energy Resistance (Cold)	Equipped	1	0.0	44000.0
<small>Absorbs 30 points of Cold damage</small>				
Ring (Polymorph)	Equipped	1	0.0	64000.0
Tail Slap	Equipped	1	0.0	0.0
Wing	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	123000.0 gp

WEIGHT ALLOWANCE

Light	1040	Medium	2080	Heavy	3120
Lift over head	3120	Lift off ground	6240	Push / Drag	15600

SPECIAL ABILITIES

+4 racial bonus to Fortitude saves vs. Poison
Breath Weapon (Su) 40' Cone of Sleep DC 26 for 1d6+5
Breath Weapon (Su) 80' Line of Fire 10d6 fire DC 26
Daylight (Su)
Energy Resistance Acid/Cold/Electricity 10
Frightful Presence (Ex) 150 ft DC 23
Immunity to Disease (Ex)
Immunity to Fire (Ex)
Immunity to Paralysis (Ex)
Immunity to Sleep (Ex)
Natural weapons as magic weapons (Ex)
Smite Evil (Su) 1/day
Vulnerability to Cold (Ex)
Wings (Ex)

FEATS

Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Flyby Attack	When flying, the creature can take a move action (including a dive) and another standard action at any point during the move.
Hover	When flying, the creature can halt its forward motion and hover in place as a move action.
Mobility	You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Snatch	The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack.

PROFICIENCIES

Bite, Claw, Tail Slap, Wing

LANGUAGES

Draconic

TEMPLATES

Half Celestial

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐	Endure Elements	16	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
	<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched				
At Will	Speak with Animals	16	None	1 standard action	5 minutes	Personal	V, S	No	Divination	RSRD: SpellsS.rtf
	<i>Effect:</i> You can communicate with animals.					<i>Target:</i> You				
☐	Holy Word	22	None or Will negates; see text	1 standard action	Instantaneous	40 ft.	V	Yes	Evocation [Good, Sonic]	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Kills, paralyzes, blinds, or deafens nongood subjects.					<i>Target:</i> Nongood creatures in a 40-ft.-radius spread centered on you				
☐	Hallow	20	See text	24 hours	Instantaneous	Touch	V, S, M, DF	See text	Evocation [Good]	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Designates location as holy.					<i>Target:</i> 40-ft. radius emanating from the touched point				
☐	Charm Monster, Mass	23	Will negates	1 standard action	16 days	Close (65')	V	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
	<i>Effect:</i> As charm monster, but all within 30 ft.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart				
☐	Aid	17	None	1 standard action	16 minutes	Touch	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
	<i>Effect:</i> +1 on attack rolls, +1 against fear, 1d8+10 temporary hp.					<i>Target:</i> Living creature touched				
☐	Detect Evil	16	None	1 standard action	Concentration, up to 160 minutes [D]	60 ft.	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
	<i>Effect:</i> Reveals creatures, spells, or objects of selected alignment.					<i>Target:</i> Cone-shaped emanation				
☐	Cure Serious Wounds	18	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
	<i>Effect:</i> Cures 3d8+15 damage.					<i>Target:</i> Creature touched				
☐	Neutralize Poison	18	Will negates (harmless, object)	1 standard action	160 minutes	Touch	V, S, M/DF	Yes (harmless, object)	Conjuration (Healing)	RSRD: SpellsM-O.rtf
	<i>Effect:</i> Immunizes subject against poison, detoxifies venom in or on subject.					<i>Target:</i> Creature or object of up to 16 cu. ft. touched				
☐	Holy Smite	19	Will partial; see text	1 standard action	Instantaneous [1 round]; see text	Medium (260')	V, S	Yes	Evocation [Good]	RSRD: SpellsH-L.rtf
	<i>Effect:</i> Damages and blinds evil creatures.					<i>Target:</i> 20-ft.-radius burst				
☐	Remove Disease	18	Fortitude negates (harmless)	1 standard action	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
	<i>Effect:</i> Cures all diseases affecting subject.					<i>Target:</i> Creature touched				
☐	Dispel Evil	19	See text	1 standard action	16 rounds or until discharged, whichever comes first	Touch	V, S, DF	See text	Abjuration [Good]	RSRD: SpellsD-E.rtf
	<i>Effect:</i> +4 bonus against attacks.					<i>Target:</i> You and a touched evil creature from another plane; or you and an enchantment or evil spell on a touched creature or object				
☐	Bless	16	None	1 standard action	16 minutes	50 ft.	V, S, DF	Yes (harmless)	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsA-B.rtf
	<i>Effect:</i> Allies gain +1 on attack rolls and +1 on saves against fear.					<i>Target:</i> The caster and all allies within a 50-ft. burst, centered on the caster				
☐☐☐	Holy Aura	23	See text	1 standard action	16 rounds [D]	20 ft.	V, S, F	Yes (harmless)	Abjuration [Good]	RSRD: SpellsH-L.rtf
	<i>Effect:</i> +4 to AC, +4 resistance, and SR 25 against evil spells.					<i>Target:</i> 16 creatures in a 20-ft.-radius burst centered on you				
☐☐☐	Protection from Evil	16	Will negates (harmless)	1 standard action	16 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsP-R.rtf
	<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched				

* =Domain/Specialty Spell

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	6	6	3	0	0	0	0	0	0	0
PER DAY	6	8	5	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Dancing Lights	15	None	1 standard action	5 minute [D]	Medium (150')	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Creates torches or other lights.					<i>Target:</i> Up to four lights, all within a 10-ft.-radius area				
□□□□□ Detect Magic	15	None	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation				
□□□□□ Detect Poison	15	None	1 standard action	Instantaneous	Close (35')	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube				
□□□□□ Mage Hand	15	None	1 standard action	Concentration	Close (35')	V, S	No	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> 5-pound telekinesis.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.				
□□□□□ Read Magic	15	None	1 standard action	50 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You				
□□□□□ Resistance	15	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Detect Secret Doors	16	None	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals hidden doors within 60 ft.					<i>Target:</i> Cone-shaped emanation				
□□□□□ Endure Elements	16	Will negates (harmless)	1 standard action	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched				
□□□□□ Enlarge Person	16	Fortitude negates	1 round	5 minutes [D]	Close (35')	V, S, M	Yes	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Creatures size increases to next category					<i>Target:</i> One humanoid creature				
□□□□□ Fey Storage	16	None	1 action, 1 standard action, Standard action	24 hours [D]	Personal	V, S	No	Transmutation	BoEMC: p.124
<i>Effect:</i> Create an extradimensional space to hide things in					<i>Target:</i> You				
□□□□□ Mage Armor	16	Will negates (harmless)	1 standard action	5 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> Gives subject +4 armor bonus.					<i>Target:</i> Creature touched				
□□□□□ Protection from Law	16	Will negates (harmless)	1 standard action	5 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Chaotic]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched				
□□□□□ Shield	16	None	1 standard action	5 minutes [D]	Personal	V, S	No	Abjuration [Force]	RSRD: SpellsS.rtf
<i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.					<i>Target:</i> You				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Blur	17	Will negates (harmless)	1 standard action	5 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamer)	RSRD: SpellsA-B.rtf
<i>Effect:</i> Attacks miss subject 20% of the time.					<i>Target:</i> Creature touched				
□□□□□ Bull's Strength	17	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Str for 5 minutes.					<i>Target:</i> Creature touched				
□□□□□ Cat's Grace	17	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, M	Yes	Transmutation	RSRD: SpellsC.rtf
<i>Effect:</i> Subject gains +4 to Dex for 5 minutes.					<i>Target:</i> Creature touched				
□□□□□ See Invisibility	17	None	1 standard action	50 minutes [D]	Personal	V, S, M	No	Divination	RSRD: SpellsS.rtf
<i>Effect:</i> Reveals invisible creatures or objects.					<i>Target:</i> You				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Dispel Magic	18	None	1 standard action	Instantaneous	Medium (150')	V, S	No	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 20-ft.-radius burst				
□□□□□ Forceblast	18	Reflex half	Standard action	Instantaneous	Medium (150')	V, S	Yes	Evocation [Force]	BoEMC: p.125
<i>Effect:</i> Deals 5d4 points of damage in a 5-foot-wide line					<i>Target:</i> Rectangle 5-feet wide and up to medium range long				
□□□□□ Haste	18	Fortitude negates (harmless)	1 standard action	5 rounds	Close (35')	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> 5 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.					<i>Target:</i> 5 creatures, no two of which can be more than 30 ft. apart				

* =Domain/Specialty Spell

Innate

- Endure Elements (DC:16)
- At Will Speak with Animals (DC:16)
 - Holy Word (DC:22)
 - Hallow (DC:20)
 - Charm Monster, Mass (DC:23)
 - Aid (DC:17)
 - Detect Evil (DC:16)
 - Cure Serious Wounds (DC:18)
 - Neutralize Poison (DC:18)
 - Holy Smite (DC:19)
 - Remove Disease (DC:18)
 - Dispel Evil (DC:19)
 - Bless (DC:16)
- Holy Aura (DC:23)
- Protection from Evil (DC:16)

Notes:

Bufs:

Klyaxor appears with the following Bufs
Bull's Strength +4 STR
Cat's Grace +4 DEX
Haste +1 AC, +1 Reflex, +1 Attack, +30 Move
Mage Armor +4 AC
Shield +4 AC
Aid +1 TO HIT, 1d8+7 HP
Holy Aura +1 SAVES, AC +4
Bless +1 TO HIT

Character Sheet Notes:

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