

# NeTempaMo

NAME  
 Con13 Ftr2 300000  
 CLASS EXPERIENCE  
 15 120000  
 Character Level NEXT LEVEL

# Manuel

PLAYERNAME  
 Kolyarut Medium  
 RACE SIZE  
 500 Male  
 AGE GENDER

# None

DEITY  
 6' 0" 400 lbs.  
 HEIGHT WEIGHT  
 Green None, None  
 EYES HAIR

# Lawful Neutral

ALIGNMENT  
 Darkvision (60'),  
 Low-light, Normal  
 VISION  
 -1  
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	14	+2	14	+2	14	+2
<b>DEX</b> Dexterity	16	+3	22	+6	22	+6
<b>CON</b> Constitution	*	+0	*	+0	*	+0
<b>INT</b> Intelligence	14	+2	16	+3	16	+3
<b>WIS</b> Wisdom	16	+3	16	+3	16	+3
<b>CHA</b> Charisma	16	+3	16	+3	16	+3

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
148 hit points			10/chaotic	Walk 30'
<b>AC</b> armor class	34	28	16	10
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
				SHIELD BONUS
				STAT
				SIZE
				NATURAL
				MISC
				MISS CHANCE
				ARCANE SPELL FAILURE
				ARMOR CHECK PENALTY
				SPELL RESIST

<b>INITIATIVE</b> modifier	+10	+6	+4
TOTAL		DEX MODIFIER	MISC MODIFIER
<b>BASE ATTACK</b> bonus	+11/+6/+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+12	+7	+0	+5	+0	+0		
<b>REFLEX</b> (dexterity)	+15	+4	+6	+5	+0	+0		
<b>WILLPOWER</b> (wisdom)	+12	+4	+3	+5	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+13/+8/+3	+11/+6/+1	+2	+0	+0	+0	
<b>RANGED</b> attack bonus	+17/+12/+7	+11/+6/+1	+6	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+13/+8/+3	+11/+6/+1	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+13/+8/+3	1d3+2	20/x2

Ray	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	P	M	20/x2
TOTAL ATTACK BONUS	DAMAGE			
+17	1d8			
Special Properties				

Slam	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	B	M	20/x2
TOTAL ATTACK BONUS	DAMAGE			
+17	1d6+2			
Special Properties				

*Sword of the Planes	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	S	M	17-20/x2
TOTAL ATTACK BONUS	DAMAGE			
+15/+10/+5	1d8+3			
Special Properties	+2 against elementals or in the elemental plane, +3 in the astral plane or ethereal plane or against creatures from there, +4 against outsiders or other planes			

Touch	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	B	M	20/x2
TOTAL ATTACK BONUS	DAMAGE			
+17	5d6+2			
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
*Celestial Armor	Light	+8	+8	-2	15
Allows the wearer to fly on command once per day					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	18/9
				RANKS	MISC MODIFIER
✓ Appraise	INT	3	= 3	+	+
✓ Balance	DEX	4	= 6	+	-2
✓ Bluff	CHA	3	= 3	+	+
✓ Climb	STR	0	= 2	+	-2
✓ Concentration	CON	0	= 0	+	+
✓ Craft (Untrained)	INT	3	= 3	+	+
✓ Diplomacy	CHA	3	= 3	+	+
✓ Disguise	CHA	7	= 3	+	4
✓ Escape Artist	DEX	4	= 6	+	-2
✓ Forgery	INT	3	= 3	+	+
✓ Gather Information	CHA	7	= 3	+	4
✓ Heal	WIS	3	= 3	+	+
✓ Hide	DEX	4	= 6	+	-2
✓ Intimidate	CHA	3	= 3	+	+
✓ Jump	STR	0	= 2	+	-2
✓ Listen	WIS	3	= 3	+	+
✓ Move Silently	DEX	4	= 6	+	-2
✓ Ride	DEX	6	= 6	+	+
✓ Search	INT	3	= 3	+	+
✓ Sense Motive	WIS	7	= 3	+	4
✓ Spot	WIS	3	= 3	+	+
✓ Survival	WIS	3	= 3	+	+
✓ Swim	STR	-2	= 2	+	-4
✓ Use Rope	DEX	6	= 6	+	+
			=	+	+
			=	+	+

✓ : can be used untrained. X : exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Celestial Armor</b>	Equipped	1	20.0	22400.0
<small>Allows the wearer to fly on command once per day</small>				
<b>Cloak of Resistance +5</b>	Equipped	1	1.0	25000.0
<b>Gloves of Dexterity +6</b>	Equipped	1	0.0	36000.0
<b>Ioun Stone (Scarlet and Blue)</b>	Equipped	1	0.0	8000.0
Outfit (Traveler's/Large)	Equipped	1	5.0	0.0
Ray	Carried	1	0.0	0.0
<b>Greater Ring of Energy Resistance (Electricity)</b>	Equipped	1	0.0	44000.0
<small>Absorbs 30 points of Electrical damage</small>				
<b>Greater Ring of Energy Resistance (Fire)</b>	Equipped	1	0.0	44000.0
<small>Absorbs 30 points of Fire damage</small>				
Slam	Carried	1	0.0	0.0
Sword of the Planes	Equipped	1	4.0	22315.0
<small>+2 against elementals or in the elemental plane, +3 in the astral plane or ethereal plane or against creatures from there, +4 against outsiders or other planes</small>				
Touch	Carried	1	0.0	0.0
<b>TOTAL WEIGHT CARRIED/VALUE</b>			<b>25 lbs.</b>	<b>201715.0 gp</b>

WEIGHT ALLOWANCE			
Light	58	Medium	116
Lift over head	175	Lift off ground	350
		Heavy	175
		Push / Drag	875

SPECIAL ABILITIES
Not subject to critical hits/ nonlethal damage/ ability damage/ ability drain/ fatigue/ exhaustion/ or energy drain
Cannot be raised/resurrected
Cannot heal damage on own but can be repaired by exposure to certain kind of effect (see description for details) or through use of Craft Construct feat (does benefit from Fast Healing special ability)
Constructs do not eat/sleep/breathe
Damage Reduction (Su)
Enervation Ray (Su)
Fast Healing (Ex)
Immune to all mind-affecting effects (charms/ compulsions/ phantasms/ patterns/ and morale effects)
Immune to effects requiring a Fortitude save (unless it affects objects or is harmless)
Immune to poison/ sleep effects/ paralysis/ stunning/ disease/ death effects/ and necromancy effects
Not at risk from death from massive damage (but destroyed when reduced to 0 hp)
Spell Resistance (Ex)
Vampiric Touch (Su)

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.
Combat Reflexes	You may make a number of additional attacks of opportunity equal to your Dexterity bonus.
Great Cleave	This feat works like Cleave, except that there is no limit to the number of times you can use it per round.
Improved Critical (Longsword)	When using the weapon you selected, your threat range is doubled.
Improved Initiative	You get a +4 bonus on initiative checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
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.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
Weapon Focus (Longsword)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Mind Blade, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Ray, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Slam, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Spiked Armor, Sword (Bastard/Martial), Sword (Short), Touch, Trident, Unarmed Strike, Waraxe (Dwarven/Martial), Warhammer

LANGUAGES
Abyssal, Celestial, Infernal

TEMPLATES
Extraplanar

## Innate Racial Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will <b>Discern Lies</b>	17	Will negates	1 standard action	Concentration, up to 3 rounds	Close (30')	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Reveals deliberate falsehoods.					<i>Target:</i> 3 creatures, no two of which can be more than 30 ft. apart				
At Will <b>Disguise Self</b>	17	None	1 standard action	30 minutes [D]	Personal	V, S	No	Illusion (Glamour)	RSRD: SpellsD-E.rtf
<i>Effect:</i> Changes your appearance.					<i>Target:</i> You				
At Will <b>Fear</b>	17	Will partial	1 standard action	3 rounds or 1 round; see text	30 ft.	V, S, M	Yes	Necromancy [Fear, RSRD: SpellsF-G.rtf Mind-Affecting]	
<i>Effect:</i> Subjects within cone flee for 3 rounds.					<i>Target:</i> Cone-shaped burst				
At Will <b>Geas/Quest</b>	19	None	10 minutes	3 days or until discharged [D]	Close (30')	V	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsF-G.rtf
<i>Effect:</i> As lesser geas, plus it affects any creature.					<i>Target:</i> One living creature				
At Will <b>Hold Person</b>	16	Will negates; see text	1 standard action	3 rounds [D]; see text	Medium (130')	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Paralyzes one humanoid for 3 rounds.					<i>Target:</i> One humanoid creature				
At Will <b>Invisibility</b>	15	Will negates (harmless) or Will negates (harmless, object)	1 standard action	3 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject is invisible for 3 minutes or until it attacks.					<i>Target:</i> You or a creature or object weighing no more than 300 lbs				
At Will <b>Locate Creature</b>	17	None	1 standard action	30 minutes	Long (520')	V, S, M	No	Divination	RSRD: SpellsH-L.rtf
<i>Effect:</i> Indicates direction to familiar creature.					<i>Target:</i> Circle, centered on you, with a radius of 520 ft.				
At Will <b>Suggestion</b>	16	Will negates	1 standard action	3 hours or until completed	Close (30')	V, M	Yes	Enchantment (Compulsion) [Language-Dependent, Mind-Affecting]	RSRD: SpellsS.rtf
<i>Effect:</i> Compels subject to follow stated course of action.					<i>Target:</i> One living creature				
<input type="checkbox"/> <b>Hold Monster</b>	17	Will negates; see text	1 standard action	3 rounds [D]; see text	Medium (130')	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsH-L.rtf
<i>Effect:</i> As hold person, but any creature.					<i>Target:</i> One living creature				
<input type="checkbox"/> <b>Mark of Justice</b>	8	None	10 minutes	Permanent; see text	Touch	V, S, DF	Yes	Necromancy	RSRD: SpellsM-O.rtf
<i>Effect:</i> Designates action that will trigger curse on subject.					<i>Target:</i> Creature touched				

\* =Domain/Speciality Spell

## Celestial Armor Innate Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<input type="checkbox"/> <b>Fly</b>	14	Will negates (harmless)	1 standard action	5 minutes	Touch	V, S, F/DF	Yes (harmless)	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject flies at speed of 60 ft.					<i>Target:</i> Creature touched				

\* =Domain/Speciality Spell

## Innate

- At Will Discern Lies (DC:17)
- At Will Disguise Self (DC:17)
- At Will Fear (DC:17)
- At Will Geas/Quest (DC:19)
- At Will Hold Person (DC:16)
- At Will Invisibility (DC:15)
- At Will Locate Creature (DC:17)
- At Will Suggestion (DC:16)
  - Hold Monster (DC:17)
  - Mark of Justice (DC:8)

## Celestial Armor Innate Spells

- Fly (DC:14)

## Notes:

Character Sheet Notes: