

Kasile Ecdyss

Male nagaji medium (reanimated medium) 1, Grand

Lodge faction - CR 1/2

Lawful Neutral Humanoid (Reptilian); Deity: **Nalinivati**; Age:

28; Height: **6' 6"**; Weight: **233lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	14	+2	
Champion Spirit Bonus : +2 bonus on ability checks			
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	9	-1	
WIS WISDOM	10	0	
CHA CHARISMA	17	+3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	[]	+2	[]	+2	[]
Jungle Resilience : +2 trait bonus vs. poison, Resistant : +2 vs. mind-affecting effects and poison							

REFLEX (DEXTERITY)	+2	=	[]	+2	[]	[]	[]
Resistant : +2 vs. mind-affecting effects and poison							

WILL (WISDOM)	+2	=	+2	[]	[]	[]	[]
Resistant : +2 vs. mind-affecting effects and poison							

Total	AC	=	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
19	19	=	+6	[]	+2	[]	+1	[]	[]	[]

Touch AC	12	Flat-Footed AC	17
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CM Bonus	+4	=	BAB	Strength	Size	Misc
	+4	=	-	+2	-	-

CM Defense	14	=	BAB	Strength	Dexterity	Size
	14	=	10	-	+2	+2

Base Attack	+0	HP	11
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Damage / Current HP

Initiative	+3
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Speed	30 / 20 ft
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Dagger

Main hand: **+4, 1d4+6**

Crit: 19-20/x2

Ranged: **+4, 1d4+6**

Rng: 10'

Light, P/S

Tetsubo

Both hands: **+4, 1d10+7**

Crit: x4

2-hand, B

Four-mirror armor

+6

Max Dex: +2, Armor Check: -5

Spell Fail: 30%, Medium, Slows

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-3	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	-1	INT (-1)	-	
Bluff	+3	CHA (3)	-	
Climb	-1	STR (2)	-	
Diplomacy	+7	CHA (3)	1	
Disguise	+3	CHA (3)	-	
Escape Artist	-3	DEX (2)	-	
Fly	-3	DEX (2)	-	
Heal	+0	WIS (0)	-	
Intimidate	+7	CHA (3)	1	
Perception	+4	WIS (0)	1	
Ride	-3	DEX (2)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	-3	DEX (2)	-	
Survival	+0	WIS (0)	-	
Swim	-1	STR (2)	-	

Feats

Armor Proficiency (Light)
 Armor Proficiency (Medium)
 Martial Weapon Proficiency - All
 Simple Weapon Proficiency - All
 Spirit Focus (Champion)

Traits

Arcane Temper
 Jungle Resilience

Special Abilities

Channel Self (Su)
 Low-Light Vision
 Resistant (Ex)
 Spirit Bonus +1 (Su)
 Spirit Surge +1d6 (1/round) (Su)
 Spirit Surge Free Uses

Spell-Like Abilities

Hypnotic Gaze (DC 14) (Sp)

Gear

Total Weight Carried: 58/175 lbs, Light Load
(Light: 58 lbs, Medium: 116 lbs, Heavy: 175 lbs)

Dagger	1 lb
Four-mirror armor	45 lbs
Money	0.66 lbs
Oil of magic weapon	-
Tetsubo	10 lbs
Traveller's outfit (Free)	-

Tracked Resources

Dagger	<input type="checkbox"/>
Oil of magic weapon	<input type="checkbox"/>
Spirit Surge +1d6 (1/round) (Su)	<input type="checkbox"/>

Languages

Common Draconic

Spells & Powers

Medium (Reanimated Medium) spells known (CL 1st; concentration +5)

Melee Touch +4 Ranged Touch +4

0th (at will)—*grave words*, *prestidigitation*

Experience & Wealth

Experience Points: **0/3**

Current Cash: **33 gp**

Grand Lodge: **Fame: 0, PP: 0**