

Sakara

Male nagaji spiritualist (fractured mind) 1, Grand Lodge faction - CR 1/2

Chaotic Neutral Humanoid (Reptilian); Deity: Nalinivati;

Age: 24; Height: 6' 7"; Weight: 241lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	12	+1	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	10	0	
WIS WISDOM	16	+3	
CHA CHARISMA	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+2	+2			
	Shared Consciousness: +4 bonus vs. mind-affecting, Resistant: +2 vs. mind-affecting effects and poison						
REFLEX (DEXTERITY)	+1	=		+1			
	Shared Consciousness: +4 bonus vs. mind-affecting, Resistant: +2 vs. mind-affecting effects and poison						
WILL (WISDOM)	+7	=	+2	+3		+2	
	Shared Consciousness: +4 bonus vs. mind-affecting, Resistant: +2 vs. mind-affecting effects and poison						

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16	=	+4		+1		+1		

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
11	15				

CM Bonus	+1	=	-	+1	-	-
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CM Defense	12	=	10	BAB	Strength	Dexterity	Size
				-	+1	+1	-

Base Attack	+0	HP	11
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Initiative	+1	Damage / Current HP
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Speed	30 ft
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Dagger

Main hand: +1, 1d4+1

Crit: 19-20/x2

Ranged: +1, 1d4+1

Rng: 10'

Light, P/S

Longspear

Both hands: +1, 1d8+1

Crit: x3

2-hand, P, Brace,

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (1)	-	
Appraise	+0	INT (0)	-	
Bluff	+1	CHA (1)	-	
Climb	-1	STR (1)	-	
Diplomacy	+9	CHA (1)	1	
Disguise	+1	CHA (1)	-	
Escape Artist	-1	DEX (1)	-	
Fly	-1	DEX (1)	-	
Heal	+7	WIS (3)	1	
Intimidate	+1	CHA (1)	-	
Perception	+12	WIS (3)	1	
Ride	-1	DEX (1)	-	
Sense Motive	+10	WIS (3)	1	
Stealth	-1	DEX (1)	-	
Survival	+3	WIS (3)	-	
Swim	-1	STR (1)	-	

Feats

Armor Proficiency (Light)
Simple Weapon Proficiency - All
Skill Focus (Diplomacy)
Skill Focus (Sense Motive)
Vigilant Phantom

Traits

Ease of Faith
Seeker

Special Abilities

Emotional Spellcasting
Ethereal Tether (Su)
Low-Light Vision
Phantom (Shared Consciousness)
Phantom Link (Su)
Resistant (Ex)
Share Spells with Phantom (Ex)
Shared Consciousness (1/day) (Su)

Spell-Like Abilities

Hypnotic Gaze (DC 12) (Sp)

Lamellar (leather) armor

+4

Max Dex: +3, Armor Check: -2
Spell Fail: 20%, Light

Experience & Wealth

Experience Points: **0/3**
Current Cash: **33 gp**
Grand Lodge: **Fame: 0, PP: 0**

Gear

Total Weight Carried: 36/130 lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)

Dagger	1 lb
Lamellar (leather) armor	25 lbs
Longspear	9 lbs
Money	0.66 lbs
Potion of cure light wounds	-
Traveller's outfit (Free)	-

Tracked Resources

Dagger	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Shared Consciousness (1/day) (Su)	<input type="checkbox"/>

Languages

Common Draconic

Spells & Powers

Spiritualist (Fractured Mind) spells known (CL 1st;
concentration +2)

Melee Touch +1 Ranged Touch +1

1st (2/day)—*cure light wounds*, *psychic reading*

0th (at will)—*grave words*, *mage hand*, *stabilize*,
telekinetic projectile

Companions

Sakara (Phantom), Phantom - CL1 - CR 1/2

STR **12** (+1), DEX **14** (+2), CON **13** (+1), INT **7** (-2), WIS
10 (0), CHA **13** (+1); Fortitude **+1**, Reflex **+4**, Will **+4**

HP: 11/11; Init: +2; Speed: 30 feet

Attack Bonus: +1; Armor Class: 14 / 12 Tch / 12 Fl

Diplomacy **+5**, Fly **+6**, Perception **+4**, Sense Motive **+4**,
Stealth **+6**, Survival **+4**

Slam x2 (Phantom) **Melee +2 x2**, **1d6+1**, x2

Special: Combat Reflexes (3 AoO/round), Damage Reduction
(5/slashing), Darkvision (60 feet), Dutiful Strike (Su), Ectoplasmic Phase
Lurch (Su), Incorporate (Su), Phantom Link (Su), Share Spells with
Phantom (Ex)