

Byne Derr

Character Name

Binder 12

CLASS

12/14 (14)

91000 / 105000

Character Level/ECL (CR)

EXP/NEXT LEVEL

Player Name

Aasimar (Lesser) / Humanoid

RACE

0

Male

AGE

GENDER

Deity

Medium / 5 ft.

SIZE / FACE

Calimshan

Region

0' 0" / 0 lbs.

HEIGHT / WEIGHT

Chaotic Good

Alignment

Low-Light

VISION

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

16

+3

16

+3

DEX

Dexterity

16

+3

16

+3

CON

Constitution

20

+5

20

+5

INT

Intelligence

18

+4

18

+4

WIS

Wisdom

20

+5

20

+5

CHA

Charisma

29

+9

29

+9

HP

hit points

156

WOUNDS/CURRENT HP

AC

armor class

35

32

31

10

4

0

3

0

0

10

0

0

3

0

0

8

INITIATIVE

modifier

+3

+3

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

Encumbrance

Light

MISS CHANCE

0

Arcane Spell Failure

ARMOR CHECK PENALTY

0

SPELL RESIST

0

ACID RESIST

5

COLD RESIST

5

ELECT. RESIST

5

FIRE RESIST

SPEED

Walk 30 ft., Fly 30 ft., Glide 30 ft.(Good)

Insight

Sacred

Profane

MISC

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+14

=

+8

+

+5

+

+1

+

+0

+

+0

REFLEX

(dexterity)

+8

=

+4

+

+3

+

+1

+

+0

+

+0

WILL

(wisdom)

+11

=

+8

+

+5

+

+1

+

-3

+

+0

Conditional Save Modifiers:

Acid Resistance 5

Cold Resistance 5

Electricity Resistance 5

MELEE

attack bonus

TOTAL

+12/+7

=

BASE ATTACK BONUS

+9/+4

+

STAT

+3

+

SIZE

+0

+

MISC

+0

+

EPIC

0

+

TEMP

RANGED

attack bonus

+10/+5

=

+9/+4

+

+3

+

+0

+

-2

+

0

+

GRAPPLE

attack bonus

+12/+7

=

+9/+4

+

+3

+

+0

+

+0

+

+0

+

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

+12/+7

DAMAGE

1d10+3

CRITICAL

20/x2

REACH

5 ft.

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
*Battlecloak of Vycaena		+4		+0	0
Grants the wearer a +4 armor bonus to AC and a +1 resistance bonus to all saving throws. As well each of the two clasps can store one item in the same manner as a Glove of Storing., Faint Transmutation; CL 8th					
*Fist Of The Forest Gloves(No Unarmed Bonus Stacking)		+5		+0	0
*Battle Dancer's Anklet		+10		+0	0
These decorative anklets grant you the unarmed damage and AC bonus of a 5 level Battle Dancer. If you already possess one or more of these abilities they are increased by 5 levels.					

TOTAL SKILLPOINTS: 90		SKILLS				MAX RANKS: 15/7.5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Appraise		INT	4	=	4		
✓ Balance		DEX	3	=	3		
✓ Bluff		CHA	24	=	9 + 15		
✓ Climb		STR	3	=	3		
✓ Concentration		CON	5	=	5		
✓ Craft (Untrained)		INT	4	=	4		
✓ Diplomacy		CHA	24	=	9 + 15		
✓ Disguise		CHA	9	=	9		
✓ Disguise (Act in character)		CHA	11	=	9 + 2		
✓ Escape Artist		DEX	3	=	3		
✓ Forgery		INT	4	=	4		
✓ Gather Information		CHA	24	=	9 + 15		
✓ Heal		WIS	5	=	5		
✓ Hide		DEX	3	=	3		
✓ Intimidate		CHA	24	=	9 + 15		
✓ Jump		STR	13	=	3 + 10		
✓ Knowledge (Religion)		INT	19	=	4 + 15		
✓ Knowledge (The Planes)		INT	19	=	4 + 15		
✓ Knowledge (Untrained)		INT	4	=	4		
✓ Listen		WIS	7	=	5 + 2		
✓ Move Silently		DEX	3	=	3		
✓ Ride		DEX	3	=	3		
✓ Search		INT	4	=	4		
✓ Sense Motive		WIS	5	=	5		
✓ Spot		WIS	7	=	5 + 2		
✓ Survival		WIS	5	=	5		
✓ Survival (The Planes)		WIS	7	=	5 + 2		
✓ Swim		STR	3	=	3		
✓ Use Rope		DEX	3	=	3		
					=	+	+
					=	+	+
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.							

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Gorget of Tempest Breath	Equipped	1	10 / 10,000		
Battlecloak of Vycaena	Equipped	1	0 / 38,000		
Grants the wearer a +4 armor bonus to AC and a +1 resistance bonus to all saving throws. As well each of the two clasps can store one item in the same manner as a Glove of Storing., Faint Transmutation; CL 8th					
Dragon Spirit Cincture	Equipped	1	0 / 2,000		
Pectoral of Maneuverability	Equipped	1	5 / 12,000		
Fist Of The Forest Gloves(No Unarmed Bonus Stackiong)	Equipped	1	1 / 13,000		
Battle Dancer's Anklet	Equipped	1	0 / 13,000		
These decorative anklets grant you the unarmed damage and AC bonus of a 5 level Battle Dancer. If you already possess one or more of these abilities they are increased by 5 levels.					
TOTAL WEIGHT CARRIED/VALUE		16 lbs.	88,000gp		
WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150
MONEY					
				Total= 0 gp	
MAGIC					
Languages					
Alzhedo, Celestial, Common, Draconic, Elven, Ignan, Sylvan					
Other Companions					

Special Abilities	
+1 round	
+2 round	
-1 round	
You may roll Spellcraft and Knowledge (Arcana) untrained.	

Special Attacks	
Daylight (Sp)	[ MM ]
An Aasimar can use daylight once per day as a 1st-level caster or a caster of his class levels, whichever is higher.	
Breath Weapon 5d8, 60 ft line, DC 21 (Su)	[ My ]
The line's length is 5 feet per Hit Die the dragonborn has, up to a maximum of 100 feet at 20 HD. The breath weapon deals 1d8 points of damage, plus an extra 1d8 points for each 3 HD the dragonborn possesses (2d8 at 3 HD, 3d8 at 6 HD, and so on). The damage can be acid, cold, electricity, or fire, changing on each use as the dragonborn chooses. A successful Reflex save (DC 10 + 1/2 the dragonborn's HD + her Con modifier) halves the damage. A dragonborn can use her breath weapon once every 1d4 rounds.	

Special Qualities	
+1 insight bonus to Armor Class (3x)	[ TM ]
Bind Vestige ~ Amon	[ TM ]
You can bind Amon; The Void before the Altar	
Bind Vestige ~ Dahlver-Nar	[ TM ]
You can bind Dahlver-Nar; The Tortured one	
Bind Vestige ~ Andromalius	[ TM ]
You can bind Andromalius	
Bind Vestige ~ Buer	[ TM ]
You can bind Buer	
Bind Vestige ~ Eurynome	[ TM ]
You can bind Eurynome	
Bind Vestige ~ Balam	[ TM ]
You can bind Balam	
Bind Vestige ~ Haures	[ TM ]
You can bind Haures	
Bonus Feats	[ TM ]
At 4th level, and again at 11th and 18th level, you gain a bonus feat of your choice from the following list: Armor Proficiency (medium), Armor Proficiency (heavy), Diligent, Investigator, Martial Weapon Proficiency, Negotiator, Persuasive, Shield Proficiency, and the feats presented in this chapter. Feats not described in this book can be found in the Player's Handbook. These feats are in addition to those normally gained for attaining higher levels, but you must still meet any prerequisites for the bonus feats you choose.	
Dragonblood Subtype	[ RDr ]
If a race possesses the dragonblood subtype, it has a strong affinity to dragons—which means that spells, effects, powers, and abilities that affect or target dragons also affect it. The subtype qualifies a creature to use magic items normally only usable by dragons, and qualifies the creature to take feats that have the subtype as a prerequisite. The dragonblood subtype also makes creatures subject to harmful effects that affect dragons. The dragonblood subtype does not confer the dragon type or any traits associated with that type. For instance, it does not give a creature frightful presence. Dragons automatically qualify for any classes, prestige classes, racial substitution levels, feats, powers, or spells that require the dragonblood subtype. Races presented in this book that have the dragonblood subtype include dragonborn, spellscale, kobold, and draconic creatures. Should a creature acquire the dragon type, it loses the dragonblood subtype.	
Shaky	[ UA ]

You are relatively poor at ranged combat.	
Weak Will	[ UA ]
You are highly suggestible and easily duped.	
Pact Augmentation (Su)	[ TM ]
You can improve your pact with bound vestiges, every time you bind you may choose 3 of the following pact augmentations:	
+5 hit points	
+2 insight bonus on initiative checks	
+1 insight bonus to Armor Class	
+1 insight bonus on attack rolls	
+1 insight bonus on damage rolls	
+1 insight bonus on saving throws	
Damage reduction 1/-	
Energy resistance 5 (choose one of: Acid,Cold,Electricity,Fire,Sonic)	
Dragonborn Racial Traits	[ RDr ]
A dragonborn combines some of the racial traits of her original race and her new form. Only those traits gained from transformation are given here; see also the Mechanics of Rebirth sidebar.	
+2 Constitution, -2 Dexterity. Dragonborn are hearty and healthy, but they are awkward in their newly adopted bodies.	
Humanoid (dragonblood): Dragonborn are humanoids with the dragonblood subtype and any other subtypes they had before undergoing the Rite of Rebirth. For all effects related to race, a dragonborn is considered a dragon and a member of her original race.	
Age: After a dragonborn undergoes the Rite of Rebirth, she emerges as an adult creature regardless of her previous age. If she lives for 200 years (see Table 1-1, page 10), she enters middle age.	
+2 dodge bonus to Armor Class against creatures of the dragon type. The dragonborn have an innate sense of how best to defend themselves against their potential enemies.	
Immunity to Frightful Presence: Dragonborn are immune to the frightful presence ability of dragons, just as if they were dragons.	
Draconic Aspect: Bahamut has blessed the dragonborn with aspects combining some of the best attributes of good dragons. Upon completing the Rite of Rebirth, a dragonborn chooses which of the following three aspects to manifest. Once the choice is made, it cannot be changed.	
Favored Class: Fighter. A multiclass dragonborn's fighter class does not count when determining whether she takes an experience point penalty for being a multiclassed character. Furthermore, dragonborn paladins can leave that class and return to it without penalty. Also, see the Mechanics of Rebirth sidebar.	
Heart (Su)	[ My ]
A dragonborn who chooses heart as her draconic aspect gains a breath weapon. The breath weapon is a bright, shining line that coruscates with every metallic color. The line's length is 5 feet per Hit Die the dragonborn has, up to a maximum of 100 feet at 20 HD. The breath weapon deals 1d8 points of damage, plus an extra 1d8 points for each 3 HD the dragonborn possesses (2d8 at 3 HD, 3d8 at 6 HD, and so on). The damage can be acid, cold, electricity, or fire, changing on each use as the dragonborn chooses. A successful Reflex save (DC 10 + 1/2 the dragonborn's HD + her Con modifier) halves the damage. A dragonborn can use her breath weapon once every 1d4 rounds.	
Resistance to Acid (Ex)	[ MM ]
You may ignore 5 points of Acid damage each time you take Acid damage	
Resistance to Cold (Ex)	[ MM ]
You may ignore 5 points of Cold damage each time you take Cold damage	
Resistance to Electricity (Ex)	[ MM ]
You may ignore 5 points of Electricity damage each time you take Electricity damage	
Skills	[ MM ]
An Aasimar has a +2 racial bonus on Spot and Listen checks.	
Soul Binding (Su)	[ TM ]
You have the power to bind vestiges	
You can bind 2 vestige (at a time) of up to level 6 for 24 hours (draw a 5' ritual circle and speak their name and title. D20 plus Con (5) against Vestiges Bind DC)	
You can bind:	
Dahlver-Nar, The Tortured One	
Andromalius	
Buer	
Eurynome	
Balam	
Haures	
Soul Guardian (Su)	[ TM ]
You are immune to fear and have 'slippery mind' as long as you are bound to a vestige	
Suppress Sign (Ex)	[ TM ]
You can suppress the sign of your bound vestige	
Weapon and Armor Proficiency	[ TM ]
As a binder, you gain proficiency with all simple weapons and with light armor, but not with shields.	

Feats	
Clinging Breath	[Dr]
Breath deals extra damage 1 round later	
Dragon Wings	[RDr]
Your draconic ancestry manifests as a pair of wings that aid your jumps and allow you to glide.	

You have wings that aid your jumps, granting a +10 racial bonus on Jump checks. In addition, you can use your wings to glide, negating damage from a fall from any height and allowing 20 feet of forward travel for every 5 feet of descent. You glide at a speed of 30 feet with average maneuverability. Even if your maneuverability improves, you can't hover while gliding. You can't glide while carrying a medium or heavy load. If you become unconscious or helpless while in midair, your wings naturally unfurl, and powerful ligaments stiffen them. You descend in a tight corkscrew and take only 1d6 points of falling damage, no matter what the actual distance of the fall. Special: Unlike most feats, this feat must be taken at 1st level, during character creation. A kobold with the Dragonwrought feat can take this feat at 3rd level.

**Empower Supernatural Ability** [TM]  
Empower supernatural ability 1/day

**Entangling Exhalation** [RD]  
You can use your breath weapon to create an entangling mesh of energy.  
When you use your breath weapon, you can choose to enmesh all creatures in its area instead of producing its normal effect. Your breath weapon deals only half its normal damage; however, any creature that takes damage from your breath weapon becomes entangled and takes an extra 1d6 points of damage, of the same energy type as normally dealt by your breath weapon, each round at the start of your turn. This effect lasts for 1d4 rounds. If your breath weapon doesn't deal energy damage, creatures damaged by the initial breath are still entangled but don't take additional damage on later rounds.

**Improved Dragon Wings** [RD]  
Your draconic wings now grant you flight.  
You can fly at a speed of 30 feet (average maneuverability). You can't fly while carrying a medium or heavy load or while fatigued or exhausted. You can safely fly for a number of consecutive rounds equal to your Constitution modifier (minimum 1 round). You can exert yourself to fly for up to twice as long, but then you're fatigued at the end of the flight. You are likewise fatigued after spending a total of more than 10 minutes per day flying. Because you can glide before, after, and between rounds of actual flight, you can remain aloft for extended periods, even if you can only use flight for 1 round at a time without becoming fatigued. When you reach 12 HD, you have enough stamina and prowess to fly for longer periods. You can fly at a speed of 30 feet (average maneuverability), and flying requires no more exertion than walking or running. You can make a dive attack. A dive attack works like a charge, but you must fly a minimum of 30 feet and descend at least 10 feet. You can make a dive attack only when wielding a piercing weapon; if the attack hits, it deals double damage. You can use the run action while flying, provided you fly in a straight line.

**Lingering Breath** [Dr]  
Breath remains as cloud for 1 round

**Rapid Breath** [SS]  
You do not have to wait as long to reuse your breath weapon as you normally would.  
The required interval between uses of your breath weapon is reduced by 1 round. For instance, a dragon with this feat can use its breath weapon once every 1d4-1 rounds instead of every 1d4 rounds. If the 1d4-1 result is 0, the dragon can breathe again in the following round (but not twice in the same round). If the interval is a fixed period of time, such as once per hour, the interval is halved. Special: If you have multiple heads with breath weapons, all your breath weapons use the new interval.

**Recover Breath** [Dr]  
Use breath weapon more often

**Sudden Ability Focus** [TM]  
+2 DC on any supernatural attack, 1/day

**Armor Proficiency (Light)** [Wizards of the Coast - Player's Handbook, p.89]  
You are proficient with light armor (see Table 7-6: Armor and Shields, page 123).  
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. Normal: A character who is wearing armor with which she is not proficient applies its armor check penalty to attack rolls and to all skill checks that involve moving, including Ride.

**Simple Weapon Proficiency** [Wizards of the Coast - Deities and Demigods, p.100]  
You understand how to use all types of simple weapons in combat (see Table 7-5: Weapons, page 116, for a list of simple weapons).  
You make attack rolls with simple weapons normally.

**Tempest Breath (Granted)** [Dr]  
Breath weapon also produce wind effects.

Morningstar, Quarterstaff, Ranged Spell, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Strike (Unarmed), Unarmed Strike

Templates
Assign Race Type ~ Humanoid
Dragonborn
Half-Nymph
Lesser Planetouched
Magic Blooded (Spark)

Proficiencies

Aspergillum (Heavy), Battle Gauntlet, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Darts (Barbed), Eldritch Blast, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Javelin, Longspear, Mace (Heavy), Mace (Light),

Innate

- ☐Daylight
- ☐Detect Magic
- ☐Nystul's Magic Aura (DC:10)
- ☐Read Magic

Bind Vestiges Spell-like Abilities

- ☐Amon
- ☐Andromalius
- ☐Balam
- ☐Buer
- ☐Dahlver-Nar
- ☐Eurynome
- ☐Haures

Innate Racial Spells						
	Name	School	Time	Duration	Range	Source
<input type="checkbox"/>	Daylight	Evocation [Light, Fire Shugenja]	1 standard action	120 minutes [D]	Touch	PH:p.216
[V, S] TARGET: Object touched; <b>EFFECT:</b> The object touched sheds light as bright as full daylight in a 60-foot radius, and dim light for an additional 60 feet beyond that. Creatures that take penalties in bright light also take them while within the radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light. If daylight is cast on a small object that is then placed inside or under a light- proof covering, the spell's effects are blocked until the covering is removed. Daylight brought into an area of magical darkness [or vice versa] is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Daylight counters or dispels any darkness spell of equal or lower level, such as darkness. [SR:No]						
<input type="checkbox"/>	Detect Magic	Divination [Antimagic Domain, Divination I]	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	PH:p.219
[V, S] TARGET: Cone-shaped emanation; <b>EFFECT:</b> You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. [Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.] Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level. If an aura falls into more than one category, detect magic indicates the stronger of the two.  ----- Aura Power ----- Spell or Object   Faint   Moderate   Strong   Overwhelming Functioning spell [spell level]   3rd or lower   4th-6th   7th-9th   10th+ [deity-level] Magic item [caster level]   5th or lower   6th-11th   12th-20th   21st+ [artifact] Lingering Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength   Duration of Lingering Aura Faint   1d6 rounds Moderate   1d6 minutes Strong   1d6x10 minutes Overwhelming   1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. [SR:No]						
<input type="checkbox"/>	Nystul's Magic Aura	Illusion (Glamer)	1 standard action	12 days [D]	Touch	PH:p.257
[V, S, F] TARGET: One touched object weighing up to 60 lbs; <b>EFFECT:</b> You alter an item's aura so that it registers to detect spells [and spells with similar capabilities] as though it were nonmagical, or a magic item of a kind you specify, or the subject of a spell you specify. If the object bearing magic aura has identify cast on it or is similarly examined, the examiner recognizes that the aura is false and detects the object's actual qualities if he succeeds on a Will save. Otherwise, he believes the aura and no amount of testing reveals what the true magic is. If the targeted item's own aura is exceptionally powerful [if it is an artifact, for instance], magic aura doesn't work. Note: A magic weapon, shield, or suit of armor must be a masterwork item, so a sword of average make, for example, looks suspicious if it has a magical aura. Focus: A small square of silk that must be passed over the object that receives the aura. [SR:No; DC:10, None; see text]						
<input type="checkbox"/>	Read Magic	Divination	1 standard action	120 minutes	Personal	PH:p.269
[V, S, F] TARGET: You; <b>EFFECT:</b> By means of read magic, you can decipher magical inscriptions on objects-books, scrolls, weapons, and the like-that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell. Focus: A clear crystal or mineral prism. [SR:No]						
* =Domain/Specialty Spell						

Bind Vestiges Spell-like Abilities						
	Name	School	Time	Duration	Range	Source
<input type="checkbox"/>	Amon			24 hours	Personal	TM:P.21
TARGET: You; EFFECT: The Void Before the Alter. Binding DC:20, special requirement: cannot have bound certain other vestiges within 24 hours. Sign - You grow a ram's curling horns Influence - you become surly and irritable. You must resist even beneficial spells from devotees of Fire,Sun or Law as Amon despises such diets Darkvision 60' Fire breath - as a standard action, vomit a line of fire 50 feet long doing 12d6 damage to each creature in the line [Reflex save DC:25 for half damage], can breath once per 5 rnds Ram Attack - Use your Rams horns as a natural weapon to do 1d6+4 damage, plus an extra 1d8 when charging						
<input type="checkbox"/>	Andromalius			24 hours	Personal	TM:P.
TARGET: You; EFFECT: TODO						
<input type="checkbox"/>	Balam			24 hours	Personal	TM:P.
TARGET: You; EFFECT: TODO						
<input type="checkbox"/>	Buer			24 hours	Personal	TM:P.
TARGET: You; EFFECT: TODO						
<input type="checkbox"/>	Dahlver-Nar			24 hours	Personal	TM:P.28
TARGET: You; EFFECT: The Tortured one. Binding DC:17 Sign - Several teeth grow from your scalp, can be hidden by a lot of hair or a hat Influence - you shift quickly from distraction to extreme focus and back again, you cannot undertake any activities that require concentration Mad Soul - immune to wisdom damage/drain, madness, insanity and confusion effects Maddening Moan - Once per 5 rnds you can emit a frightful moan, everyone within 30' must make a will save [DC:25] or be dazed for 1 round. Natural Armor - gain +2 bonus to natural armor [Half con mod] Shield self - at will as a standard action, designate one creature within 120' to share damage you take, as long as they live & remain in range, any damage dealt to you is split evenly between you and the creature. Will save [DC 25] negates						
<input type="checkbox"/>	Eurynome			24 hours	Personal	TM:P.
TARGET: You; EFFECT: TODO						
<input type="checkbox"/>	Haures			24 hours	Personal	TM:P.
TARGET: You; EFFECT: TODO						
* =Domain/Specialty Spell						

# Byne Derr

Aasimar (Lesser)

RACE	0
AGE	
GENDER	Male
VISION	Low-Light
ALIGNMENT	Chaotic Good
DOMINANT HAND	Right
HEIGHT	0' 0"
WEIGHT	0 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	Calimshan
REGION	
DEITY	Humanoid
Race Type	

Race Sub Type

## Description:

Typically binds Amon and Balam.  
Breath Weapon on round 1 (Amon)  
Breath Weaoon on Round 2 (Dragonborn)  
Focused Gaze Attack on Round 3 (Balam)

Monlk's Unarmed Strike for a Melee option.

## Biography: