

TURN FIRE			
Turning Check Result	FIRE Affected (Maximum Hit Dice)	Turning Check	1d20+0
Up to 0	8	Turn level	12
1 - 3	9	Turn damage	2d6+8
4 - 6	10		
7 - 9	11	You destroy Fire creatures with total hit dice up to 6.	
10 - 12	12		
13 - 15	13		
16 - 18	14		
19 - 21	15		
22+	16		
TURN/DAY <div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div><div><div></div><div></div><div></div><div></div><div></div></div></div>			

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
Strongarm Bracers	Equipped	1	1 / 6,000		
Signet Ring (Skill Bonus (Competence) (Iaijutsu Focus +10))	Equipped	1	0 / 10,005		
Each signet ring has a distinctive design carved into it. When you press this ring into warm sealing wax, you leave an identifying mark., Competence bonus to selected skill of Iaijutsu Focus +10					
Signet Ring (Skill Bonus (Competence) (Tumble +10))	Equipped	1	0 / 10,005		
Each signet ring has a distinctive design carved into it. When you press this ring into warm sealing wax, you leave an identifying mark., Competence bonus to selected skill of Tumble +10					
Sword, Bastard (Huge/Six Handed Modification)	Equipped	1	30 / 140		
Bastard swords are also known as hand-and-a-half swords. A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon., Increases reach by an additional 100 lbs., 1 Truedeath Crystal (Lesser)					
Truedeath Crystal (Lesser)	Sword, Bastard (Huge/ Six Handed Modification)	1	0 / 5,000		
This amethyst is carved in the shape of a skull. Its paired weapon deals an extra 1d6 damage to undead and has the ghost touch ability.					
Belt, Battle Dancer's	Equipped	1	1 / 13,000		
When wrapped around a character's waist, this belt confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a monk of five levels higher. If donned by a character with the Stunning Fist feat, the belt lets her make one additional stunning attack per day. If the character is not a monk, she gains the AC and unarmed damage of a 5th-level monk. This AC bonus functions just like the monk's AC bonus. Moderate transmutation; CL 10th					
Cloak of Charisma +6	Equipped	1	2 / 36,000		
This lightweight and fashionable cloak has a highly decorative silver trim. When in a character's possession, it adds a +6 enhancement bonus to her Charisma score. Moderate transmutation; CL 8th					
Nightstick	Equipped	1	0 / 7,500		
This black rod carved of darkly stained wood is inset with religious symbols of various deities. Anyone who possesses the rod and is able to turn or rebuke undead gains four more uses of the ability per day. Moderate necromancy; CL 10th					
Bag, Coin	Equipped	1	0.2 / 0.1		
for Robe of Useful Items.6.98 lbs., 349 Coin (Gold)					
TOTAL WEIGHT CARRIED/VALUE		41.51 lbs.	87,650.1gp		
WEIGHT ALLOWANCE					
Light	100	Medium	200	Heavy	300
Lift over head	300	Lift off ground	600	Push / Drag	1500
MONEY					
Coin (Gold): 349[Bag, Coin]					
Coin (Silver): 9[Equipped]					
Coin (Copper): 5[Equipped]					
				Total= 349.9 gp	
MAGIC					
Languages					
Beholder, Common, Giant, Undercommon					
Other Companions					

Special Abilities
<p>Despite your six arms, you do not gain extra attacks from them.</p> <p>Turn or destroy fire creatures as a good cleric turns undead. Rebuke, command, or bolster cold creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier. This granted power is a supernatural ability.</p> <p>You may roll Spellcraft and Knowledge (Arcana) untrained.</p>

Special Attacks	
Iaijutsu Focus	[My]
<p>If you attack a flat-footed opponent immediately after drawing a melee weapon, you can deal extra damage, based on the result of an Iaijutsu Focus check. In addition, if you and your opponent both agree to participate in a formal iaijutsu duel, your Iaijutsu Focus check replaces your initiative check for the ensuing combat. In an iaijutsu duel (see Chapter 6), you and your opponent make opposed Iaijutsu Focus checks, and the winner accumulates extra damage dice according to the accompanying table. You can also use Iaijutsu Focus in preparation for striking an inanimate object, assuming no distractions. Your extra damage is halved, just like your ordinary damage. This is the technique martial artists use to shatter objects. A roll of 10-14 provides 1d6 additional damage. Every 4 points adds another 1d6 to a maximum of 9d6 when rolling 50+.</p>	

Sneak Attack +3d6	[PH]
+3d6	
Turn Fire	[PH]
15/day (turn level 12) (turn damage 2d6+8)	

Special Qualities	
Aberration Type	[MM]
Aberrations eat/sleep/breathe	
AC Bonus (Ex)	[My]
A Battle Dancer is highly trained at dodging blows, and she has a sixth sense that lets her avoid even unanticipated attacks. When unarmored and unencumbered, the Battle Dancer adds her Charisma bonus (if any) to her AC. In addition, a Battle Dancer gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five BattleDancer levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th level). These bonuses to AC apply even against touch attacks or when the BattleDancer is flat-footed. She loses these bonuses when she is immobilized or helpless, when she wears any armor, when she carries a shield, or when she carries a medium or heavy load. BONUS +9, LEVEL = 5, STAT = 8	
Spellcaster (Knowledge (The Planes), Use Magic Device)	[DMG2]
A spellcaster mentor could be a priest of the character's religion, a teacher at a wizard's guild, or an inventor seeking a protege. Spellcaster mentors are not as useful as the other seven mentors for characters who cannot cast spells themselves. A spellcaster grants her apprentice a +2 competence bonus on Spellcraft checks. The tutelage of a spellcasting mentor grants additional benefits only if the apprentice shares the same class as his mentor. The apprentice only gains these benefits when he gains a level in this class; he retains all the other benefits of this feat (the bonus skills and the bonus on Spellcraft checks) regardless of what class he chooses to gain a level in. If the apprentice and his mentor are arcane spellcasters, he gains one additional spell known at 1st level. Wizards gain this spell in their spellbooks, and spontaneous casters such as sorcerers or bards gain an additional 1st-level spell beyond their normal number of spells known. As the apprentice gains levels, he is able to learn additional spellcasting techniques from his mentor; wizards can copy from their mentor's spellbook at no charge. Spellcasters who do not prepare spells (such as a bard or sorcerer) gain increased flexibility with the spells they know. Each time an apprentice gains another of these levels, he can choose to learn a new spell in place of one he already knows. The new spell's level must be the same as that of the spell being exchanged. If the character and his mentor are divine spellcasters who prepare spells (such as clerics, druids, paladins, or rangers), he can select one spell he knows as a preferred spell. This can be a spell of any level he can cast. Once per day, the apprentice can spontaneously cast a preferred spell by swapping out any prepared spell of an equal spell level. He can only have one preferred spell at a time, but each time he gains a level in the associated class, he can change his preferred spell to a different spell. Associated Skills: Knowledge (any one), Use Magic Device.	
Bonus Feat	[My]
Catalogues Of Enlightenment	[My]
Catalogues of Enlightenment (Cold)	[My]
You gain the granted power of the Cold Domain.	
Darkvision (Ex)	[PH]
Range 60 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.	
Inattentive	[UA]
You are particularly unaware of your surroundings.	
Poor Reflexes	[UA]
You often zig when you should have zagged.	
Shaky	[UA]
You are relatively poor at ranged combat.	
Human Racial Traits (Ex)	[PH]
4 extra skill points at 1st level and 1 extra skill point at each additional level. 1 extra feat at 1st level.	
Iaijutsu Master ~ Canny Defense (Ex)	[My]
When not wearing armor, iaijutsu masters add their Intelligence bonus to their Dexterity bonus to modify Armor Class while wielding a katana. As with normal Dexterity AC modifications, positive modifiers are lost when the iaijutsu master is caught flat-footed.	
Lightning Blade (Ex)	[My]
An iaijutsu master of 2nd level or higher adds her Charisma modifier to her initiative checks, as well as her Dexterity modifier.	
Group Fake-Out	[CS]
You can use Bluff to feint in combat (PH 68) against more than one opponent. Make one Bluff check opposed by separate Sense Motive checks for each opponent. For each opponent after the first that you wish to affect, you take a cumulative -2 penalty on your Bluff check.	
Timely Misdirection	[CS]
If you succeed on a Bluff check to feint in combat (PH 68), your opponent can't make any attacks of opportunity against you until the start of its next turn. This effect is in addition to the normal benefits of a successful feint.	
Acrobatic Backstab	[CS]

If you succeed on a Tumble check t move tthrough an enemy's space, you can treat that enemy as flat-footed against the next melee attack you make against it on your current turn.

Back on Your Feet [CS]
If you fall prone for any reason, you can stand up as an immediate action without provoking attacks of opportunity.

Strike From The Void (Ex) [My]
An iaijutsu master of 5th level or higher adds her Charisma modifier to each extra damage die gained from using the Iaijutsu Focus skill.

Tremorsense (Ex) [My]
You can sense the location of anything touching the ground within 60'

Weapon and Armor Proficiency [UA]

Weapon And Armor Proficiency [My]
Iaijutsu masters are proficient with all simple and martial weapons. Iaijutsu masters do not gain any proficiency with armor or shields, though most have such proficiency from the samurai class.

Weapon Finesse (Ex) [My]
At 1st level, an iaijutsu master may use her Dexterity modifier instead of her Strength modifier on attack rolls with her katana. This works like the Weapon Finesse feat, except that it applies to the katana, a weapon to which the feat cannot normally be applied.

Feats

Apprentice [DMG2]
A character with this feat has apprenticed himself to a master in order to speed his learning and bolster his skills. This feat must be taken at 1st level. Once you start gaining experience, your methods of learning are already too ingrained for you to be able to gain the benefits of a mentor-apprentice relationship.

When you select this feat, you gain all the benefits described in this section for being an apprentice.

Combat Expertise [PH]
You are trained at using your combat skill for defense as well as offense.

When you use the attack action or the full attack action in melee, you can take a penalty of as much as 5 on your attack roll and add the same number as a dodge bonus to your Armor Class.

Cosmopolitan (Iaijutsu Focus) [My]
Chosen skill is now a class skill

Extra Turning [PH]
You can turn or rebuke creatures more often than normal.
You can use your ability to turn or rebuke creatures four more times per day than normal.

Improved Initiative [PH]
You can react more quickly than normal in a fight.
You get a +4 bonus on initiative checks.

Monkey Grip [My]
Monkey Grip, but implemented correctly.

Planar Touchstone [MoI]
Forge a link between you and power-rich planar locations, referred to as planar touchstones.
Choose any site designated as a planar touchstone for which you also possess an object native to that location, as noted in this feat's prerequisite. When this feat is first taken, forging a link between yourself and a chosen planar touchstone takes 24 hours of uninterrupted concentration. To forge a link, you must spend 10 experience points and expend the object described in this feat's prerequisite. Once the link is forged, you gain the base ability described for that touchstone. If you physically visit the planar location once you've forged a link, you also gain a higher-order ability with a limited number of uses, as described for that planar touchstone. You can repeatedly visit the planar touchstone, each time recharging your usages of the higher-order ability. Usages of a higher-order ability do not stack, so visiting your planar touchstone prior to using up any of your higher-order usages confers no additional benefit. Once you've established a link with one planar touchstone site by taking this feat, you can also freely visit other planar touchstones. When you do so and fulfill the higher-order ability's recharge condition for the alternate site, you immediately gain the base ability of the new planar touchstone site and lose the base ability of the previous site. You also lose any remaining uses of the higher-order ability of your previously selected site (if any), and instead gain the specified number of higher-order ability uses appropriate to the new site. In this way, you can "unplug" from one site and "plug in" to a new planar touchstone site as often as you desire. Thus, after expending the raw materials and experience points for making your first connection, making subsequent connections with different sites is as easy as fulfilling the higherorder recharge condition. Special: You can take this feat more than once. Each time, you gain the base ability to retain one more planar touchstone location in addition to your previous ability. You also gain the capacity to retain uses of one more planar touchstone's higher-order ability.

Quick Draw [PH]
You can draw weapons with startling speed.
You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Travel Devotion [CV]
You can move quickly around the battlefield.

Once per day as a swift action, you can activate this ability to move up to your speed as a swift action each round. Thus, you can move your speed and then take a full-round action, or move and take two other actions (two move actions or one move action and one standard action). This effect lasts for 1 minute.

Special: You cannot take a 5-foot step in the same round that you use this feat to move as a swift action.

Special: You can select this feat multiple times, gaining one additional daily use each time you take it.

Special: If you have the ability to turn or rebuke undead, you gain one additional daily use of this feat for each two daily turn or rebuke uses you expend.

Weapon Focus (Sword (Bastard)) [PH]
You are especially good at using this specified weapon.

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Weapon Finesse (Granted) [PH]
You are especially skilled at using weapons that can benefit as much from Dexterity as from Strength.

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.

Proficiencies

Aspergillum (Heavy), Axe (Throwing), Bash, Battle Gauntlet, Battleaxe, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Dart Thruster, Darts (Barbed), Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Goblin Stick, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Ice Axe, Javelin, Katana, Kukri, Lance, Lance (Flight), Lance (Heavy), Longbow, Longspear, Longsword, Lucerne Hammer, Mace (Heavy), Mace (Light), Maul, Morningstar, Pick (Dire), Pick (Heavy), Pick (Light), Quarterstaff, Ranged Spell, Ranseur, Rapier, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Strike (Unarmed), Sword (Bastard), Sword (Cutlass), Sword (Saber), Sword (Short), Trident, Truncheon, Unarmed Strike, Wakizashi, Warhammer, Warmace

Templates

Insectile
Magic Blooded (Spark)

Innate

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

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<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; EFFECT: 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; EFFECT: 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; EFFECT: 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/Speciality Spell					

Ganryu

Human

RACE

0

AGE

Male

GENDER

Darkvision (60 ft.)

VISION

Lawful Good

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,
HAIR / HAIR STYLE

PHOBIAS

,
PERSONALITY TRAITS

INTERESTS

,
SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Custom Campaign

REGION

DEITY

Aberration

Race Type

Race Sub Type

Description:
Biography: