

Thibor

Character Name

Artificer 5, Fleshwarper 7

CLASS

12/14 (5)

91000 / 105000

Character Level/ECL (CR)

EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	13	+1	13	+1		
DEX Dexterity	13	+1	13	+1		
CON Constitution	19	+4	19	+4		
INT Intelligence	20	+5	20	+5		
WIS Wisdom	18	+4	18	+4		
CHA Charisma	23	+6	23	+6		

SAVING THROWS

TOTAL

BASE SAVE

FORTITUDE (constitution)	+10	=	+6	+	+4	+	+0	+	+0	+	+0	+	
REFLEX (dexterity)	+4	=	+3	+	+1	+	+0	+	+0	+	+0	+	
WILL (wisdom)	+10	=	+6	+	+4	+	+0	+	+0	+	+0	+	

NPC

Player Name

Human (Psionic) / Humanoid

RACE

46 (Unknown)

Male

AGE

GENDER

HP
hit points

120

WOUNDS/CURRENT HP

AC
armor class

16

15

11

10

0

0

1

0

5

0

0

0

0

0

0

0

0

0

INITIATIVE
modifier

+1

+1

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

Encumbrance

Light

	TOTAL	=	BASE ATTACK BONUS	+	STAT	+	SIZE	+	MISC	+	EPIC	+	TEMP
MELEE attack bonus	+7/+2	=	+6/+1	+	+1	+	+0	+	+0	+	0	+	
RANGED attack bonus	+7/+2	=	+6/+1	+	+1	+	+0	+	+0	+	0	+	
GRAPPLE attack bonus	+7/+2	=	+6/+1	+	+1	+	+0	+	+0	+	+0	+	

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7/+2	1d3+1	20/x2	5 ft.

Special Properties:

*Wing Slam	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary		M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+7/+7	1d4+1				

*: 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
*Chitin Plating +5		+5		+0	0

Custom Campaign

Chaotic Neutral

Alignment

Region

6' 0" / 160 lbs.

HEIGHT / WEIGHT

Normal

VISION

HAIR

Black, Slick

Points

SPEED

Walk 30 ft., Fly 30 ft., Swim 30 ft., Climb 30 ft.(Clumsy)

MISS CHANCE

0

Arcane Spell Failure

0

ARMOR CHECK PENALTY

0

18

SPELL RESIST

0

ACID RESIST

0

COLD RESIST

0

ELECT. RESIST

0

FIRE RESIST

0

TOTAL SKILLPOINTS: 135		SKILLS				MAX RANKS: 15/7.5	
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓ Appraise		INT	13	=	5	+	8
✓ Balance		DEX	1	=	1		
✓ Bluff		CHA	6	=	6		
✓ Climb		STR	9	=	1		+ 8
✓ Concentration		CON	19	=	4	+	15
Craft (Alchemy)		INT	20	=	5	+	15
Craft (Leatherworking)		INT	20	=	5	+	15
Craft (Metalworking)		INT	20	=	5	+	15
Craft (Taxidermy)		INT	20	=	5	+	15
✓ Craft (Untrained)		INT	5	=	5		
✓ Diplomacy		CHA	6	=	6		
✓ Disguise		CHA	6	=	6		
✓ Escape Artist		DEX	1	=	1		
✓ Forgery		INT	5	=	5		
✓ Gather Information		CHA	6	=	6		
✓ Heal		WIS	19	=	4	+	15
✓ Hide		DEX	1	=	1		
✓ Intimidate		CHA	6	=	6		
✓ Jump		STR	1	=	1		
Knowledge (Arcana)		INT	20	=	5	+	15
Knowledge (Dungeoneering)		INT	6	=	5	+	1
Knowledge (Nature)		INT	6	=	5	+	1
Knowledge (The Planes)		INT	6	=	5	+	1
✓ Knowledge (Untrained)		INT	5	=	5		
✓ Listen		WIS	6	=	4		+ 2
✓ Move Silently		DEX	1	=	1		
✓ Ride		DEX	1	=	1		
✓ Search		INT	5	=	5		
✓ Sense Motive		WIS	4	=	4		
✓ Spot		WIS	6	=	4		+ 2
✓ Survival		WIS	4	=	4		
✓ Swim		STR	9	=	1		+ 8
Use Magic Device		CHA	21	=	6	+	15
✓ Use Rope		DEX	1	=	1		
				=		+	+
				=		+	+

✓: can be used untrained. x: exclusive skills. *: Skill Mastery.

EQUIPMENT

ITEM	LOCATION	QTY	WT / COST
Scalpel Of Illithid Graft Creation	Equipped	1	0 / 10,000
Grants the user the Graft Flesh (Illithid) feat			
Tome Of Familiar Summoning	Equipped	1	0 / 10,000
Grants the user the Obtain Familiar feat			
Thought Bottle	Equipped	1	0 / 20,000
Healing Blood	Equipped	1	0 / 182,000
Buffeting wings	Equipped	1	0 / 100,000
You gain a fly speed equal to your base land speed with average maneuverability. You can't carry aloft more than a light load. If you already have wings, this benefit replaces your original fly speed and maneuverability. You can't use your buffeting wings to fly if you are wearing a shield (other than a buckler). You can also use buffeting wings to make up to two secondary slam attacks, but only while standing on the ground. Each attack deals damage as a wing attack made by dragon of your size (1d4 points for a Medium creature). You cannot attack with weapons held in your hands during the same round that you use buffeting wings (though you can use other natural attacks), and you can't use a wing to attack if that arm wears a shield (other than a buckler). In addition to the hit point cost, these wings reduce your overall agility, resulting in a permanent -2 penalty to Dexterity.			
Chitin Plating +5	Equipped	1	0 / 100,000
Wing Slam	Equipped	1	0 / 0
TOTAL WEIGHT CARRIED/VALUE		0 lbs.	422,000gp

WEIGHT ALLOWANCE

	Light	50	Medium	100	Heavy	150
Light	50		Medium	100	Heavy	150
Push / Drag	150		Push / Drag	300	Push / Drag	750

MONEY

Total= 0 gp [Unspent Funds = 2,000 gp]

MAGIC

Languages

Aboleth, Beholder, Common, Undercommon, Yuan-Ti

Other Companions

Special Abilities

Immunity to Poisons (2)

Poison bite. Requires a successful melee attack during a grapple. Fortitude (DC 10+CON modifier) negates. Initial and secondary damage, 1d4 CON. Can be delivered as a kiss to unresisting foes.

Special Qualities

Artificer Knowledge [ECS]

An artificer can make a special artificer knowledge check with a bonus equal to his artificer level + his Int modifier to detect whether a specific item has a magical aura. The artificer must hold and examine the object for 1 minute. A successful check against DC 15 determines that the object has magical qualities, but does not reveal the specific powers of the item. An artificer cannot take 10 or take 20 on this check. A particular item can only be examined in this fashion one time; if the check fails, the artificer can learn no more about that object.

Artisan Bonus [ECS]

An artificer gains a +2 bonus on Use Magic Device checks to activate an item of a kind for which he has the prerequisite item creation feat. For example, an artificer who has the Craft Wand feat gains a +2 bonus on checks to use a spell from a wand.

Bonus Feat [ECS]

An artificer gains every item creation feat as a bonus feat at or near the level at which it becomes available to spellcasters. He gets Scribe Scroll as a bonus feat at 1st level, Brew Potion at 2nd level, Craft Wondrous Item at 3rd level, Craft Magic Arms and Armor at 5th level, Craft Wand at 6th level, Craft Rod at 9th level, Craft Staff at 12th level, and Forge Ring at 14th level. In addition, an artificer gains a bonus feat at 4th level and every four levels thereafter (8th, 12th, 16th, and 20th). For each of these bonus feats, the artificer must choose a metamagic feat or a feat from the following list: Attune Magic Weapon, Craft Construct (see the Monster Manual, page 303), Exceptional Artisan, Extra Rings, Extraordinary Artisan, Legendary Artisan, Wand Mastery.

Craft Homunculus (Ex) [ECS]

At 4th level, an artificer can create a homunculus as if he had the Craft Construct feat. He must emulate the spell requirements (arcane eye, mending, and mirror image) as normal for making a magic item, and he must pay all the usual gold and XP costs (though he can spend points from his craft reserve). An artificer can also upgrade an existing homunculus that he owns, adding 1 Hit Die at a cost of 2,000 gp and 160 XP. If an artificer gives his homunculus more than 6 Hit Dice, it becomes a Small creature and advances as described in the Monster Manual (+4 Str, -2 Dex, damage increases to 1d6). The homunculus also gains 10 extra hit points for being a Small construct. An artificer's homunculus can have as many Hit Dice as its master's Hit Dice minus 2. No matter how many Hit Dice it has, a homunculus never grows larger than Small.

Craft Reserve [ECS]

An artificer receives a pool of points he can spend instead of experience points when crafting a magic item. Each time the artificer gains a new level, he receives a new craft reserve; leftover points from the previous level do not carry over. If the points are not spent, they are lost. An artificer can also use his craft reserve to supplement the XP cost of the item he is making, taking a portion of the cost from his craft reserve and a portion from his own XP.

Disable Trap [ECS]

An artificer can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to

create the trap. An artificer can use the Disable Device skill to disarm magic traps. Usually the DC is 25 + the level of the spell used to create the trap. An artificer who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with his party) without disarming it.

Fast Healing 2 [MM]

Graft Reserve (Ex) [Lom]

You receive a pool of points you can spend instead of experience points when creating a new graft with your Graft Flesh feat. Each time you gain a class level, you receive a new graft reserve; leftover points from the previous level do not carry over. If the points are not spent, they are lost. You can also use your graft reserve to supplement the XP cost of a graft you are creating, taking a portion of the cost from your graft reserve and a portion from your XP. You have 2200 points.

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.

Infusions [ECS]

An artificer is not a spellcaster, but he does have the ability to imbue items with magical infusions. Infusions are neither arcane nor divine; they are drawn from the artificer infusion list (see Chapter 5: Magic). They function just like spells and follow all the rules for spells. For example, an infusion can be dispelled, it will not function in an antimagic area, and an artificer must make a Concentration check if injured while imbuing an item with an infusion. An artificer can imbue an item with any infusion from the list without preparing the infusion ahead of time. Unlike a sorcerer or bard, he does not select a subset of the available infusions as his known infusions; he has access to every infusion on the list that is of a level he can use. It is possible for an artificer to learn infusions that are not on the normal artificer infusion list. These might include ancient infusions he finds in the ruins of Xen'drik or secret infusions known only to the members of certain guilds or organizations. When he encounters such an infusion, an artificer can attempt to learn it by making a Spellcraft check (DC 20 + spell level). If this check succeeds, he adds the infusion to his list. If not, he can try again when he gains another rank in Spellcraft, assuming he still has access to the new infusion. To imbue an item with an infusion, an artificer must have an Intelligence score equal to at least 10 + the infusion level (Int 11 for 1st-level infusions, Int 12 for 2nd-level infusions, and so forth). Infusions never allow saving throws. Like spellcasters, an artificer can use only a certain number of infusions of a particular level per day. His base daily infusion allotment is given on the accompanying table. In addition, he receives extra infusions per day if he has a sufficiently high Intelligence score (see Table 1-1: Ability Modifiers and Bonus Spells, page 8 of the Player's Handbook). An artificer's infusions can only be imbued into an item or a construct (including warforged). He can not, for example, simply imbue an ally with bull's strength. He must instead imbue that ability into an item his ally is wearing. The item then functions as a belt of giant strength for the duration of the infusion. He can, however, imbue bull's strength directly on a construct or a character with the living construct subtype, and infusions such as repair light damage and iron construct function only when imbued on such characters. Many infusions have long casting times, often 1 minute or more. An artificer can spend 1 action point to imbue any infusion in 1 round (like a spell that takes 1 round to cast). Like a spellcaster, an artificer can apply item creation feats and metamagic feats to his infusions. Like a sorcerer, an artificer can apply a metamagic feat to an infusion spontaneously, but doing this requires extra time. An artificer can craft alchemical items as though he were a spellcaster. An artificer cannot automatically use a spell trigger or spell completion item if the equivalent spell appears on his infusion list. For example, an artificer must still employ the Use Magic Device skill to use a wand of light, even though light appears on his infusion list. Each day, an artificer must focus his mind on his infusions. He needs 8 hours of rest, after which he spends 15 minutes concentrating. During this period, the arti- cer readies his mind to hold his daily allotment of infusions. Without such a period of time to refresh himself, the character does not regain the infusion slots he used up the day before. Any infusions used within the last 8 hours count against the artificer's daily limit.

Item Creation (Ex) [ECS]

An artificer can create a magic item even if he does not have access to the spells that are prerequisites for the item. The artificer must make a successful Use Magic Device check (DC 20 + caster level) to emulate each spell normally required to create the item. Thus, to make a 1st-level wand of magic missile, an artificer would need a Use Magic Device check result of 21 or higher. To create a bottle of air (caster level 7th), he would need a check result of 27 or higher to emulate the water breathing prerequisite. The artificer must make a successful check for each prerequisite for each item he makes. If he fails a check, he can try again each day until the item is complete (see Creating Magic Items, page 282 of the Dungeon Master's Guide). If he comes to the end of the crafting time and he has still not successfully emulated one of the powers, he can make one final check-his last-ditch effort, even if he has already made a check that day. If that check also fails, then the creation process fails and the time, money, and XP expended to craft the item are lost. For purposes of meeting item prerequisites, an artificer's effective caster level equals his artificer level +2. If the item duplicates a spell effect, however, it uses the artificer's actual level as its caster level. Costs are always determined using the item's minimum caster level or the artificer's actual level (if it is higher). Thus, a 3rd-level artificer can make a scroll of fireball, since the minimum caster level for fireball is 5th. He pays the normal cost for making such a scroll with a caster level of 5th: 5 ? 3 ? 12.5 = 187 gp and 5 sp, plus 15 XP. But the scroll's actual caster level is only 3rd, and it produces a weak fireball that deals only 3d6 points of damage. An artificer can also make Use Magic Device checks to emulate nonspell requirements, including alignment and race, using the normal DCs for the skill. He cannot emulate skill or feat requirements, however, including item creation feat prerequisites. He must meet the caster level prerequisite, including the minimum level to cast a spell he stores in a potion, wand, or scroll. An artificer's infusions do not meet spell prerequisites for creating

Character: **Thibor**
Player: **NPC**

PCGen Character Template by Andrew Maitland (LegacyKing) and Stefan Radermacher (Zaister), based on work by Frugal, ROG, Arcady, Barak, Dimrill, & Dekker.
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Level:12 (CR:5)
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magic items. For example, an artificer must still employ the Use Magic Device skill to emulate the light spell to create a wand of light, even though light appears on his infusion list.

Psionic	[XPH]
Total Power Points 0; Base Power Points 0; Bonus Power Points 0	
Retain Essence (Su)	[ECS]
At 5th level, an artificer gains the ability to salvage the XP from a magic item and use those points to create another magic item. The artificer must spend a day with the item, and he must also have the appropriate item creation feat for the item he is salvaging. After one day, the item is destroyed and the artificer adds the XP it took to create the item to his craft reserve. These points are lost if the artificer does not use them before gaining his next level. For example, an artificer wants to retain the essence of a wand of summon monster IV that has 20 charges. Originally created (like all wands) with 50 charges, it required 840 XP when initially made, or 16.8 XP (840 ÷ 50) per charge. The artificer is able to recover the XP from the remaining charges. He puts 336 XP (16.8 × 20) into his craft reserve.	
Secret of the Aboleth (Su)	[Lom]
You gain a swim speed equal to your base land speed. You also gain a +8 racial bonus on Swim checks, and can always choose to take 10 on a Swim check even when rushed or threatened.	
Secret of the Ettercap (Su)	[Lom]
You gain a Climb speed equal to your base land speed. You also gain a +8 racial bonus on Climb checks, and can always choose to take 10 on a Climb check even when rushed or threatened.	
Weapon and Armor Proficiency	[ECS]
Artificers are proficient with all simple weapons, with light and medium armor, and with shields (except tower shields).	
Feats	
Extraordinary Artisan	[ECS]
You are an expert at creating magic items at a lower cost than usual. When determining the gold piece cost in raw materials you need to craft any item, reduce the base price by 25%.	
Graft Flesh (Construct)	[My]
You can create construct and Maug grafts	
Graft Flesh (Silthilar)	[My]
Graft Flesh (Undead)	[Lm]
You can apply a certain type of grafts to other living creatures or to yourself. Choose a type of graft: aboleth, beholder, fiendish, illithid, undead, or yuan-ti. You must be an aboleth to choose aboleth grafts. You must be a fiend to choose fiendish grafts. You must be an illithid to choose illithid grafts. You must be a yuan-ti to choose yuan-ti grafts. There are no additional requirements for choosing beholder or undead grafts. You can create grafts of your chosen type and apply them to other living creatures or to yourself. Creating a graft takes 24 hours for each 1,000 gp in its price. To create a graft, you must spend 1/25 of the grafts price in XP and use up raw materials costing half of this price. (See Chapter 5 of this book for prerequisites and other information on grafts.)	
Legendary Artisan	[ECS]
You have mastered the method of creating magic items. When determining your XP cost for creating any magic item, reduce the base cost by 25%.	
Magical Artisan (Extraordinary Artisan)	[PG]
You have mastered the method of creating a certain kind of magic item. Choose one item creation feat that you possess. When you make an item with that feat, you pay only 75% of the normal cost to create the item. Special: You may gain Magical Artisan multiple times. Each time you take the feat, it applies to a new item creation feat.	
Wyrmgrafter	[My]
You can apply draconic grafts to other living creatures or to yourself. You can create draconic grafts and apply them to other living creatures or to yourself. Creating a draconic graft takes one day for each 1,000 gp in its price. To create a graft, you must spend 1/25 of the graft's price in XP and use up raw materials costing half this price. Draconic grafts are described beginning on page 126.	
Brew Potion	[Wizards of the Coast - Player's Handbook, p.89]
You can create potions, which carry spells within themselves. See the Dungeon Master's Guide for rules on potions. You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures. Brewing a potion takes one day. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. The base price of a potion is its spell level × its caster level × 50 gp. to brew a potion, you must spend 1/25 of this base price in XP and use up raw materials costing one half this base price. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell. Any potion that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when creating the potion.	
Craft Magic Arms and Armor	[Wizards of the Coast - Player's Handbook, p.92]
You can create magic weapons, armor, and shields.	

You can create any magic weapon, armor, or shield whose prerequisites you meet (see the Dungeon Master's Guide for prerequisites and other information on these items). Enhancing a weapon, suit of armor, or shield takes one day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armor, or shield, you must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price. The weapon, armor, or shield to be enhanced must be a masterwork item that you provide. Its cost is not included in the above cost. You can also mend a broken magic weapon, suit of armor, or shield if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

Craft Wondrous Item **[Wizards of the Coast - Player's Handbook, p.92]**

You can create a wide variety of magic items, such as a crystal ball or a flying carpet.

You can create any wondrous item whose prerequisites you meet (see the Dungeon Master's Guide for prerequisites and other information on wondrous items). Enchanting a wondrous item takes one day for each 1,000 gp in its price. To enchant a wondrous item, you must spend 1/25 of the item's price in XP and use up raw materials costing half of this price. You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place. Some wondrous items incur extra costs in material components or XP, as noted in their descriptions. These costs are in addition to those derived from the item's base price. You must pay such a cost to create an item or to mend a broken one.

Graft Flesh (Aboleth) **[Wizards of the Coast - Libris Mortis: The Book of the Dead, p.216]**

You can apply a certain type of grafts to other living creatures or to yourself.

Choose a type of graft: aboleth, beholder, fiendish, illithid, undead, or yuan-ti. You must be an aboleth to choose aboleth grafts. You must be a fiend to choose fiendish grafts. You must be an illithid to choose illithid grafts. You must be a yuan-ti to choose yuan-ti grafts. There are no additional requirements for choosing beholder or undead grafts. You can create grafts of your chosen type and apply them to other living creatures or to yourself. Creating a graft takes 24 hours for each 1,000 gp in its price. To create a graft, you must spend 1/25 of the grafts price in XP and use up raw materials costing half of this price. (See Chapter 5 of this book for prerequisites and other information on grafts.)

Graft Flesh (Fiendish) **[Wizards of the Coast - Libris Mortis: The Book of the Dead, p.27]**

You can apply a certain type of grafts to other living creatures or to yourself.

Choose a type of graft: aboleth, beholder, fiendish, illithid, undead, or yuan-ti. You must be an aboleth to choose aboleth grafts. You must be a fiend to choose fiendish grafts. You must be an illithid to choose illithid grafts. You must be a yuan-ti to choose yuan-ti grafts. There are no additional requirements for choosing beholder or undead grafts. You can create grafts of your chosen type and apply them to other living creatures or to yourself. Creating a graft takes 24 hours for each 1,000 gp in its price. To create a graft, you must spend 1/25 of the grafts price in XP and use up raw materials costing half of this price. (See Chapter 5 of this book for prerequisites and other information on grafts.)

Graft Flesh (Illithid) **[Wizards of the Coast - Libris Mortis: The Book of the Dead, p.216]**

You can apply a certain type of grafts to other living creatures or to yourself.

Choose a type of graft: aboleth, beholder, fiendish, illithid, undead, or yuan-ti. You must be an aboleth to choose aboleth grafts. You must be a fiend to choose fiendish grafts. You must be an illithid to choose illithid grafts. You must be a yuan-ti to choose yuan-ti grafts. There are no additional requirements for choosing beholder or undead grafts. You can create grafts of your chosen type and apply them to other living creatures or to yourself. Creating a graft takes 24 hours for each 1,000 gp in its price. To create a graft, you must spend 1/25 of the grafts price in XP and use up raw materials costing half of this price. (See Chapter 5 of this book for prerequisites and other information on grafts.)

Scribe Scroll **[Wizards of the Coast - Player's Handbook, p.99]**

You can create scrolls, from which you or another spellcaster can cast the scribed spells. See the Dungeon Master's Guide for rules on scrolls.

You can create a scroll of any spell that you know. Scribing a scroll takes one day for each 1,000 gp in its base price. The base price of a scroll is its spell level × its caster level × 25 gp. To scribe a scroll, you must spend 1/25 of this base price in XP and use up raw materials costing one-half of this base price. Any scroll that stores a spell with a costly material component or an XP cost also carries a commensurate cost. In addition to the costs derived from the base price, you must expend the material component or pay the XP when scribing the scroll.

Alertness (Granted) **[PH]**

You have finely tuned senses.

You get a +2 bonus on all Listen checks and Spot checks. Special: The master of a familiar (see the Familiars sidebar, page 52) gains the benefit of the Alertness feat whenever the familiar is within arm's reach.

Obtain Familiar (Granted) **[CAR]**

You gain a familiar.

You can obtain a familiar in the same manner as a sorcerer or wizard (see the sorcerer class description and the accompanying sidebar, page 52 of the Players Handbook). As with a sorcerer or wizard, obtaining a familiar takes 24 hours and uses up magic materials worth 100 gp.

Proficiencies
Aspergillum (Heavy), Battle Gauntlet, Blowgun, Boulder, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Darts (Barbed), Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Ranged Spell, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Strike (Unarmed), Unarmed Strike, Wing Slam
Templates
Psionic
Yuan-Ti (Tainted One)

Innate

☐Poison (DC:17)

INNATE Spell-like Abilities

☐☐☐Polymorph (Viper Form Only)

Innate Racial Spells						
	Name	School	Time	Duration	Range	Source
<input type="checkbox"/>	Poison	Necromancy	1 standard action	Instantaneous; see text	Touch	PH:p.262
[V, S, DF] TARGET: Living creature touched; EFFECT: Calling upon the venomous powers of natural predators, you infect the subject with a horrible poison by making a successful melee touch attack. The poison deals 1d10 points of temporary Constitution damage immediately and another 1d10 points of temporary Constitution damage 1 minute later. Each instance of damage can be negated by a Fortitude save [DC 10 + 1/2 your caster level + your Wis modifier]. [SR:Yes; DC:17, Fortitude negates; see text]						
* =Domain/Speciality Spell						

INNATE Spell-like Abilities						
Name		School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Polymorph (Viper Form Only)	Transmutation	1 standard action	12 minutes [D]	Touch	PH:p.263
[V, S, M] TARGET: Willing living creature touched; EFFECT: This functions as the Polymorph spell, except that you may only select Viper forms. [SR:No]						
* =Domain/Speciality Spell						

Thibor

Human (Psionic)

RACE

46

AGE

Male

GENDER

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 0"

HEIGHT

160 lbs.

WEIGHT

Green

EYE COLOUR

Pale

SKIN COLOUR

Black, Slick

HAIR / HAIR STYLE

Mindstealers

PHOBIAS

Easily influenced by an interesting project., Doesn't understand people who don't permanently enhance their bodies.

PERSONALITY TRAITS

Body Modification

INTERESTS

Breathy Sibilants, Get ready to meet the new you!

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

Theocracy

LOCATION

Custom Campaign

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

Thibor runs a Grafts and Magical Transfigurations emporium called "The Body Shoppe".

Thibor's constant struggle is the immense expense (and therefore XP expenditure) associated with Graft creation, and as such he is always on the lookout for ways to ease this burden.

He is always happy to pay for exotic materials that could be used as Power Components for item creation, as well as various monster body parts that can be repurposed as raw materials for grafts.

Thibor's philosophy has always been one of self-improvement, and cannot fully understand anyone who would turn down (for example) wings due to such a frivolous concern as "aesthetics" or "being able to fit into shirts anymore".

Thibor was an adventurer back in his heyday, and used the income from his expeditions into the jungle as seed money for The Body Shoppe".

He cannot resist a challenge or an interesting project - PCs who come to him with an interesting request could negotiate a *significant* discount on grafts or other services.