

Saeng Ki

Female Human Vampire (Azlanti, Pureblooded) Cleric of Zura 6 (Vampire +0) - CL6 - CR 7
 Chaotic Evil Undead (Augmented Humanoid, Human);
 Deity: Zura; Age: 23; Height: 5' 9"; Weight: 130lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	18/20	+4/+5	
DEX DEXTERITY	20	+5	
CON CONSTITUTION	-	+5	
INT INTELLIGENCE	16	+3	
WIS WISDOM	19	+4	
CHA CHARISMA	20	+5	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+10 =	+5	+5				Channel Resistance: +4 bonus vs. channeled energy
REFLEX (DEXTERITY)	+9 =	+2	+5		+2		Channel Resistance: +4 bonus vs. channeled energy
WILL (WISDOM)	+9 =	+5	+4				Channel Resistance: +4 bonus vs. channeled energy

Damage Reduction (10/magic)	Energy Resistance, Electricity (10)
Damage Reduction (10/silver)	Undead Traits
Energy Resistance, Cold (10)	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 27 =	+7		+3		+6		+1	

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
14	23				

CM Bonus	BAB	Strength	Size	Misc
+9 =	+4	+5	-	-

CM Defense	BAB	Strength	Dexterity	Size
25 = 10	+4	+5	+5	-

Base Attack	HP
+4	67

Initiative	Damage / Current HP
+9	

Speed
30 / 20 ft

+1 rhoka sword

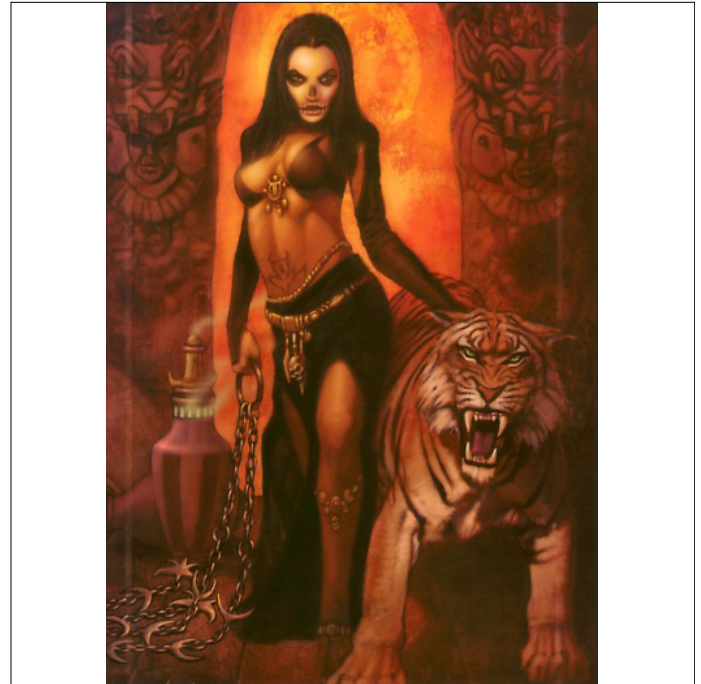
Main hand: +10, 1d8+6 Crit: 18-20/x2

Both hands: +10, 1d8+8 1-hand, S

Slam (Vampire)

Main hand: +4, 1d4+2 Crit: x2

Light, B



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (5)	-	
Speed less than 30' : -4 jump				
Appraise	+7	INT (3)	1	
Bluff	+13	CHA (5)	-	
Climb	+2	STR (5)	-	
Diplomacy	+14	CHA (5)	6	
Disguise	+5	CHA (5)	-	
Escape Artist	+2	DEX (5)	-	
Fly	+2	DEX (5)	-	
Heal	+13	WIS (4)	6	
Intimidate	+11	CHA (5)	6	
Knowledge (arcana)	+8	INT (3)	2	
Knowledge (history)	+8	INT (3)	2	
Knowledge (nobility)	+7	INT (3)	1	
Knowledge (planes)	+7	INT (3)	1	
Knowledge (religion)	+7	INT (3)	1	
Linguistics	+7	INT (3)	1	
Perception	+14	WIS (4)	-	
Profession (torturer)	+10	WIS (4)	3	
Ride	+2	DEX (5)	-	
Sense Motive	+23	WIS (4)	6	
Spellcraft	+12	INT (3)	6	
Stealth	+10	DEX (5)	-	
Survival	+4	WIS (4)	-	
Swim	+2	STR (5)	-	

Feats

Alertness

Feats

Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Casting
Combat Expertise +/-2
Combat Reflexes (6 AoO/round)
Command Undead (DC 18)
Dodge
Exotic Weapon Proficiency (Rhoka sword)
Improved Initiative
Lightning Reflexes
Shield Proficiency
Simple Weapon Proficiency - All
Toughness

+1 glamerred breastplate

+7

Max Dex: +3, Armor Check: -3
Spell Fail: 25%, Medium, Slows

Gear

**Total Weight Carried: 36/400lbs, Light Load
(Light: 133 lbs, Medium: 266 lbs, Heavy: 400 lbs)**

+1 glamerred breastplate	30 lbs
+1 rhoka sword	6 lbs
Money	-

Special Abilities

Aura (Ex)
Blood Drain (Ex)
Change Shape (dire bat or wolf, beast shape II) (Su)
Channel Resistance +4
Children of the Night (1/day) (Su)
Cleric Channel Negative Energy 3d6 (8/day) (DC 18) (Su)
Cleric Domain (Death)
Cleric Domain (Fear)
Create Spawn (Ex)
Darkvision (60 feet)
Dominate (DC 18) (Su)
Energy Drain (2 levels) (DC 18) (Ex)
Fast Healing 5 (Ex)
Gaseous Form (At will) (Su)
Glamerred
Shadowless (Ex)
Spider Climb (Ex)
Spontaneous Casting
Vampire Weaknesses (Ex)

Spell-Like Abilities

Bleeding Touch (3 rds) (7/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Touch of Evil (3 rds) (7/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Tracked Resources

Children of the Night (1/day) (Su)	<input type="checkbox"/>
Cleric Channel Negative Energy 3d6 (8/day) (DC 18) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Abyssal	Common
Aklo	Daemonic

Experience & Wealth

Current Cash: **You have no money!**

Languages

Azlanti	Orvian
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Spells & Powers

Cleric spells memorized (CL 6th; concentration +10)
Melee Touch +9 Ranged Touch +9
3rd—blood rage, deeper darkness, dispel magic, scare [D] (DC 17)
2nd—death knell [D] (DC 16), enemy's heart, hold person (DC 16), inflict moderate wounds (DC 16), silence (DC 16)
1st—bane (DC 15), cause fear [D] (DC 15), deathwatch, detect undead, ray of sickening (DC 15)
0th (at will)—bleed (DC 14), detect magic, mending, sotto voce (DC 14)
[D] Domain spell; **Domains** Death, Evil, Fear