CHARACTER	PLAYER
Anxo the Insurance Clerk	David

RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN
Aasimar (Azata-Blooded Human)	Medium	Male	5'10"	150 lbs	sandy blonde	gray	pale

AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION
56	Chaotic Good	Black Butterfly (CotR-9)	Absalom (4655-4698), Sigil (4701-4711), Insurance Clerk

LANGUAGES: Common, Celestial, Abyssal, Auran, Draconic, Sylvan, Infernal

PATHFINDER ROLEPLAYING GAME

Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	12			
DEX	20	5	18	2		
CON	11	0	11			
INT	21	5	19	2		
WIS	15	2	15			
CHA	19	4	17	2		

ABILITY SCORE & RACIAL NOTES: Azata-Blooded Aasimar (+2 Dex,Cha), +2 Int (BOA -18,#40)

HITPOINTS

CURRENT HP: 8

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 8

CLASS RECORDER

HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
8	1	Investigator (ACG-30)	0	11		0	2	2	1
	FAVORED CLASS	TOTALS	0	11	0	0	2	2	1

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	17	=10+	2	0	5						
TOUCH	15	=10+			5						
FLAT-FOOT	12	=10+	2	0	0						

ARMOR CHECK PENALTY	0
MAXIMUM DEX	6
SPELL FAILURE	5%

COMBAT NOTES & MODIFIERS

Celestial Resistance: Acid 5, Cold 5, Electricity 5 (BOA)

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	0	0	0			
REF	7	2	5			
WILL	4	2	2			

ATTACKS	TOTAL	BASE ATTACK BONUS		TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	1	0			1		
RANGED ATTACK MODIFIER	5	0			5		
CMB	1	0	STR		1		
CMD	16	=10+	BAB 0	DODGE & DEFLECT 0	STR & DEX 6		

SKILLS

RANKS TOTAL TRAINED: 11

		TOTAL	RANKS	ABILITY	TRAINED	MISC
☆☑ Acrobatics ♦	DEX	5		5		
☆☑ Appraise	INT	9	1	5	3	
☆☑ Bluff	CHA	4		4		
☆☑ Climb ♦	STR	1		1		
☆☑ Craft: Alchemy	INT	9	1	5	3	
☆☑ Diplomacy	CHA	10	1	4	3	2
☑ Disable Device ♦	DEX	9	1	5	3	
☆☑ Disguise	CHA	4		4		
☆☑ Escape Artist ♦	DEX	5		5		
☆☐ Fly ♦	DEX	5		5		
☐ Handle Animal	CHA			4		
☆☑ Heal	WIS	2		2		
☆☑ Intimidate	CHA	4		4		
☑ Kn: (All)	INT	9	1	5	3	
☐ Kn:	INT			5		
☐ Kn:	INT			5		
☐ Kn:	INT			5		
☐ Kn:	INT			5		
☐ Kn:	INT			5		
☑ Linguistics	INT	9	1	5	3	
☆☑ Perception	WIS	8	1	2	3	2
☆☑ Perform:	CHA	4		4		
☑ Prof: Mathematician	WIS	6	1	2	3	
☆☐ Ride ♦	DEX	5		5		
☆☐ Sense Motive	WIS	6	1	2	3	
☑ Sleight of Hand ♦	DEX			5		
☑ Spellcraft	INT	9	1	5	3	
☆☑ Stealth ♦	DEX	9	1	5	3	
☆☐ Survival	WIS	2		2		
☆☐ Swim ♦	STR	1		1		
☑ Use Magic Device	CHA			4		
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					

MARK A ☐ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.*
☆ SKILL CAN BE USED UNTRAINED ♦ ARMOR CHECK PENALTY APPLIES

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Azata-Blooded (BOA-22, inside cover)
Ancestor: Azata, Yamah (B1-23,MCM-?) (Elysium, CG)
Lesser Steal Magic (Su) 1/day touch to dispel magic, discharge force bolt
force bolt from Steal Magic range 100, spell lvld6 dam, use within 10 rnds or lost
Darkvision (60')
Daylight (Sp) 1/day (10 min/lvl) (PCR-264)
Investigator (ACG-30)
Weapon Prof: Simple, shortbow, short sword, sword cane
Armor Prof: Light, No shield
Craft Alchemy = Identify Potion as Detect Magic
Alchemy Extracts (ACG-30, APG-32)
Trapfinding +lvl/2 to locate traps & disable devices
Feat: Extra Inspiration (ACG-147) +3 pool points

Inspiration (Ex) ACG-31 pool = lvl/2+IntMod+3 = 8/day
Add 1d6 skill in knowledge, linguistics, spellcraft
1 pool point - add 1d6 skill in any check
2 pool points - add 1d6 to attack or saving throw

EXPERIENCE
SLOW ☐ MEDIUM ☑ FAST ☐
/

		BASE	FLY	SWIM	CLIMB	MISC
SPEED		30				

INIT 5 = 5 (DEX MOD) + (MISC MOD)

HERO

SR

DR

RESISTANCES: Acid 5, Cold 5, Electricity 5

POOL POINTS

ARMOR & WEAPONS

	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	leather	2	6	0	5		15.0
SHIELD							

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
sword cane (sheathed)	+6	1d6+1	x2		B	4.0	
sword cane (unsheathed)	+6	1d6+1	x2		P		
starknife (+1, 1/day +lvl radiant to hit & dam)	+6	1d4+2	x2,19-20	10	P/S	1.0	

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FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	cane sword			
	starknife (+1, 1/day +lvl radiant to hit & dam)			
	standard adventurer's pack			15.0
	stenographer's pad			0.5
	sliderule & abacus			0.5
	alchemist's formulae book			1.0
	alchemist's kit & components (w/ 12 vials)			5.0
	12 vials of whiskey (disguised as extracts)			1.0

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT

EQUIPMENT SLOTS FOR MAGIC ITEMS

BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS

⌘	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD	1		
SILVER	10		
COPPER			

TREASURE CARRIED

⌘	TREASURE	WEIGHT

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
20.0	0.2	23.0		43.2

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
44	88	132		132	264	660
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☑ MEDIUM ☐ HEAVY ☐

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SPELLS PER DAY

CLASS: Investigator | LEVEL: 1

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
16	1st	3	1	2		7
	2nd			1		
	3rd			1		
	4th			1		
	5th			1		
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL	MEDIUM: 100FT + 10FT / LVL	LONG: 400FT + 40FT / LVL
25	110	440

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

BLOODLINES & PATRONS

BLOODLINE/PATRON:

BLOODLINE/PATRON:

DOMAINS

DOMAIN: Alchemy - Extracts

SUBDOMAIN:

DOMAIN:

SUBDOMAIN:

DOMAIN:

SUBDOMAIN:

WIZARD SPECIALITY SCHOOL

SPECIALITY:

FOCUSED:

PROHIBITED:

PROHIBITED:

SPELLS PER DAY

CLASS: | LEVEL:

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL	MEDIUM: 100FT + 10FT / LVL	LONG: 400FT + 40FT / LVL
25	100	400

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
1			Cure Light Wounds - heal 1d8+1/lvl	conjuration	instant	close	will	Y	PCR-263
1			Detect Secret Doors - find all secrets doors in room, and if concentrating, triggers	divination	1 min/lvl	60'	none	N	PCR-268
1			Endure Elements - protection from conditions between -50 and +140 F	abjuration	24 hrs	touch	will	Y	PCR-277
1			Enlarge Person - increase size by 1 class	transmutation	1 min/lvl	close	fort	Y	PCR-277
1			Expeditious Retreat - increase speed by 30	transmutation	1 min/lvl	personal	none	N	PCR-279
1			Identify - +10 to spellcraft checks to identify magical items	divination	3 rnd/lvl	60'	none	N	PCR-299
1			Reduce Person - decrease size by 1 class	transmutation	1 min/lvl	close	fort	Y	PCR-330

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