

Anxo the Insurance Clerk

CHARACTER
Aasimar (Azata-Blooded Human) Medium Male
 RACE & LA SIZE GENDER
 59 Chaotic Good Black Butterfly (CotR-9)
 AGE ALIGNMENT DEITY

David
 PLAYER
 5'10" 150 lbs sandy blonde gray pale
 HEIGHT WEIGHT HAIR EYES SKIN
 Absalom (4655-4698), Sigil (4701-4711), Insurance Clerk
 HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Common, Celestial, Abyssal, Auran, Draconic, Sylvan, Infernal, Aquan, Auran, Ignan, Terran

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	12			
DEX	20	5	18	2		
CON	12	1	11	1		
INT	22	6	19	3		
WIS	15	2	15			
CHA	19	4	17	2		

HITPOINTS		
CURRENT HP	HP GAINED	HD
71	71	10
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	71	FAVORED CLASS
		Investigator
TOTALS	7	11
	0	3
	7	7
		10

CLASS RECORDER									
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
Investigator (ACG-100)	7	11		3	7	7	10		
TOTALS	7	11	0	3	7	7	10		

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

CONDITIONS & MISCELLANEOUS TRACKING

SKILLS					RANKS TOTAL
TOTAL	RANKS	ABILITY	TRAINED	MISC	119
<input checked="" type="checkbox"/> ACROBATICS	DEX	9	1	5	3
<input checked="" type="checkbox"/> APPRAISE	INT	14	5	6	3
<input checked="" type="checkbox"/> BLUFF	CHA	12	5	4	3
<input checked="" type="checkbox"/> CLIMB	STR	7	3	1	3
<input checked="" type="checkbox"/> CRAFT: Alchemy	INT	19	10	6	3
<input checked="" type="checkbox"/> DIPLOMACY	CHA	16	5	4	3
<input checked="" type="checkbox"/> DISABLE DEVICE	DEX	14	5	5	3
<input checked="" type="checkbox"/> DISGUISE	CHA	12	5	4	3
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	13	5	5	3
<input type="checkbox"/> FLY	DEX	5		5	
<input type="checkbox"/> HANDLE ANIMAL	CHA			4	
<input checked="" type="checkbox"/> HEAL	WIS	6	1	2	3
<input checked="" type="checkbox"/> INTIMIDATE	CHA	8	1	4	3
<input checked="" type="checkbox"/> KN: (All)	INT	19	10	6	3
<input type="checkbox"/> KN:	INT			6	
<input type="checkbox"/> KN:	INT			6	
<input type="checkbox"/> KN:	INT			6	
<input type="checkbox"/> KN:	INT			6	
<input checked="" type="checkbox"/> LINGUISTICS	INT	14	5	6	3
<input checked="" type="checkbox"/> PERCEPTION	WIS	25	10	2	3
<input checked="" type="checkbox"/> PERFORM:	CHA	8	1	4	3
<input checked="" type="checkbox"/> PROF: Mathematician	WIS	25	10	2	3
<input checked="" type="checkbox"/> RIDE	DEX	6	1	5	
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	21	10	2	3
<input checked="" type="checkbox"/> SLEIGHT OF HAND	DEX	9	1	5	3
<input checked="" type="checkbox"/> SPELLCRAFT	INT	19	10	6	3
<input checked="" type="checkbox"/> STEALTH	DEX	18	10	5	3
<input type="checkbox"/> SURVIVAL	WIS	2		2	
<input type="checkbox"/> SWIM	STR	1		1	
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	14	5	4	3
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				
<input type="checkbox"/>	STR				

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	22	-10+	5	0	5				2	
TOUCH	15	-10+			5					
FLAT-FOOT	15	-10+	5	0	0					

ARMOR CHECK PENALTY	MAXIMUM DEX	SPELL FAILURE
0	8	5%

SAVING THROWS						
TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP	
FORT	6	3	1		2	
REF	14	7	5		2	
WILL	11	7	2		2	

COMBAT NOTES & MODIFIERS

ATTACKS						
TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC	
MELEE	8		7		1	
RANGED	12		7		5	
CMB	8	7	STR		1	
CMD	23	-10+	B7B	DODGE & DEFLECT	STA & DEX	6

FEATS & FEATURES

- Azata-Blooded (BOA-22, inside cover)
- Anccestor: 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 lvl6 dam, use within 10 rnds or lost
- Darkvision (60')
- Daylight (Sp) 1/day (10 min/lvl) (PCR-264)
- Investigator HD d8 (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
- Celestial Resistance: Acid 5, Cold 5, Electricity 5 (BOA)

- Inspiration (Ex) ACG-31 pool = lvl/2+IntMod+3+3 = 17/day
- Expanded, Underworld & Amazing Inspiration (Ex) (ACG-32-33)
- 1 pool point - add 1d8 skill in any check
- 1 pool point - add 1d8 to attack or saving throw or AC
- free Add 1d8 skill in knowledge, linguistics, spellcraft
- Diplomacy, Heal, Perception, Profession and Sense Motive
- Bluff, Disable Device, Disguise, Intimidate, Sleight of Hand
- Empiricist Archetype (ACG-100)
- Inspired Expertise (Ex) (ACG-33) know check, allies +4 attack
- Ceaseless Observation (Ex): Use Int on skills (ACG-100)
- Combat Inspiration (Ex): only 1 pool point for combat
- Keen Recollection (ACG-34) - attempt any knowledge untrained
- Trap Sense (Ex) +3 Reflex and Dodge AC vs traps

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

EXPERIENCE		BASE				
SLOW	MEDIUM	FAST	FLY	SWIM	CLIMB	MISC
			105,000	/	155,000	
SPEED			30			
INIT	9	=	5	DEX MOD	+	4
HERO						
SR						
DR						
RESISTANCES	Acid 5, Cold 5, Electricity 5, Poison 6					
POOL POINTS	17	Inspiration				

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR celestial leather armor +3	5	8	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	

SPELLS PER DAY

CLASS LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
<input type="text"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="17"/>	<input type="text" value="1st"/>	<input type="text" value="7"/>	<input type="text" value="5"/>	<input type="text" value="2"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="18"/>	<input type="text" value="2nd"/>	<input type="text" value="5"/>	<input type="text" value="4"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="19"/>	<input type="text" value="3rd"/>	<input type="text" value="4"/>	<input type="text" value="3"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="20"/>	<input type="text" value="4th"/>	<input type="text" value="2"/>	<input type="text" value="1"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text" value="21"/>	<input type="text" value="5th"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text" value="1"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="9th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

BLOODLINES & PATRONS

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

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
<input type="text"/>	<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="1st"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="2nd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="3rd"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="4th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="5th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="6th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="7th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="8th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text" value="9th"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
<input type="text" value="0"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
1		1	Cure Light Wounds - heal 1d8+1/lvl	conjuration	instant	close	will	Y	PCR-263
1		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		1	Enlarge Person - increase size by 1 class	transmutation	1 min/lvl	close	fort	Y	PCR-277
1		1	Expeditious Retreat - increase speed by 30	transmutation	1 min/lvl	personal	none	N	PCR-279
1		1	Identify - +10 to spellcraft checks to identify magical items	divination	3 rnd/lvl	60'	none	N	PCR-299
1		1	Reduce Person - decrease size by 1 class	transmutation	1 min/lvl	close	fort	Y	PCR-330
1			Crafter's Fortune - +5 luck on next skill check	transmutation	1 day/lvl	close	none	N	APG-213
1		1	Detect Undead	divination	1 min/lvl	60'	none	N	PCR-269
1			True Strike - +20 to next attack	divination	one attack	personal	none	N	PCR-363
2		1	Cure Moderate Wounds - heal 2d8 + 1/lvl	conjuration	instant	close	will	Y	PCR-263
2		1	Detect Thoughts	divination	1 min/lvl	60'	will	N	PCR-268
2		1	Invisibility - make invisible self, creature or object	illusion	1 min/lvl	personal	will	Y	PCR-301
2		1	Perceive Cues - +5 to Perception and Sense Motive	transmutation	10 min/lvl	personal	none	N	APG-235
2		1	See Invisibility	divination	10 min/lvl	personal	none	N	PCR-339
2			Undetectable Alignment - conceals alignment of creature or object from all divination	abjuration	24 hrs	touch	will	Y	PCR-363
3		1	Bloodhound - gain scent ability +8 perception by nose, +4 survival, -4 save vs odor	transmutation	1 hr/lvl	personal	none	N	APG-206
3		1	Cure serious wounds - heal 3d8 + 1/lvl	conjuration	instant	close	will	Y	PCR-263
3		1	Remove Curse - remove curse	abjuration	instant	touch	will	Y	PCR-332
3			Remove Disease - cures all disease	conjuration	instant	touch	fort	Y	PCR-332
3		1	Nondetection	abjuration	1 hr/lvl	touch	will	Y	PCR-317
3			Seek Thoughts - read thoughts to answer a specific question	divination	1 min/lvl	40'	will	N	APG-242
4			Cure Critical Wounds - heal 4d8 + 1/lvl	conjuration	instant	close	will	Y	PCR-263
4		1	Discern Lies - 1 creature/lvl	divination	1 rnd/lvl	close	will	N	PCR-270
4		1	Neutralize Poison - immunity against poison and detoxified poisoned	conjuration	10 min/lvl	touch	will	Y	PCR-316
4			Spell Immunity - immune to 1 spell less than fifth level per 4 lvls	abjuration	10 min/lvl	touch	will	Y	PCF-346