

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

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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	12	1	12			
<b>DEX</b>	20	5	18	2		
<b>CON</b>	12	1	11	1		
<b>INT</b>	23	6	19	4		
<b>WIS</b>	15	2	15			
<b>CHA</b>	19	4	17	2		

HITPOINTS			CLASS RECORDER							
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
<b>106</b>	71	10	Investigator (ACG-100)	7	119		3	7	7	10
	35	5	Sleepless Detective (PP)	3	50		2	3	3	5
<b>TOTAL HP</b>			<b>TOTALS</b>							
106			Investigator		10	169	0	5	10	15

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

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	23	-10+	5	0	5				3	
<b>TOUCH</b>	15	-10+			5					
<b>FLAT-FOOT</b>	15	-10+	5	0	0					

COMBAT NOTES & MODIFIERS	
Studied Strike (Ex) +4d6 dam on studied combat foe	
Sneak Attack (Ex) - +2d6 dam	

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	8	5	1		2	
<b>REF</b>	17	10	5		2	
<b>WILL</b>	14	10	2		2	

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	11	10		1		
<b>RANGED</b>	15	10		5		
<b>CMB</b>	11	10		STR	1	
<b>CMD</b>	26	-10+		10	0	6

**FEATS & FEATURES**

- Azata-Blooded (BOA-22, inside cover)
- Ancessor: 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); Sleepless Detective HD d8 (PP)
- 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)
- Two Weapon Fighting & Defense, Improved 2-W Fighting (PCR)

- 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

**SKILLS**

	TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> Acrobatics	9	1	5	3	
<input checked="" type="checkbox"/> Appraise	15	6	6	3	
<input checked="" type="checkbox"/> Bluff	13	6	4	3	
<input checked="" type="checkbox"/> Climb	7	3	1	3	
<input checked="" type="checkbox"/> Craft: Alchemy	24	15	6	3	
<input checked="" type="checkbox"/> Diplomacy	21	6	4	3	8
<input checked="" type="checkbox"/> Disable Device	15	6	5	3	1
<input checked="" type="checkbox"/> Disguise	13	6	4	3	
<input checked="" type="checkbox"/> Escape Artist	14	6	5	3	
<input type="checkbox"/> Fly	5		5		
<input type="checkbox"/> Handle Animal			4		
<input checked="" type="checkbox"/> Heal	9	4	2	3	
<input checked="" type="checkbox"/> Intimidate	8	1	4	3	
<input checked="" type="checkbox"/> KN: (All)	24	15	6	3	
<input type="checkbox"/> KN:			6		
<input type="checkbox"/> KN:			6		
<input type="checkbox"/> KN:			6		
<input type="checkbox"/> KN:			6		
<input type="checkbox"/> KN:			6		
<input checked="" type="checkbox"/> Linguistics	17	8	6	3	
<input checked="" type="checkbox"/> Perception	32	15	2	3	12
<input checked="" type="checkbox"/> Perform	8	1	4	3	
<input checked="" type="checkbox"/> Prof: Mathematician	30	15	2	3	10
<input checked="" type="checkbox"/> Ride	6	1	5		
<input checked="" type="checkbox"/> Sense Motive	28	15	2	3	8
<input checked="" type="checkbox"/> Sleight of Hand	9	1	5	3	
<input checked="" type="checkbox"/> Spellcraft	24	15	6	3	
<input checked="" type="checkbox"/> Stealth	23	15	5	3	
<input type="checkbox"/> Survival	2		2		
<input type="checkbox"/> Swim	1		1		
<input checked="" type="checkbox"/> Use Magic Device	17	8	4	3	2
<input type="checkbox"/>					
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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 SLOW  MEDIUM  FAST  635,000 / 890,000

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT 13 = 5 DEX MOD + 8 MISC MOD

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"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
17	1st	7	5	2	<input type="text"/>	<input type="text"/>
18	2nd	5	4	1	<input type="text"/>	<input type="text"/>
19	3rd	4	3	1	<input type="text"/>	<input type="text"/>
20	4th	2	1	1	<input type="text"/>	<input type="text"/>
21	5th	1	<input type="text"/>	1	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	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
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"/>	0	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	1st	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2nd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3rd	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8th	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	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
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