Avèg ("Blind")

CHARACTER					
Munavri (Occult Bestiary-34)	Medium	female			
RACE & LA	**SIZE**	**GENDER**			
20	Chaotic Neutral	Rovagug (ISG-124)			
AGE	**ALIGNMENT**	**DEITY**			

PLAYER					
5'8"	110 lbs	White	Red	White	
HEIGHT	**WEIGHT**	**HAIR**	**EYES**	**SKIN**	
Sightless Sea in Orv, the Darklands, beneath Arcadia (Into the Darklands-53)					
HOMELAND & BACKGROUND OCCUPATION					

PATHFINDER
ROLEPLAYING GAME

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

LANGUAGES: Munavri, Undercommon, Common

ABILITY SCORE

	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	14	-2		
DEX	22	6	16	4	2	
CON	14	2	12	2		
INT	26	8	18	2	6	
WIS	12	1	10	2		
CHA	10	0	8	2		

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP

82

	HP GAINED	HD
	82	82

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP	82	**FAVORED CLASS**	Vigilante

CONDITIONS & MISCELLANEOUS TRACKING

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Vigilante (Psychometrist)	7	130	0	3	7	7	10
TOTALS	7	130	0	3	7	7	10

SKILLS

RANKS TOTAL 130

			TOTAL	RANKS	ABILITY	TRAINED	MISC
*☑ Acrobatics ♦		DEX	11	2	6	3	
*☑ Appraise		INT	21	5	8	3	5
*☑ Bluff		CHA	4	1	0	3	
*☑ Climb ♦		STR	5	1	1	3	
*☑ Craft: bows		INT	21	10	8	3	
*☑ Diplomacy		CHA	4	1	0	3	
☑ Disable Device ♦		DEX	24	10	6	3	5
*☑ Disguise		CHA	13	10	0	3	
*☑ Escape Artist ♦		DEX	19	10	6	3	
*☐ Fly ♦		DEX	6		6		
☐ Handle Animal		CHA			0		
*☐ Heal		WIS	1		1		
*☑ Intimidate		CHA	4	1	0	3	
☑ Kn: arcana		INT	21	10	8	3	
☑ Kn: history		INT	16	5	8	3	
☑ Kn: local		INT	21	10	8	3	
☐ Kn:		INT			8		
☐ Kn:		INT			8		
☐ Kn:		INT			8		
☐ Linguistics		INT			8		
*☑ Perception		WIS	19	10	1	3	5
*☑ Perform:		CHA	4	1	0	3	
☑ Prof: fletcher		WIS	14	10	1	3	
*☑ Ride ♦		DEX	10	1	6	3	
*☑ Sense Motive		WIS	14	10	1	3	
☑ Sleight of Hand ♦		DEX	14	5	6	3	
☐ Spellcraft		INT			8		
*☑ Stealth ♦		DEX	14	5	6	3	
*☑ Survival		WIS	5	1	1	3	
*☑ Swim ♦		STR	5	1	1	3	
☑ Use Magic Device		CHA	18	10	0	3	5
☐		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

ATTACKS & DEFENSE

ARMOR CLASS

	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	25	=10+	9	0	6						
TOUCH	16	=10+			6						
FLAT-FOOT	19	=10+	9	0	0						

ARMOR CHECK PENALTY	0
MAXIMUM DEX	19
SPELL FAILURE	25%

COMBAT NOTES & MODIFIERS

+2 BAB second attack

SAVING THROWS

	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	3	2			
REF	13	7	6			
WILL	8	7	1			

ATTACKS

	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	8	7		1		
RANGED ATTACK MODIFIER	13	7		6		
CMB	15	7	INT	8		
CMD	24	=10+	7	7	0	

CMD: =10+ BAB (7) / 7 / DODGE & DEFLECT (0) / STR & DEX

FEATS & FEATURES
CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Munavri (Occult Bestiary-34) Humanoid

darkvision 120+30 feet, Telepathic w/ Munavri 60'

Advanced Object Reading (Su) lvl min prof (1/day)

Spell Resistance: 8+lvl

Light Blindness: blind 1 rnd coming into light, then dazzled (-1 attack)

Class: Vigilante (UI-9) HD: 8 skills 6 + Int Mod

Archetype: Psychometrist (Ultimate Intrigue-59)

Weapon Prof: All Simple & Martial

Armor Prof: Light & Medium Armor & Shields

Dual Identity & Seamless Guise +20 to check to protect identities

Hidden Strike: deal an extra 1d8 points of precision dam

Implement Schools: Divination & Evocation

Mental Focus Points: x= lvl/2+Int Mod+4=17

Object Reading (OA-48)

Unshakeable: Add lvl to DC for Intimidate saves

Psychic Sensitivity: Unlock Psychic Skills

Point Blank Shot +1 attack & dam w/in 30'

Extra Mental Focus (x2)

Precise Shot - fire into melee w/o penalty

Focused Shot - add Int Mod to damage w/ bow

Renown - +4 Intimidate (UI-12)

Safe House - protected up to discern location (UI-12)

Celebrity Discounts - pay 90% of price

Celebrity Perks - people offer free meals, drinks & lodging

Perfect Vulnerability - convert attack to touch (1/day)

Strike the Unseen - Blindsight & Improved Blindsight

Focus Powers - listed with spells

Startling Appearance: Surprise foes (flat-footed, -4 attack)

EXPERIENCE SLOW ☐ MEDIUM ☑ FAST ☐	105,000	/	155,000

		BASE	FLY	SWIM	CLIMB	MISC
SPEED		30				
INIT	6	=	6 DEX MOD	+		MISC MOD
HERO						
SR	9	**DR**				

RESISTANCES electricity 10

POOL POINTS 17 Mental Focus (lvl/2+Int Mod+4)

ARMOR & WEAPONS

ARMOR	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	Jade Breastplate of the Manuvri +3	9	19	0	25	Med	10.0
SHIELD							

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
longsword cane +1	+8+1	1d8+1+1	19-20/×2		S	4.0	
focused longbow +3 w/ +2 arrows	+13+3+2	1d8+1+8+8+2	20/x3	100	P	3.0	

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED
Secret Identity: Blind		
A member of "Kat Chanpyon" (Four Champions)		
A league of Chaotic Neutral Agents of Extrajudicial Justice		
Vigilante Costume: Jade Outfit & Jade Goggles (removes light sensitivity)		
Social Costume: Emerald Green dress		
Social role: blind fletcher, uses longsword cane as cane		

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	quiver - 20 +2 arrows			

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	Jade Earrings of Balance/Intelligence +2 Dex, +2 Int			
	Jade Goggles (Divination Implement)			
	- Removes light sensitivity			
	- +lvl/2 perception & appraise			
	- +1 perception/2 points of mental focus			
	- +30' Darkvision			
	- See Invisibility (w/ 9 points)			
	Gloves of the Psychometrist (Evocation Implement)			
	-allows energy attacks to be distributed between 2 types			
	- +lvl/2 use magical device & disable device			
	- add maximize meta-magic feat to focus power (1/day)			
	Jade Breastplate of the Manuvri +3			
	- "glamered" to appear as a regular set of clothes at-will (UE-119)			
	- energy resistance (DR 10) electricity			
	longsword cane +1			
	focused longbow +3			
	- add Int Mod to damage			

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			
SILVER			
COPPER			

TREASURE CARRIED

⌘	TREASURE	WEIGHT

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 ☐		

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
17.0	0.0	0.0		17.0

SPELLS PER DAY

CLASS	Psychometrist			LEVEL	10

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	50	MEDIUM: 100FT + 10FT / LVL	200	LONG: 400FT + 40FT / LVL	800

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

BLOODLINES & PATRONS

BLOODLINE/PATRON	
BLOODLINE/PATRON	

DOMAINS

DOMAIN	Divination (taken at second level)
SUBDOMAIN	
DOMAIN	Evocation (taken at sixth level)
SUBDOMAIN	
DOMAIN	Transmutation (planned at twelfth level)
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	25	MEDIUM: 100FT + 10FT / LVL	100	LONG: 400FT + 40FT / LVL	400

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			Divination School: Focus Powers (Chosen at second level)						
			Sudden Insight - Add lvl/2 to any ability check, attack roll, or skill check (1 pt)	Divination					
			Danger Sight (Sp) - Add lvl/2 to any AC, DC or save (1 pt)	Divination					
			Mind Eye (Sp) - create tiny flying eye (1 pt)	Divination	1 min/lvl	1 mile			
			Future Gaze (Sp) - as augury (1 pt)	Divination					
			Evocation School: Focus Powers (Chosen at sixth level)						
			Energy Ray (Sp) - ranged touch attack 1d6 points + 1d6/2 lvls (acid, cold, fire, electric) (1 pt)	Evocation		30'	reflex,1/2		
			Energy Blast (Sp) - 5d6 points + 1d6/2 lvls beyond 5 (acid, cold, fire, electric) (1 pt)	Evocation	20' radius	100'	reflex,1/2		
			Shape Mastery (Su) - exclude x squares from energy blast (x pts)	Evocation					
			Energy Ward (Sp) - Resistance 10 (acid, cold, fire, or electric) & foe takes 1d6 dam (1 pt)	Evocation	1 rnd/lvl				