

Dezòd ("Chaos")

CHARACTER
Ganzi (Distant Shores-22) medium female
 RACE & LA SIZE GENDER
 20 Chaotic Neutral Calistria (ISG-28)
 AGE ALIGNMENT DEITY
 Anuli, Holomog, Garund (Distant Shores-14)
 HOMELAND & BACKGROUND OCCUPATION
 LANGUAGES: Holomog, Garundi, Common, Protean, Celestial, Lizardfolk



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	14	2	14			
DEX	14	2	14			
CON	14	2	12	2		
INT	20	5	18	-2	4	
WIS	10	0	10			
CHA	18	4	16	2		

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
10	10	1	Vigilante (Cabalist)	0	10	0	0	2	2	1	
TOTAL HP			TOTALS		0	10	0	0	2	2	1

ABILITY SCORE & RACIAL NOTES

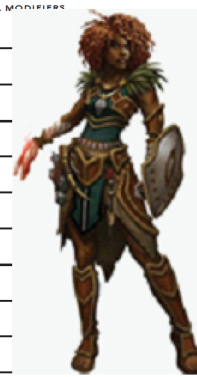
CONDITIONS & MISCELLANEOUS TRACKING

ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	15	-10+	3	0	2					
TOUCH	12	-10+			2					
FLAT-FOOT	13	-10+	3	0	0					

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

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE	2	0		2		
RANGED	2	0		2		
CMB	5	0	INT	5		
CMD	14	-10+	BOB	0	STR & DEX	4

ARMOR CHECK PENALTY: 0
 MAXIMUM DEX: 5
 SPELL FAILURE: 15%



SKILLS		TOTAL	RANKS	ABILITY	TRAINED	MISC
<input checked="" type="checkbox"/> ACROBATICS	DEX	2		2		
<input checked="" type="checkbox"/> APPRAISE	INT	5		5		
<input checked="" type="checkbox"/> BLUFF	CHA	9	1	4	3	1
<input checked="" type="checkbox"/> CLIMB	STR	2		2		
<input checked="" type="checkbox"/> CRAFT	INT	5		5		
<input checked="" type="checkbox"/> DIPLOMACY	CHA	4		4		
<input type="checkbox"/> DISABLE DEVICE	DEX			2		
<input checked="" type="checkbox"/> DISGUISE	CHA	8	1	4	3	
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX	6	1	2	3	
<input type="checkbox"/> FLY	DEX	2		2		
<input type="checkbox"/> HANDLE ANIMAL	CHA			4		
<input type="checkbox"/> HEAL	WIS	0		0		
<input checked="" type="checkbox"/> INTIMIDATE	CHA	8	1	4	3	
<input checked="" type="checkbox"/> KN: arcana	INT	9	1	5	3	
<input checked="" type="checkbox"/> KN: dungeoneering	INT			5		
<input type="checkbox"/> KN: engineering	INT			5		
<input checked="" type="checkbox"/> KN: local	INT	9	1	5	3	
<input type="checkbox"/> KN:	INT			5		
<input type="checkbox"/> KN:	INT			5		
<input type="checkbox"/> LINGUISTICS	INT			5		
<input type="checkbox"/> PERCEPTION	WIS	0		0		
<input checked="" type="checkbox"/> PERFORM	CHA	4		4		
<input checked="" type="checkbox"/> PROF: tinkerer, clock fixer	WIS	4	1	0	3	
<input checked="" type="checkbox"/> RIDE	DEX	2		2		
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS	6	1	0	3	2
<input checked="" type="checkbox"/> SLEIGHT OF HAND	DEX			2		
<input checked="" type="checkbox"/> SPELLCRAFT	INT	9	1	5	3	
<input checked="" type="checkbox"/> STEALTH	DEX	2		2		
<input type="checkbox"/> SURVIVAL	WIS	2		0		2
<input checked="" type="checkbox"/> SWIM	STR	2		2		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA	8	1	4	3	
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

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

Race: Ganzi (Distant Shores-22) Outsider (Native) Improved Initiative +4
 Dark Vision 60' & Shifting Vitiligo on Arms & Legs
 +2 Sense Motive & Survival Checks
 Quibble - cause another to reroll d20 (1/day)
 Maelstrom Resistance: +2 save vs polymorph
 Creative Reality +1 Bluff checks
 Class: Vigilante (UI-9) HD: 8 skills 4+Int Mod
 Archetype: Cabalist (UI-55) (as Magus, but Witch List)
 Weapon Prof: All Simple & Martial
 Armor Prof: Light Armor & Shields
 Dual Identity & Seamless Guise +20 to check to protect identities
 Spill Blood - +1v bleed damage to surprise attack
 Social Talent: Renown - vigilante id is known

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather	3	5		15	Lt	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
longsword	+2	1d8+2	19-20/x2		S	4.0	
longbow	+2	1d8+2	20/x3	100	P	3.0	

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 0 / 2,000

SPEED 30
INIT 6 = 2 DEX MOD + 4 MISC MOD
HERO
SR **DR**
RESISTANCES Acid 5, Electricity 5, Sonic 5
POOL POINTS

SPELLS PER DAY

CLASS **Vigilante-Cabalist** LEVEL **1**

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0	3	3			
16	1st	3	1	2		
	2nd			1		
	3rd			1		
	4th			1		
	5th			1		
	6th					
	7th					
	8th					
	9th					

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

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

BLOODLINES & PATRONS

BLOODLINE/PATRON **Spell Progression as a Magus**
 BLOODLINE/PATRON **Spells Taken from Witch List**

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
	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**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Bleed - Cause a stabilized creature to resume dying.	Necromancy					
0			Detect Magic - Detects all spells and magic items within 60 ft.	Divination					
0			Guidance - +1 on one attack roll, saving throw, or skill check.	Divination					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Touch of Fatigue - Touch attack fatigues target.	Necromancy					
0			Daze - A single humanoid creature with 4 HD or less loses its next action.	Enchantment					
0			Mending - Makes minor repairs on an object.	Transmutation					
1			Aphasia - Prevent a target from understanding language.	Enchantment					
1			Burning Hands - 1d4/level fire damage (max 5d4).	Evocation					
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds.	Necromancy					
1			Charm Person - Makes one person your friend.	Enchantment					
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	Necromancy					
1			Command - One subject obeys selected command for 1 round.	Enchantment					
1			Hypnotism - Fascinates 2d4 HD of creatures.	Enchantment					
1			Obscuring Mist - Fog surrounds you.	Conjuration					
1			Reduce Person - Humanoid creature halves in size.	Transmutation					
1			Summon Monster I - Summons extraplanar creature to fight for you.	Conjuration					
1			Unseen Servant - Invisible force obeys your commands.	Conjuration					