Dezòd ("Chaos")

CHARACTER							PLAYER					
Ganzi (Distant Shores-22)		medium		female			5'10"	120'	Black		Green	Brown
RACE & LA		**SIZE**		**GENDER**			**HEIGHT**	**WEIGHT**	**HAIR**		**EYES**	**SKIN**
20	Chaotic Neutral		Calistria (ISG-28)				Anuli, Holomog, Garund (Distant Shores-14)					
AGE	**ALIGNMENT**		**DEITY**				**HOMELAND & BACKGROUND OCCUPATION**					

LANGUAGES: Holomog, Garundi, Common, Protean, Celestial, Lizardfolk

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

ABILITY SCORE

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	16	3	14		2	
DEX	16	3	14		2	
CON	14	2	12	2		
INT	20	5	18	-2	4	
WIS	10	0	10			
CHA	18	4	16	2		

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CURRENT HP

82

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP 82

CONDITIONS & MISCELLANEOUS TRACKING

CLASS RECORDER

	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
	82	10	Vigilante (Cabalist)	7	100	0	3	7	7	10
FAVORED CLASS			Vigilante	**TOTALS**	7	100	0	3	7	7	10

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	19	=10+	6	0	3						
TOUCH	13	=10+			3						
FLAT-FOOT	16	=10+	6	0	0						

ARMOR CHECK PENALTY	0
MAXIMUM DEX	5
SPELL FAILURE	15%

COMBAT NOTES & MODIFIERS

+2 BAB on second attack

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	5	3	2			
REF	10	7	3			
WILL	7	7	0			

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	10	7		3		
RANGED ATTACK MODIFIER	10	7		3		
CMB	12	7	INT	5		
CMD	23	=10+	B7B	DODGE & DEFLECT 0	STR & DEX 6	

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Ganzi (Distant Shores-22) Outsider (Native)

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

Improved Initiative +4

Improved Critical (long sword) - double critical range

Power Attack trade -2 attack for +4 damage

Bloody Assault -5 attack for 1d4 bleed damage

Combat Casting - +4 conc checks for spells in combat

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

Spill Blood - +lvl bleed damage to surprise attack

Social Talent: Renown - vigilante id is known +4 intimidate

Great Renown (Ex): +6 Intimidate

Incredible Renown (Ex): +8 Intimidate

Subjective Truth (Ex): defeat magic that detects lies

Feign Innocence (Ex): +10 bluff

Bloodbound Spell (Ex) - bleeding foes take -1 save, -2 from necromancy

Tattoo Chamber (Su): - Store 4 items in extradimensional tattoos

Bond of Blood (Sp, Su): Gain 1d6 temp hp for 1 hour when cause bleed dam

SKILLS

RANKS TOTAL 100

SKILL		TOTAL	RANKS	ABILITY	TRAINED	MISC
*☑ Acrobatics ◆	DEX	7	1	3	3	
*☑ Appraise	INT	9	1	5	3	
*☑ Bluff	CHA	28	10	4	3	11
*☑ Climb ◆	STR	7	1	3	3	
*☑ Craft:	INT	9	1	5	3	
*☑ Diplomacy	CHA	8	1	4	3	
☐ Disable Device ◆	DEX			3		
*☑ Disguise	CHA	17	10	4	3	
*☑ Escape Artist ◆	DEX	7	1	3	3	
*☑ Fly ◆	DEX	3		3		
☐ Handle Animal	CHA			4		
*☐ Heal	WIS	0		0		
*☑ Intimidate	CHA	25	10	4	3	8
☑ Kn: arcana	INT	18	10	5	3	
☑ Kn: dungeoneering	INT	9	1	5	3	
☐ Kn: engineering	INT			5		
☑ Kn: local	INT	18	10	5	3	
☐ Kn:	INT			5		
☐ Kn:	INT			5		
☐ Linguistics	INT			5		
*☐ Perception	WIS	0		0		
*☑ Perform:	CHA	8	1	4	3	
☑ Prof: tinkerer, clock fixer	WIS	13	10	0	3	
*☑ Ride ◆	DEX	7	1	3	3	
*☑ Sense Motive	WIS	15	10	0	3	2
☑ Sleight of Hand ◆	DEX	11	5	3	3	
☑ Spellcraft	INT	18	10	5	3	
*☑ Stealth ◆	DEX	7	1	3	3	
*☐ Survival	WIS	2		0		2
*☑ Swim ◆	STR	7	1	3	3	
☑ Use Magic Device	CHA	11	4	4	3	
☐	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

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

	BASE	FLY	SWIM	CLIMB	MISC
SPEED	30				

INIT	7	=	3 DEX MOD	+	4 MISC MOD

HERO	
SR	DR

RESISTANCES Acid 5, Electricity 5, Sonic 5, Law 5

POOL POINTS

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather of chaos +3	6	5		15	Lt	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
longsword of wounding +3	+10+3	1d8+3+3	17-20/×2		S	4.0	+1 bleed damage per hit
longbow +2 & arrows of wounding +2	+10+4	1d8+3+4	20/x3	100	P	3.0	+1 bleed damage per hit

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED
Secret Identity: Chaos		
A member of "Kat Chanpyon" (Four Champions)		
A league of Chaotic Neutral Agents of Extrajudicial Justice		
Vigilante Costume: Sleeveless, slit robe -		
exposes shifting vitiligo on arms & legs		
Social Costume: Long sleeves, long skirts, high collar		
Social role: tinkerer, fixer of broken clocks, compasses, and other		
small mechanical devices (often relies on mending cantrip)		

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	Spellbook			

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	Earrings of Intelligence +2 each ear			
	studded leather of chaos +3			
	grants DR/-5 lawful foes and spells			
	longsword of wounding +3			
	1 bleed damage per hit			
	longbow +2			
	quiver w/ 20 arrows of wounding +2			
	1 bleed damage per hit			
	rod of chaotically random metamagic (3/day)			
	randomly select metamagic feat			
	1. Dazing spell - daze			
	2. Fearsome spell - cause fear			
	3. Intensified - increase maximum damage by 5 levels			
	4. Sickening Spell - make sickened			
	5. Toxic Spell - make poisoned			
	6. Persistent Spell - must save twice			

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
77	153	230		230	460	1150
0	0	MODIFIED LOAD		0	0	0

CURRENT LOAD — LIGHT ☑ — MEDIUM ☐ — HEAVY ☐

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
27.0	0.0	0.0		27.0

SPELLS PER DAY

CLASS	Vigilante-Cabalist			LEVEL	10	

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

CLOSE: 25FT + 5FT / 2 LVL	50	MEDIUM: 100FT + 10FT / LVL	200	LONG: 400FT + 40FT / LVL	800

SPELL POINTS	0				
	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS

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

SPELL POINTS	0				
	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS

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					
2			Aggressive Thundercloud - Flying storm cloud deals 3d6 electricity damage.	Evocation					
2			Alter Self - Assume form of a Small or Medium humanoid.	Transmutation					
2			Blindness/Deafness - Makes subject blinded or deafened.	Necromancy					
2			Blood Transcription - Learn a spell from the target's blood.	Divination					
2			Compulsive Liar - Prevent target from speaking the truth.	Enchantment					
2			Daze Monster - Living creature of 6 HD or less loses its next action.	Enchantment					
2			Ghostly Disguise - You look like a ghost of yourself.	Illusion					
2			Hold Person - Paralyzes one humanoid for 1 round/level.	Enchantment					
2			Raven's Flight - turn into a Tiny blurred shape like a black raven until the beginning of your next turn.	Transmutation					
2			Summon Monster II - Summons extraplanar creature to fight for you.	Conjuration					

SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
3			Bestow Curse –6 to ability score; –4 attack rolls, saves & checks; or 50% loss of action.	Necromancy					
3			Blood Scent - Gain scent ability against injured creatures.	Transmutation					
3			Deep Slumber - Puts 10 HD of creatures to sleep.	Enchantment					
3			Dispel Magic - Cancels one magical spell or effect.	Abjuration					
3			Fly - Subject flies at speed of 60 ft.	Transmutation					
3			Lightning Bolt - Electricity deals 1d6/level damage.	Evocation					
3			Remove Curse - Frees object or person from curse.	Abjuration					
3			Speak with Dead - Corpse answers one question/two levels.	Necromancy					
3			Summon Monster III - Summons extraplanar creature to fight for you.	Conjuration					
3			Vampiric Touch - Touch deals 1d6 damage per two levels; caster gains damage as temporary hp.	Necromancy					
4			Aggressive Thundercloud, Greater - Flying storm cloud deals 6d6 electricity damage.	Evocation					
4			Bloody Arrows - deal piercing or slashing damage with a ranged weapon the victim also takes bleed damage.	Necromancy					
4			Charm Monster - Makes monster believe it is your ally.	Enchantment					
4			Geas, Lesser - Commands subject of 7 HD or less.	Enchantment					
4			Ice Storm - Hail deals 5d6 damage in cylinder 40 ft. across.	Evocation					
4			Poison - Touch deals 1d3 Con damage 1/round for 6 rounds.	Necromancy					
4			Summon Monster IV - Summons extraplanar creature to fight for you.	Conjuration					
4			Volcanic Storm - Hot rocks deal 5d6 damage.	Evocation					