Aanya Lal of the Quicksliver Trading Company

CHARACTER			PLAYER				
Aasimar (Angel-Blooded)	Medium	Female	5'7"	140lbs	Brown	Brown	Olive
RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN

33	NG		Merchant
AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION

LANGUAGES: Common, Draconic, Dwarven, Halfling, Elven, Ignan, Gnome, Celestial

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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	13	1	13			
DEX	17	3	15	2		
CON	12	1	12			
INT	16	3	16			
WIS	12	1	12			
CHA	12	1	12			

ABILITY SCORE & RACIAL NOTES: +2 Str & Cha

HITPOINTS

CURRENT HP	HP GAINED	HD
	53	7
	7	
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	62	FAVORED CLASS: Daevic

CLASS RECORDER

CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
Daevic (Axiom)	7	54	2	5	5	2	7
Essence of the Immortal(feat)							
TOTALS	7	54	2	5	5	2	7

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

ARMOR CLASS	TOTAL	10 +	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	24	10 +	8	0	3					3	
TOUCH	13	10 +			3						
FLAT-FOOT	18	10 +	8	0	0						

ARMOR CHECK PENALTY	-2
MAXIMUM DEX	3
SPELL FAILURE	0%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	9	5	1	2	1	
REF	11	5	3	2	1	
WILL	6	2	1	2	1	

ATTACKS	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	8	7		1		
RANGED ATTACK MODIFIER	10	7		3		
CMB	8	7	STR	1		
CMD	25	10 + BAB 7	DODGE & DEFLECT 0	STR & DEX 4		4

COMBAT NOTES & MODIFIERS

+1 bonus to all saves vs. enchantment spells and effects

+1 insight to AC vs ranged attacks

+3 insight bonus to Will saves vs. enchantment spells

+1 bonus on any Craft checks attempted while making magic items

+2 insight to CMD vs bull rush or trip on ground

SKILLS

RANKS TOTAL TRAINED: 54

		TOTAL	RANKS	ABILITY	TRAINED	MISC
☆ ☐ Acrobatics ♦	DEX	1		3		
☆ ☐ Appraise	INT	8	4	3		1
☆ ☑ Bluff	CHA	7	3	1	3	
☆ ☑ Climb ♦	STR	-1		1		
☆ ☑ Craft: Weapons	INT	15	7	3	3	2
☆ ☐ Diplomacy	CHA	5	4	1		
☐ Disable Device ♦	DEX			3		
☆ ☐ Disguise	CHA	1		1		
☆ ☐ Escape Artist ♦	DEX	1		3		
☆ ☐ Fly ♦	DEX	1		3		
☐ Handle Animal	CHA	2	1	1		
☆ ☐ Heal	WIS	1		1		
☆ ☑ Intimidate	CHA	7	3	1	3	
☑ Kn: Arcana	INT	7	1	3	3	
☑ Kn: Engineering	INT	10	4	3	3	
☑ Kn: History	INT	7	1	3	3	
☑ Kn: Local	INT	7	1	3	3	
☑ Kn: Planes	INT	7	1	3	3	
☐ Kn:	INT			3		
☐ Linguistics	INT	7	2	3		2
☆ ☐ Perception	WIS	2	1	1		
☆ ☐ Perform:	CHA	1		1		
☑ Prof: Merchant	WIS	8	4	1	3	
☆ ☑ Ride ♦	DEX	1		3		
☆ ☑ Sense Motive	WIS	10	4	1	3	2
☐ Sleight of Hand ♦	DEX			3		
☑ Spellcraft	INT	8	2	3	3	
☆ ☐ Stealth ♦	DEX	1		3		
☆ ☐ Survival	WIS	1		1		
☆ ☑ Swim ♦	STR	-1		1		
☑ Use Magic Device	CHA	7	3	1	3	
☑ Craft Armor	INT	11	5	3	3	
☑ Profession(Engineer)	WIS	7	3	1	3	
☐	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

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Racial Traits: Darkvision 60ft

Akashic Bloodline(Breastplate of the Righteous)

Scion of Humanity: counts as as humanoid (human) as well as outsider (native)

Truespeaker: learn two languages each time they gain a rank in Linguistics

Class Features:

Axiomite Veilweaving, Axiom Drive(Inevitable),

Resist Influence +1

Feats:

1st- Exotic Weapon Proficiency(bladed scarf)

3rd- Weapon Finesse

3rd (Bonus)- Master Craftsman[Craft (weapons)], Craft Magical Arms and Armor

5th- Craft Wondrous Item

7th- Essence of the Immortal

Traits: Magic Crafter, Rich Parents

FCB: Skill Pts. 5 HP 2

EXPERIENCE

SLOW ☐ MEDIUM ☑ FAST ☐ /

	BASE	FLY	SWIM	CLIMB	Burrow
SPEED	30				10

INIT 3 = 3 (DEX MOD) + (MISC MOD)

HERO

SR DR

RESISTANCES: Acid, Cold, Electricity, Fire, & Sonic 4

POOL POINTS 7 Essence

ARMOR & WEAPONS

	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	Breastplate of the Righteous [Enhanced] +2	8	3	-2		M	0.0
SHIELD	Buckler (bonded, masterwork) -1 on two-handed attack rolls			0		S	5.0

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Bladed Scarf(bonded, masterwork, +2)	+13/+8	1d6+1+2+2+1d4e+1d4s+1d4c	x2		S	2.0	disarm, trip, 1d4 slashing vs grappling creature, Storm Gauntlets bind
Chakram x4 4gp	+10/+5 (thrown)	1d8+1	x2	30	S	4.0	thrown
Dagger 2gp	+10/+5 (melee or thrown)	1d4+1	x2	10	P or S	1.0	thrown, +2 bonus on Sleight of Hand to conceal
Storm Gauntlets[Bladed Scarf] touch attack	+10/+5	1d4e+1d4s+1d4c	x2				

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FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

FEATS & SPECIAL ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	Outfit, Artisan's (starting)			4.0
	Kit, Pathfinder's (with masterwork backpack)		20.0	
	Kit, Gear Maintenance		2.0	
	Kit, Grooming		2.0	
	Outfit, Hot Weather		4.0	
	Scale, Merchant's		1.0	
	Masterwork Artisan's Tools (Weapons & Armor)		10.0	
	Outfit, Courtier's with jewelry & 5 inside pockets		6.0	
	Bandolier			
	Ink			
	ink pen	5		
	Signet Ring			
	Sealing Wax		1.0	
	Journal		1.0	
	Heavy Wagon & Heavy Horse			
	Blacksmith Anvil		100.0	
	Portable Forge (from Spheres of Might)		20.0	

EQUIPMENT & MAGIC ITEMS

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	Potion of Cure Light Wounds	5		
	Potion of Magic Weapon	2		
	Crafted Items			
	Bladed Scarf(masterwork, +2)			
	Ruby Dagger (Deep Red Sphere - Ioun Stone)			
	Buckler (masterwork)			

Gear Value:
-Based on Magic Crafting Costs (19,180gp)
-Based on Purchase Costs (26,180gp)

WORN MAGIC ITEM EQUIPMENT

EQUIPMENT SLOTS FOR MAGIC ITEMS

BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	Cloak of Resistance +2
WRIST:	

BAGS & CONTAINERS

⌘	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT
	Masterwork Backpack	2 cubic feet/treat your Strength score as +1 higher for carrying capacity	
	Bandolier	eight objects the size of a flask or small dagger	
	Handy Haversack	120lbs	5.0

CURRENCY

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM		423	
GOLD		90	
SILVER			
COPPER			

TREASURE CARRIED

⌘	TREASURE	WEIGHT

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
12.0	0.0	9.0		21.0

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
51	101	152	N	152	304	760
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☑ MEDIUM ❑ HEAVY ❑

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SLOTS & DCs

SLOT	CATALYST	BIND	TWIN VEIL
Hands		☒	○
Feet		☒	○
Head		○	○
Wrists		☒	○
Shoulders		○	○
Headband		○	○
Neck		○	○
Belt		○	○
Chest		○	○
Body		○	○
		○	○
		○	○

CHARACTER LEVEL	CAPACITY
1st - 5th	1
6th - 11th	2
12th - 17th	3
18th - 20th	4
IMPROVED CAPACITY	

VEILS SHAPED	4
Bonded Equipment	2 max
Minor Veils	2

	TOTAL		MODIFIER	MISC	MISC
SAVE DC DEFAULT	13	= 10 +	3		

	TOTAL	CLASS	FEATS	OTHER	TEMP / BURN
ESSENCE POOL	7	5	1	1	

AKASHIC COMPANIONS

VEIL

RACE/TEMPLATE/CLASS — LEVEL/HD

ABILITY	TOTAL	DEFENSES	TOTAL	HP HIT POINTS	TOTAL
STR STRENGTH		AC ARMOR CLASS			
DEX DEXTERITY		FORT FORTITUDE			
CON CONSTITUTION		REF REFLEX			
INT INTELLIGENCE		WILL WILLPOWER			
WIS WISDOM		SPD SPEED			
CHA CHARISMA		CMB MODIFIER			
		CMD MODIFIER			

ATTACK	ATTACK BONUSES	DAMAGE & CRIT

VEIL

RACE/TEMPLATE/CLASS — LEVEL/HD

ABILITY	TOTAL	DEFENSES	TOTAL	HP HIT POINTS	TOTAL
STR STRENGTH		AC ARMOR CLASS			
DEX DEXTERITY		FORT FORTITUDE			
CON CONSTITUTION		REF REFLEX			
INT INTELLIGENCE		WILL WILLPOWER			
WIS WISDOM		SPD SPEED			
CHA CHARISMA		CMB MODIFIER			
		CMD MODIFIER			

ATTACK	ATTACK BONUSES	DAMAGE & CRIT

VEILS & CHAKRAS

Hands

SHP	BND	VEIL	ESSENCE
☒	☒	Crusader's Shield	1
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		

Feet

SHP	BND	VEIL	ESSENCE
☒	☒	Immovable Boots	
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		

Head

SHP	BND	VEIL	ESSENCE
☒	○	Relic Seeker's Monocle(minor)	
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		

Wrists

SHP	BND	VEIL	ESSENCE
○	☒	Storm Gauntlets (scarf bond)	*
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		

Shoulders

SHP	BND	VEIL	ESSENCE
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		

Headband

SHP	BND	VEIL	ESSENCE
☒	○	Diadem of Dazing(minor)	
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		

Neck

SHP	BND	VEIL	ESSENCE
☒	○	Courtesan's Cloak	
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		

Belt

SHP	BND	VEIL	ESSENCE
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		

Chest

SHP	BND	VEIL	ESSENCE
☒	○	Breastplate of the Righteous [racial]	
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		

Body

SHP	BND	VEIL	ESSENCE
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		

Bonded Equipment

SHP	BND	VEIL	ESSENCE
○	○	Bladed Scarf	2
○	○	Buckler	2
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		

Blood

SHP	BND	VEIL	ESSENCE
☒	○	Daevic Aspect (Dominion)	2
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		
○	○		

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* Essence shared with bonded equipment