

Savina Heterodynus

Vincent

Character Name

Player Name

Investigator 3

Human (Taldan) / Humanoid

CLASS

RACE

Abadar

Deity

Medium / 5 ft.

SIZE / FACE

Taldor

Region

5' 6" / 150 lbs.

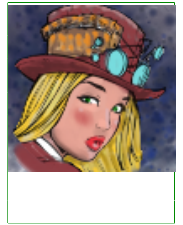
HEIGHT / WEIGHT

Lawful Neutral

Alignment

93504-7

CHARACTER ID



3 (2)

Character Level (CR)

8 / 9

EXP/NEXT LEVEL

22

AGE

Femelle

GENDER

Green

EYES

Blonde (dye), Long, elaborated

HAIR

Sovereign Court

Faction

FACTION

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP										SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED				
STR Strength	10	+0	10	+0			21																Walk 30 ft.									
DEX Dexterity	16	+3	16	+3			AC armor class	19	16	14	10	5	0	3	0	0	0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0
CON Constitution	10	+0	10	+0			INITIATIVE modifier	+3	+3	+0				10	+0	0																
INT Intelligence	18	+4	18	+4			Encumbrance		Light																							
WIS Wisdom	10	+0	10	+0																												
CHA Charisma	10	+0	10	+0																												

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+1	+1	+0	+0	+0	+0	
REFLEX (dexterity)	+6	+3	+3	+0	+0	+0	
WILL (wisdom)	+3	+3	+0	+0	+0	+0	

Conditional Save Modifiers:

+1 Reflex to avoid traps

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	+2	+0	+0	+0	0	
RANGED attack bonus	+5	+2	+3	+0	+0	0	
CMB attack bonus	+2	+2	+0	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
CMB	+2	+2	+2	+2	+2	+2
CMD	16	16	16	16	16	16

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+5	1d3	20/x2	5 ft.

*+1 Rapier		HAND	TYPE	SIZE	CRITICAL	REACH
		directrice	P	M	18-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+7	1d6+4	2W-P-(OH)	+1	1d6+4	
1H-O	+3	1d6+4	2W-P-(OL)	+3	1d6+4	
2H	+7	1d6+4	2W-OH	-3	1d6+4	

Acid (Flask)		HAND	TYPE	SIZE	CRITICAL	REACH
		Équippé	A	M	20/x2	5 ft.
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+5	+3	+1	-1	-3	
Dam	1d6	1d6	1d6	1d6	1d6	

Special Properties: Thrown splash weapon see p.202, Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Mace (Light)		HAND	TYPE	SIZE	CRITICAL	REACH
		Porté	B	M	20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+5	1d6	2W-P-(OH)	-1	1d6	
1H-O	+1	1d6	2W-P-(OL)	+1	1d6	
2H	+5	1d6	2W-OH	-3	1d6	

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR		TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*+1 Mithral Shirt		Light	+5	+6	+0	10
30 hp/inch, hardness 15						
*Ring of Protection +1			+1		+0	0

TOTAL SKILLPOINTS: 33		SKILLS		MAX RANKS: 3/3	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	3	=	3	
✓ Appraise	INT	4	=	4	
✓ Bluff	CHA	5	=	0 + 2 + 3	
✓ Climb	STR	0	=	0	
✓ Craft (Alchemy)	INT	8	=	4 + 1 + 3	
✓ Craft (Untrained)	INT	4	=	4	
✓ Diplomacy	CHA	6	=	0 + 3 + 3	
✓ Disable Device	DEX	10	=	3 + 3 + 4	
✓ Disguise	CHA	4	=	0 + 1 + 3	
✓ Escape Artist	DEX	3	=	3	
✓ Fly	DEX	3	=	3	
✓ Heal	WIS	4	=	0 + 1 + 3	
✓ Intimidate	CHA	0	=	0	
Knowledge (Arcana)	INT	8	=	4 + 1 + 3	
Knowledge (Dungeoneering)	INT	8	=	4 + 1 + 3	
Knowledge (Engineering)	INT	8	=	4 + 1 + 3	
Knowledge (Geography)	INT	8	=	4 + 1 + 3	
Knowledge (History)	INT	8	=	4 + 1 + 3	
Knowledge (Local)	INT	8	=	4 + 1 + 3	
Knowledge (Nature)	INT	8	=	4 + 1 + 3	
Knowledge (Nobility)	INT	9	=	4 + 2 + 3	
Knowledge (Planes)	INT	8	=	4 + 1 + 3	
Knowledge (Religion)	INT	8	=	4 + 1 + 3	
Linguistics(Ancient Osiriani, Azlanti)	INT	9	=	4 + 2 + 3	
✓ Perception	WIS	6	=	0 + 3 + 3	
✓ Perception (Trapfinding)	WIS	7	=	0 + 3 + 4	
✓ Perform (Untrained)	CHA	0	=	0	
✓ Ride	DEX	3	=	3	
✓ Sense Motive	WIS	6	=	0 + 3 + 3	
Spellcraft	INT	10	=	4 + 3 + 3	
✓ Stealth	DEX	3	=	3	
✓ Survival	WIS	0	=	0	
✓ Swim	STR	0	=	0	
			=	+ +	
			=	+ +	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Conditional Skill Modifiers:

+1 bonus to Diplomacy with members of the character's faction
+1 bonus on Knowledge checks while in the Grand Lodge

Masterwork Crossbow, Hand		HAND	TYPE	SIZE	CRITICAL	REACH
		Porté	P	M	19-20/x2	5 ft.
	30 ft.	60 ft.	90 ft.	120 ft.	150 ft.	
TH	+6	+4	+2	+0	-2	
Dam	1d4	1d4	1d4	1d4	1d4	
	180 ft.	210 ft.	240 ft.	270 ft.	300 ft.	
TH	-4	-6	-8	-10	-12	
Dam	1d4	1d4	1d4	1d4	1d4	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
+1 Rapier	Equipped	1	2 / 2,320	
Ring of Protection +1	Equipped	1	0 / 2,000	
Explorer's Outfit	Equipped	1	8 / 10	
+1 Mithral Shirt	Equipped	1	10 / 2,100	
30 hp/inch, hardness 15				
Belt Pouch	Equipped	1	NaN / 1	
Wayfinder	Equipped	1	1 / 500	
light at will, +2 competence to Survival (avoid becoming lost), can contain an ioun stone				
Backpack, Masterwork	Equipped	1	4 / 50	
3 lbs., 1 Potion of Cure Light Wounds, 1 Acid (Flask), 1 Thieves' Tools (Masterwork)				
Potion of Cure Light Wounds	Backpack, Masterwork	1	0 / 50	
Cures 1d8+1 points of damage				
Acid (Flask)	Backpack, Masterwork	1	1 / 10	
Thrown splash weapon see p.202, Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.				
Thieves' Tools (Masterwork)	Backpack, Masterwork	1	2 / 100	
Wand of Cure Light Wounds	Equipped	1	NaN / 750	
When laying your hand upon a living creature, you channel positive energy that cures 1d8+1/level, max 5 points of damage.				
Scroll Case	Equipped	1	NaN / 1	
0,02 lbs., 1 Scroll (Remove Fear), 1 Scroll (Comprehend Languages)				
Scroll (Remove Fear)	Scroll Case	1	NaN / 25	
Scroll (Comprehend Languages)	Scroll Case	1	NaN / 25	
Bolts, Crossbow (10)	Carried	1	1 / 1	
Mace (Light)	Carried	1	4 / 5	
Masterwork Crossbow, Hand	Carried	1	2 / 400	
Jewelry	Carried	1	0 / 50	
Courtier's Outfit		1	6 / 30	
Earth Elemental Plane				
TOTAL WEIGHT CARRIED/VALUE			36,08 lbs.	8,428gp

WEIGHT ALLOWANCE			
Light	38	Medium	76
Heavy	115		
Lift over head	115	Lift off ground	230
		Push / Drag	575

MONEY
Total= 0 gp [Unspent Funds = 106.5 gp]

MAGIC
Verbal component are changed to emotion component (prevent casting if under to non-harmless emotion/fear effects) Somatic are changed to toughed, concentration is at +10 DC, move action to focus gives +10
Phrenic Amplification: Overpowering Mind Phrenic Pool: 1 Psychic Spell
0 - Detect Magic, Mage Hand, Read Magic, Prestidigitation, Sift, Detect Poison 1 - (4/day) Mind Thrust I, Heightened Awareness (10 min/level, +2 bonus on Per/Know, dismissable for init bonus), Detect Thoughts, [Find Traps or Entropic Shield ? or mindlink]

Languages
Ancient Osiriani, Azlanti, Common, Elven, Kelish, Osiriani, Vudrani

Other Companions

Traits
Clever Wordplay (Bluff) [Paizo Inc. - Pathfinder Society Primer, p.11] Choose one Charisma-based skill. You attempt checks with that skill using your Intelligence modifier instead of your Charisma modifier.
Expert Duelist (Sovereign Court Faction) [Paizo Inc. - Guide To Pathfinder Society Organized Play] In your youth, you spent countless hours perfecting the art of the duel, focusing your feints on defeating a single foe. You gain a +1 trait bonus to your Armor Class so long as you are adjacent to a single foe. This trait bonus is not applied to your Armor Class for touch attacks or when denied your Dex bonus.

Special Qualities
Bonus Feat [Paizo Inc. - Core Rulebook, p.27] Humans select one extra feat at 1st level.
Class Skills [Paizo Inc. - Occult Adventures, p.119] The psychic detective does not receive Acrobatics, Climb, or Perform as class skills. This alters the investigator's class skills.
Expanded Inspiration (Ex) [Paizo Inc. - Advanced Class Guide, p.32] An investigator can use his inspiration ability when attempting Diplomacy, Heal, Perception, Profession, and Sense Motive checks without expending uses of inspiration, provided he's trained in the skill.
Inspiration (Ex) [Paizo Inc. - Advanced Class Guide, p.31] An investigator is beyond knowledgeable and skilled-he also possesses keen powers of observation and deduction that far surpass the abilities of others. An investigator typically uses these powers to aid in their investigations, but can also use these flashes of inspiration in other situations. An investigator has the ability to augment skill checks and ability checks through his brilliant inspiration. The investigator has an inspiration pool equal to 5. An investigator's inspiration pool refreshes each day, typically after he gets a restful night's sleep. As a free action, he can expend one use of inspiration from his pool to add 1d6 to the result of that check, including any on which he takes 10 or 20. This choice is made after the check is rolled and before the results are revealed. An investigator can only use inspiration once per check or roll. The investigator can use inspiration on any Knowledge, Linguistics, or Spellcraft skill checks without expending a use of inspiration, provided he's trained in the skill. Inspiration can also be used on attack rolls and saving throws, at the cost of expending two uses of inspiration each time from the investigator's pool. In the case of saving throws, using inspiration is an immediate action rather than a free action.
Investigator Talents [Paizo Inc. - Occult Adventures, p.120] A psychic detective selects investigator talents as normal, except she cannot select the alchemist discovery investigator talent. She can select the Expanded Phrenic Pool* feat as a discovery even though she doesn't meet that feat's prerequisites, and she can select an extra phrenic amplification once as a discovery. The following investigator talents, which can be found on pages 32-34 of the Pathfinder RPG Advanced Class Guide, complement the psychic detective archetype: confusing strike, device talent, effortless aid, hidden agendas, inspired intelligence, item lore, and unconventional inspiration. This ability alters investigator talents.
Keen Recollection [Paizo Inc. - Advanced Class Guide, p.34] You can attempt all knowledge checks untrained
Phrenic Dabbler (Su) [Paizo Inc. - Occult Adventures, p.120] At 3rd level, a psychic detective gains a small pool of phrenic points equal to 1/2 her psychic detective level, as well as one phrenic amplification, as the psychic class feature. This does not allow the psychic detective to qualify for the Extra Amplification feat. This ability replaces the investigator talent gained at 3rd level.
Psychic Detective Spells [Paizo Inc. - Occult Adventures, p.120] A psychic detective has the following spells on her spell list, in addition to psychic spells of 6th level or lower. 1st-Detect chaos, detect evil, detect good, detect law, find traps. 3rd-Calm spirit*, daylight. 4th-Modify memory. 6th-Banishment, moment of prescience, scrying (greater). This ability replaces alchemy.
Psychic Meddler (Su) [Paizo Inc. - Occult Adventures, p.120] At 2nd level, a psychic detective receives a +1 bonus on saves against psychic spells and spell-like abilities. This bonus increases by 1 at 5th level and every 3 levels thereafter, to a maximum of +6 at 17th level. Starting at 5th level, the psychic investigator adds half this bonus on caster level checks to dispel psychic effects. This ability replaces poison lore, poison resistance, swift alchemy, and poison immunity.
Skilled [Paizo Inc. - Core Rulebook, p.27] Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.
Spells [Paizo Inc. - Occult Adventures, p.119] A psychic detective casts psychic spells drawn from the psychic class spell list (see page 69) and augmented by a select set of additional spells (see Psychic Detective Spells on page 120). Only spells from the psychic class spell list of 6th level or lower and psychic detective spells are considered to be part of the psychic detective's spell list. If a spell appears on both the psychic detective and psychic class spell lists, the psychic detective uses the spell level from the psychic detective spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a psychic detective must have an Intelligence score equal to at least 10 + the spell's level. The saving throw DC against a psychic detective's spell is 10 + the spell's level + the psychic detective's Intelligence modifier. Like other spellcasters, a psychic detective can cast only a certain number of spells of each spell level per day. She knows the same number of spells and receives the same number of spells slots per day as a bard of her investigator level, and knows and uses 0-level knacks as a bard uses cantrips. In addition, she receives bonus spells per day if she has a high Intelligence score (see Table 1-3 on page 17 of the

Core Rulebook). At 5th level and every 3 levels thereafter, a psychic detective can choose to learn a new spell in place of one she already knows, using the same rules as a bard. In effect, the psychic detective loses the old spell in exchange for the new one. The new spell's level must be the same as that of the spell being exchanged, and it must be at least 1 level lower than the highest-level spell the psychic detective can cast. A psychic detective need not prepare her spells in advance. She can cast any psychic detective spell she knows at any time, assuming she has not yet used up her allotment of spells per day for the spell's level.

Trapfinding [Paizo Inc. - Advanced Class Guide, p.31]

An investigator adds 1 to Perception skill checks made to locate traps and to Disable Device checks. An investigator can use Disable Device to disarm magical traps.

Trap Sense (Ex) [Paizo Inc. - Core Rulebook]

You gain a +1 bonus on Reflex saves made to avoid traps, and a +1 dodge bonus to AC against attacks made by traps.

Weapon and Armor Proficiency [Paizo Inc. - Advanced Class Guide]

Investigators are proficient with simple weapons, plus the hand crossbow, rapier, sap, shortbow, short sword, and sword cane. They are proficient in light armors, but not shields.

Prestige Awards

Current Prestige Points (7x) [Paizo Inc. - Guide To Pathfinder Society Organized Play, p.22]

The character has 7 current prestige points.

Fame (14x) [Paizo Inc. - Guide To Pathfinder Society Organized Play, p.9]

The character has accumulated 14 Fame. He has a +1 to Diplomacy with members of his faction. Maximum Item Cost: 42000 gp

Free purchase up to 750 gp [Paizo Inc. - Guide To Pathfinder Society Organized Play, p.3]

Free purchase up to 750 gp (2 PP)

Retraining (5x) [Paizo Inc. - Guide To Pathfinder Society Organized Play, p.10]

The character has spent prestige points to retrain.

Feats

Fencing Grace [Paizo Inc. - Advanced Class Origins, p.27]

Your dashing style and fluid rapier forms allow you to use agility rather than brute force to fell your foes.

When wielding a rapier one-handed, you can add your Dexterity modifier instead of your Strength modifier to that weapon's damage. The rapier must be one appropriate for your size. In addition, if you have the panache class feature, you gain a +2 bonus to CMD against attempts to disarm you of your rapier while you have at least 1 panache point.

Weapon Finesse [Paizo Inc. - Core Rulebook, p.136]

You are trained in using your agility in melee combat, as opposed to brute strength.

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Weapon Focus (Rapier) [Paizo Inc. - Core Rulebook, p.136]

You are especially good at using your chosen weapon.

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Proficiencies

Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Sword (Short), Sword Cane, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light)

Templates

Race Bonus Language ~ Modern Human Language

Wayfinder Spell-like Abilities

Name	School	Time	Duration	Range	Source
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At Will Light	Evocation [Light , WoodSchool]	1 standard action	50 minutes	Touch	CR.p.304
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[V, M/DF] **TARGET:** Object touched; **EFFECT:** This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light [darkness becomes dim light, and dim light becomes normal light]. In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent [through permanency or a similar effect], it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level. [SR:No]

*=Domain/Speciality Spell

Wayfinder Spell-like Abilities

At Will [Light](#)

Savina Heterodynus

Human (Taldan)

RACE

22

AGE

Femelle

GENDER

VISION

Lawful Neutral

ALIGNMENT

Droite

DOMINANT HAND

5' 6"

HEIGHT

150 lbs.

WEIGHT

Green

EYE COLOUR

Bronzed

SKIN COLOUR

Blonde (dye), Long, elaborated

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

Oppara

RESIDENCE

LOCATION

Taldor

REGION

Abadar

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:



Notes:

Magic Items to Buy:

From Ultimate Equipment:

From APG

¿Gloves of Dueling (15k gp) ?

From ACG

FORTIFYING BREW (20 gp) +2 to saves vs fear for 1h

Weapon Quality: Inspired (+1) only 1 use of combat with weapon; or double dice on damage

Potion of Speechreader's Sigh (Heroes of the High Court)

PCGen TODO:

Clever Wordplay: on bluff

Psychic Detective

Remove Acrobatics, Climb and Perform from Class Skills

Psychic Meddler (Su): +1 bonus on saves against psychic spells and spell-like abilities

Campaign	Adventure	Party	Date	Xp	Gm
PFS CS 1	5-08 The Confirmation		2013-11-29	1	Alexander
PFS CS 2	6-05 Slave Ships of Absalom			1	
PFS CS 3	7-10 The Consortium Compact			1	Blackfoot
PFS CS 4	13 The Prince of Augustana			0	Erich Deines