

Name: Intan Sukamo **PFS #:** 14034-51

Initiative: +2 +1|+2 if in Controlled Rage for Dexterity

AC: 17 (Touch 12, FF 15) -2 (-2, -2) if in Rage +1|+2 (+1/+2, +0) if in Controlled Rage for Dexterity
+1 if adjacent to two or more enemies
-2 (-2, -1) under Enlarge Person

CMB: +5 -1 if Fatigued; +1|+2 if in Controlled Rage for Strength; +2 to damage if in Rage
+2 under Enlarge Person

CMD: 17 (FF 15) -1 if Fatigued; +1|+2 if in Controlled Rage for Strength and/or Dexterity; +2 if in Rage
+1 if adjacent to two or more enemies
+1 (+2) under Enlarge Person

Fort: +6 -1 if Fatigued; +1|+2 if in Controlled Rage for Con; +2 if in Rage Retroactive **Echos of the Dead**

Reflex: +4 +1|+2 if in Controlled Rage for Dexterity -1 under Enlarge Person

Will: +5 +2 if in Rage +2 Retroactive **Echos of the Dead** vs Haunt +1 vs Fear under Bless

HP: 49 +12 if in Rage; +6|+12 if in Controlled Rage for Constitution; -6 if Fatigued

BAB: +3 **Speed:** 20' **Languages:** Aquan, Draconic, Minatan, Protean, Taldane, Tien, Wayang

Per-scenario Abilities:

1 Reroll O

1 **Echos of the Dead** [003] +2 (retroactively) vs Haunt O

Per-day Abilities:

12 **Rage** OOOOO OOOOO OO

7 **Hand of the Apprentice** OOOOO OO

4 **Martial Flexibility** OOOO

1 **Arcane Bond** O

Oracle CL: 1 **DC:** 11 + Spell Level +1 for Transmutation **Concentration:** +2

X Oracle level 0 spells (DC 11 +1 for Transmutation):

Create Water, Enhanced Diplomacy, Guidance, Stabilize

4 Oracle level 1 spells (DC 12 +1 for Transmutation):

4 Bless, Cure Light Wounds, Endure Elements OOOO

Wizard CL: 6 **DC:** 14 + Spell Level +1 for Transmutation **Concentration:** +10

X Wizard level 0 spells (DC 14 +1 for Transmutation):

Pick four: Acid Splash, Arcane Mark, Bleed, Dancing lights, Daze, Detect Magic, Detect Poison, Disrupt Undead, Flare, Ghost Sound, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Touch of Fatigue

4 Wizard level 1 spells (DC 15 +1 for Transmutation):

Pick four: Air Bubble OOOO, Ant Haul OOOO, Comprehend Languages OOOO, Crafter's Blessing OOOO, Enlarge Person OOOO, Expeditious Retreat OOOO, Long Arm OOOO, Magic Missile OOOO, MonkeyFish OOOO, Shield OOOO, Shocking Grasp OOOO, Snowball OOOO, Vanish OOOO

3 Wizard level 2 spells (DC 16 +1 for Transmutation):

Pick two: Flaming Sphere OOO, Glitterdust OOO, Levitate OOO, Mirror Image OOO, Empowered Snowball OOO

Melee Touch: +6 -1 if Fatigued; +1|+2 if in Controlled Rage for Strength

Range Touch: +5 -1 if Fatigued; +1|+2 if in Controlled Rage for Dexterity

Limited Use Items:

46/50 **Wand of Burning Hands** OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO O

45/50 **Wand of Cure Light Wounds** OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO

11 **Wand of Grease** OOOOO OOOOO O

10 **Wand of Cure Moderate Wounds** OOOOO OOOOO

4 **Wand of Glitterdust** OOOO

4 **Wand of Glide** OOOO

2 **Wand of Cure Moderate Wounds** OO

Skills:

Str: +3 *	Acrobatics: +9 **	Escape Artist: [untrained] +2 ***	Perception: +7 **** [Trapfinding +1 and can find magic traps]
Dex: +2 **	Appraise: +8 ****	Fly: [untrained] +2 **	Ride: [untrained] +2 **
Con: +2	Bluff: [untrained] +1 **** [Practiced Diplomat: Result is always at least 16]	Heal: [untrained] -2 ****	Sense Motive: [untrained] -2
Int: +4	Climb: +7 *	Intimidate: +5 [002: +1 vis Commoners in Taldor; 004: +2 vs Goblin subtype]	Sleight of Hand: +6 ***
Wis: -2	Craft Trouble: +15 ****	Knowledge Arcana: +8 ****	Spellcraft: +10 ****
Cha: +1	Diplomacy: +10 **** [002: +1 vis Nobles in Taldor]	Knowledge Local: +8 **** [001: +2 vis Aspis]	Stealth: +6 **
	Disable Device: +19 ***	Knowledge Nobility: +13 **** [001: +2 vis Nobility while on Kortos]	Survival: [untrained] -2 [Wayfinder: +2 to avoid becoming lost] ****
	Disguise: [untrained] +1 ****	Knowledge Planes: +8 ****	Swim: +7 *

* -1 if Fatigued; +1|+2 if in Controlled Rage for Strength; +2 if in Rage

** -1 if Fatigued; +1|+2 if in Controlled Rage for Dexterity

*** -1 if Fatigued; +1|+2 if in Controlled Rage for Dexterity; Cannot if in Rage

**** Cannot if in Rage

Always on:

Movement not impeded by crowds

Continual Flame on pin

Constant effects of a "Deathwatch" spell

Advocate: Prestige points spent for spells, vanities, or awards that cost 4 or more points, cost 1 PP less

Has a "porter," a pembantu (maidservant) named Peni

Immediate Action:

1 Secrets of the Eternal Obelisk (010 00-21): **O** When you fall below 0 hit points, receive a level 5 Cure Moderate Wounds spell as a free action. This happens automatically if the damage would have otherwise killed you. Cross off this boon when used.

Free actions:

If not fatigued, enter **Rage** by spending one use of **Rage**. +4 to Strength and Constitution, +2 Morale bonus to Will saves, -2 AC, may not do actions requiring concentration; after Rage fatigued -2 Str and Con for twice as many rounds as the rage lasted.

If not fatigued, enter **Controlled Rage** by spending one use of **Rage**. +4 added to Strength, Dexterity and/or Constitution in units of +2; after Rage fatigued -2 Str and Con for twice as many rounds as the rage lasted. End Rage or Controlled Rage.

Swift actions:

1 Touch of Planar Waters (011 ES: Drowned Level): **O** Cast *Touch of the Sea* (CL 6). Cross off this boon when used.

Move actions:**Martial Flexibility**

A brawler can take a move action and one use **Martial Flexibility** to gain the benefit of a combat feat she doesn't possess. This effect lasts for 1 minute. The brawler must meet all the feat's prerequisites.

- **Aquatic Combatant** - You gain a +2 bonus on Swim checks and don't take penalties on melee attack rolls made underwater; your slashing melee attacks and unarmed bludgeoning attacks deal full damage underwater [Melee Tactics Toolbox]
- **Arcane Strike** - +1 damage and weapons are considered magic [Core Rulebook]
- **Blind Fight** - Reroll miss chances for concealment [Core Rulebook]
- **Cleave** - Make an additional attack if the first one hits [Core Rulebook]
- **Combat Reflexes** - Make additional attacks of opportunity [Core Rulebook]
- **Dedicated Adversary** - Gain favored enemy 1 creature +2 att dmg etc [Dirty Tactics Toolbox]
- **Dirty Fighting** - If flanking, use a combat maneuver without provoking [Dirty Tactics Toolbox]
- **Distance Thrower** - Reduce ranged penalties for thrown weapons by 2 [Ultimate Combat]
- **Dodge** - +1 dodge bonus to AC [Core Rulebook]
- **Exotic Weapon Proficiency** - No penalty on attacks made with one exotic weapon [Core Rulebook]
- **Flanking Foil** - Foes you strike lose their flanking bonus against you [Ultimate Combat]
- **Furious Focus** - Do not take the Power Attack penalty on the first attack each round [Advanced Players Guide]
- **Improved Bull Rush** - +2 bonus on bull rush attempts, no AOO [Core Rulebook]
- **Improved Initiative** - +4 bonus on initiative checks [Core Rulebook]
- **Improved Overrun** - +2 bonus on overrun attempts, no AOO [Core Rulebook]
- **Improved Sunder** - +2 bonus on sunder attempts, no AOO [Core Rulebook]
- **Improved Unarmed Strike** - Always considered armed [Core Rulebook]
- **Pushing Assault** - Push a foe back with a two-handed weapon [Advanced Players guide]
- **River Raider** - You gain a +2 bonus on Swim and Stealth checks while swimming in calm or rough water. In addition, if you're able to act in a surprise round and start it in water, you can take both a move and a standard action; you still can't take a full-round action during the surprise round [People of the River]
- **Step Up** - Take a 5-foot step as an immediate action [Core Rulebook]
- **Throw Anything** - No penalties for improvised ranged weapons [Core Rulebook]
- **Weapon Focus** - +1 bonus on attack rolls with one weapon [Core Rulebook]

Standard:

3 **Foe of All Awinds OOO** [009] Once per adventure, you can check a box that precedes this boon to cast gust of wind as a spell-like ability (CL 6th), wind wall (CL 8th), or wind walk (CL 10th).

+1 Silversheen Falchion Attack: +7 to hit (18-20/x2) | 2d4+5 S Silver Magic

-1 to hit with Power Attack | +3 damage

-1 to hit if Fatigued | -1 damage; +1|+2 to hit if in Controlled Rage for Strength | +2/3 damage

+2 to hit if in Rage | +3 damage

+1 to hit if adjacent to two or more enemies

+1 to hit under Bless

+5' reach, damage becomes 2d6, +2 damage under Enlarge Person

Ranged Sling attack: +5 (20/x2) 1d4+7 B

-1 if Fatigued; +1|+2 to hit if in Controlled Rage for Dexterity

-1 to damage if Fatigued; +2|+3 to damage if in Controlled Rage for Strength; +3 to damage if in Rage

+1 to hit if adjacent to two or more enemies

+1 to hit under Bless

-1 to hit under Enlarge Person

Ranged Hand of the Mage: Silversheen Falchion Attack: +5 to hit (18-20/x2) | 2d4+6 S Silver Magic

-1 if Fatigued | -1 damage; +1|+2 to hit if in Controlled Rage for Dexterity

+1|+2 to damage if in Controlled Rage for Strength

+1 to hit if adjacent to two or more enemies

+1 to hit under Bless

-1 to hit under Enlarge Person

You cause your melee weapon to fly from your grasp and strike a foe before instantly returning to you. As a standard action, you can make a single attack using a melee weapon at a range of 30 feet. This attack is treated as a ranged attack with a thrown weapon, except that you add your Intelligence modifier on the attack roll instead of your Dexterity modifier (damage still relies on Strength). This ability cannot be used to perform a combat maneuver.