

Jasper Steropes

Player: Scott David Gray

Male oread fighter (eldritch guardian, varisian free-style fighter) 9, The Concordance faction - CR 8

Lawful Neutral Outsider (Native); Deity: **Alseta**; Age: **148**;
Height: **5'**; Weight: **234 lb.**; Eyes: **Jasper**; Hair: **Black**;
Skin: **Crystalline Granite**

Ability	Score	Modifier	Temporary
STR STRENGTH	19/21	+4/+5	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	14	+2	
WIS WISDOM	12	+1	
CHA CHARISMA	5	-3	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11	=	+6	+2	+3		
REFLEX (DEXTERITY)	+8	=	+3	+2	+3		
WILL (WISDOM)	+7	=	+3	+1	+3		

Steel Will: +2 vs. fear and mind-affecting effects.

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 23	=	+8		+2		+2	+1	

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
13	21				

CM Bonus	+14	=	+9	+5	-	-
See the Base Attack (below) for modifiers that may also apply to CMB						

CM Defense	27	=	10	+9	+5	+2	-
BAB Strength Dexterity Size							

Base Attack	+9	HP	85
Critical Focus: +4 circumstance bonus to confirm critical hits, Anatomist: +1 trait bonus to confirm threats			

Damage / Current HP

Initiative	+2
Damage / Current HP	

Speed	20 ft
Damage / Current HP	

+1 kukri

Main hand: **+15/+10, 1d4+6** Crit: 15-20/x2

Main w/ offhand: **+11/+6, 1d4+6** Light, S

Main w/ light off: **+13/+8, 1d4+6**

Offhand: **+13, 1d4+3**

Critical Focus: +4 circumstance bonus to confirm critical hits, Anatomist: +1 trait bonus to confirm threats

+2 mithral mountain pattern armor

+8

Max Dex: +5, Armor Check: -1
Spell Fail: 20%, Light

Character Number: 14034 - 54



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+1	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+2	INT (2)	-	
Bluff	-3	CHA (-3)	-	
Climb	+8	STR (5)	1	
Craft (All)	+4	INT (2)	-	
Diplomacy	-3	CHA (-3)	-	
Disguise	-3	CHA (-3)	-	
Escape Artist	+1	DEX (2)	-	
Fly	+1	DEX (2)	-	
Heal	+1	WIS (1)	-	
Intimidate	-3	CHA (-3)	-	
Knowledge (dungeoneering)	+3	INT (2)	1	
Knowledge (engineering)	+6	INT (2)	1	
Knowledge (local)	+6	INT (2)	1	
Knowledge (nature)	+6	INT (2)	4	
Linguistics	+3	INT (2)	1	
Spectacles of understanding: +5 to Linguistics checks to identify forgeries				
Perception	+13	WIS (1)	9	
Profession (merchant)	+11	WIS (1)	5	
Ride	+1	DEX (2)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+6	INT (2)	1	
Stealth	+1	DEX (2)	-	
Survival	+7	WIS (1)	3	
Swim	+4	STR (5)	-	
Use Magic Device	+14	INT (2)	9	

Feats

Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

Critical Focus

+4 to confirm critical hits.

Dirty Fighting

Forgo flanking bonus to make combat maneuver not provoke attack of op.

Improved Critical (Kukri)

When using the weapon you selected, your threat range is doubled.

Improved Familiar

When choosing a familiar, the creatures listed below are also available to the spellcaster. The spellcaster may choose a familiar with an alignment up to one step away on each of the alignment axes (lawful through chaotic, good through

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -3/+6

You can subtract from your attack roll to add to your damage.

Shield Proficiency

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Tower Shield Proficiency

You can use a tower shield and suffer only the standard penalties.

Two-Weapon Fighting

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

Traits

Anatomist

+1 to confirm critical hits.

Pragmatic Activator

While some figure out how to use magical devices with stubborn resolve, your approach is more pragmatic. You may use your Intelligence modifier when making Use Magic Device checks instead of your Charisma modifier.

+1 kukri

Main hand: **+15, 1d4+6**

Crit: 15-20/x2
Light, S

Main w/ offhand: **+11, 1d4+6**

Main w/ light off: **+13, 1d4+6**

Offhand: **+13, 1d4+3**

Critical Focus: +4 circumstance bonus to confirm critical hits, **Anatomist:** +1 trait bonus to confirm threats

Arrows

Main hand: **+10/+5,**

Crit: x2
Ammo, P

Main w/ offhand: **+6/+1,**

Main w/ light off: **+8/+3,**

Offhand: **+8,**

Critical Focus: +4 circumstance bonus to confirm critical hits, **Anatomist:** +1 trait bonus to confirm threats

Gauntlet (from armor)

Main hand: **+14/+9, 1d3+5**

Crit: x2
Light, B

Main w/ offhand: **+10/+5, 1d3+5**

Main w/ light off: **+12/+7, 1d3+5**

Offhand: **+12, 1d3+2**

Critical Focus: +4 circumstance bonus to confirm critical hits, **Anatomist:** +1 trait bonus to confirm threats

Experience & Wealth

Experience Points: **25/27**

Current Cash: **190 pp, 1 gp, 5 sp**

The Concordance: **Fame: 40, PP: 40**

Jutte

Main hand: **+14/+9, 1d6+5**

Crit: x2
Light, B, Disarm,

Main w/ offhand: **+10/+5,**

1d6+5

Main w/ light off: **+12/+7,**

1d6+5

Offhand: **+12, 1d6+2**

Critical Focus: +4 circumstance bonus to confirm critical hits, **Anatomist:** +1 trait bonus to confirm threats

Jutte

Main hand: **+14/+9, 1d6+5**

Crit: x2
Light, B, Disarm,

Main w/ offhand: **+10/+5,**

1d6+5

Main w/ light off: **+12/+7,**

1d6+5

Offhand: **+12, 1d6+2**

Critical Focus: +4 circumstance bonus to confirm critical hits, **Anatomist:** +1 trait bonus to confirm threats

Kukri

Main hand: **+14/+9, 1d4+5**

Crit: 15-20/x2
Light, S

Main w/ offhand: **+10/+5, 1d4+5**

Main w/ light off: **+12/+7, 1d4+5**

Offhand: **+12, 1d4+2**

Critical Focus: +4 circumstance bonus to confirm critical hits, **Anatomist:** +1 trait bonus to confirm threats

Kukri

Main hand: **+14/+9, 1d4+5**

Crit: 15-20/x2
Light, S

Main w/ offhand: **+10/+5, 1d4+5**

Main w/ light off: **+12/+7, 1d4+5**

Offhand: **+12, 1d4+2**

Critical Focus: +4 circumstance bonus to confirm critical hits, **Anatomist:** +1 trait bonus to confirm threats

Longbow

Ranged, both hands: **+11/+6, 1d8**

Crit: x3
Rng: 100'
2-hand, P

Critical Focus: +4 circumstance bonus to confirm critical hits, **Anatomist:** +1 trait bonus to confirm threats

Unarmed strike

Main hand: **+14/+9, 1d3+5**

Crit: x2
Light, B, Nonlethal

nonlethal

Main w/ offhand: **+10/+5,**

1d3+5 nonlethal

Main w/ light off: **+12/+7,**

1d3+5 nonlethal

Offhand: **+12, 1d3+2**

nonlethal

Critical Focus: +4 circumstance bonus to confirm critical hits, **Anatomist:** +1 trait bonus to confirm threats

Tracked Resources

Wand of mage armor (49 charges)

Wand of prestidigitation (47 charges)

Wand of shield (47 charges)

Winged boots (3/day)

Languages

Common
Cyclops
Polyglot

Terran
Varisian

Companions

Arbiter unit 8423089 CR –
Rbiter arbiter (mascot, sage) (*Pathfinder RPG Bestiary 2* 162)
LN Tiny outsider (extraplanar, inevitable, lawful)
Init +3; **Senses** darkvision 60 ft., *detect chaos*, low-light vision; Perception +5

Defense

AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)
hp 42 (2d10+4); regeneration 2 (chaotic)
Fort +8, **Ref** +6, **Will** +3
Defensive Abilities constant vigilance, constructed

Offense

Speed 20 ft., fly 50 ft. (average)
Melee +1 *kukri* +13/+8 (1d2+1/15-20) or
+1 *kukri* +13 (1d2+1/15-20) or
jutte +14/+9 (1d3) or
jutte +14/+9 (1d3) or
unarmed strike +14/+9 (1 nonlethal)
Space 2½ ft.; **Reach** 0 ft.
Special Attacks deliver touch spells, electrical burst
Spell-Like Abilities (CL 2nd; concentration +4)
Constant—*detect chaos*
3/day—*command* (DC 13), *make whole*, *protection from chaos*
1/week—*commune* (6 questions, CL 12th)

Statistics

Str 11, **Dex** 16, **Con** 14, **Int** 21, **Wis** 11, **Cha** 14
Base Atk +9; **CMB** +10; **CMD** 20
Feats Critical Focus, Dirty Fighting, Flyby Attack, Improved Critical (kukri), Power Attack, Two-weapon Fighting, Weapon Finesse^B
Tricks Attack, Defend, Down, Fighting, Guard, Perform, Stay
Skills Acrobatics +3 (-1 to jump), Diplomacy +10, Fly +12, Knowledge (Any) +9, Knowledge (arcana) +13, Knowledge (engineering) +13, Knowledge (geography) +13, Knowledge (history) +13, Knowledge (planes) +18, Linguistics +6, Perception +5, Sense Motive +5, Stealth +22, Survival +4, Use Magic Device +11
Languages Aquan, Auran, Cyclops, Ignan, Polyglot, Terran; truespeech
SQ affinity for my team, heart of the team, locate inevitable, lucky mascot, sage's knowledge +4, speak with team
Other Gear +1 *kukri*, +1 *kukri*, jutte^{UC}, jutte^{UC}

Arbiter unit 8423089 was assigned by the Goddess Alsetta to monitor and act in Ghol-gan. Arbiter unit 8423089 was monitoring and recording events during Earthfall. Arbiter unit 8423089 was trapped under falling walls and debris. Arbiter unit 8423089 was unable to extract itself.

Arbiter unit 8423089 was trapped for

Situational Modifiers

Acrobatics
Speed greater/less than 30 ft. : -4 to jump
Linguistics
Spectacles of understanding : +5 to Linguistics checks to identify forgeries
Will Save
Steel Will : +2 vs. fear and mind-affecting effects.

Background

Jasper was born about 150 years ago (on the 25th day of Desnus, 4569) and grew up in a small outcropping of Oreads in the "little lbydos" neighborhood of Kaer-Maga. His late mother, Adrian, passed away 114 years ago at age 51, short even for a human. Jasper's father, Rocky Steropes, claims descent from the famous cyclops Steropes as well as Shaitan blood, and he is still plying his trade as a smith; and is still a cad, having buried two more human wives, each one wed younger than the last.

While young, Jasper got into a lot of scrapes, and ran with a Varisian gang, learning to knife fight with kukri. But he remained drawn to the stories of his ancient ancestors.

After trying to make ends meet as a peddler in Kaer Maga, Jasper decided that if he wanted to expand he would need to find a cost-effective way to get goods from other parts of the world.

Jasper watched Aspis and Pathfinder agents parade through his city, bringing wares from all over Golorion -- wares that were found or purchased during trips financed by thee organizations. Flipping a coin to decide which organization to join, Jasper joined the Pathfinder Society to expand his business.

Jasper came to the Shackles aboard The Shamalay to engage in the textile trade, and because the society wanted him to explore some Ghol-Gan ruins on the island of Mystaken. There, he made a tremendous discovery -- a tiny Inevitable that had been trapped under rubble during Earthfall!

Jasper and the Arbiter became close friends (if one can call the consideration of an Inevitable friendship). Jasper named the Inevitable "Tick Tock," which works better in conversation than the 7-digit serial number 8423089, and Tick Tock accepts that designation.

=====
Plan: 11: Extra Martial Flexibility, 13: Toughness, 14: Lunge

Sourcebooks Used

- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Anatomist (trait)
- **Advanced Race Guide** - Crystalline Form (alternate racial trait); Granite Skin (alternate racial trait); Treacherous Earth (alternate racial trait)
- **Advanced Race Guide / Bestiary 2 / Blood of the Elements / Inner Sea Races** - Oread (race)
- **Dirty Tactics Toolbox** - Dirty Fighting (feat)
- **Familiar Folio** - Eldritch Guardian (archetype)
- **Familiar Folio / Ultimate Wilderness** - Mascot (archetype); Sage (archetype)
- **Inner Sea Races / Inner Sea World Guide** - Polyglot (language); Varisian (language)
- **Pathfinder Society Field Guide / Ultimate Equipment** - Journal (equipment)
- **Ultimate Campaign** - Pragmatic Activator (trait)
- **Ultimate Combat / Ultimate Equipment** - Mountain pattern armor (armor); Jutte (weapon)
- **Ultimate Equipment** - Canteen (equipment); Holy symbol, iron (equipment); Mess kit (equipment); Spectacles of understanding (equipment); Street meat (equipment); Travel cake mix (equipment); Traveler's any-tool (equipment)
- **Weapon Master's Handbook** - Varisian Free-Style Fighter (archetype)

Jasper Steropes – Abilities & Gear

Critical Focus

Feat

You are trained in the art of causing pain.

Prerequisites: Base attack bonus +9.

Benefit: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dirty Fighting

Feat

You can take advantage of a distracted foe.

Benefit: When you attempt a combat maneuver check against a foe you are flanking, you can forgo the +2 bonus on your attack roll for flanking to instead have the combat maneuver not provoke an attack of opportunity. If you have a feat or ability that allows you to attempt the combat maneuver without provoking an attack of opportunity, you can instead increase the bonus on your attack roll for flanking to +4 for the combat maneuver check.

Special: This feat counts as having Dex 13, Int 13, Combat Expertise, and Improved Unarmed Strike for the purposes of meeting the prerequisites of the various improved combat maneuver feats, as well as feats that require those improved combat maneuver feats as prerequisites.

Appears In : Dirty Tactics Toolbox

Improved Critical (Kukri)

Feat

Attacks made with your chosen weapon are quite deadly.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

Improved Familiar

Feat

This feat allows you to acquire a powerful familiar, but only when you could normally acquire a new familiar.

Prerequisites: Ability to acquire a new familiar, compatible alignment, sufficiently high level (see below).

Benefit: When choosing a familiar, the creatures listed below are also available to you. You may choose a familiar with an alignment up to one step away on each alignment axis (lawful through chaotic, good through evil).

Improved familiars otherwise use the rules for regular familiars, with two exceptions: if the creature's type is something other than animal, its type does not change; and improved familiars do not gain the ability to speak with other creatures of their kind (although many of them already have the ability to communicate).

Note: To create the celestial or fiendish version of a normal familiar, add the Celestial or Fiendish template from the "Class Levels" list on your familiar. Since most familiar races set a default alignment, you may need to change this as well.

Power Attack -3/+6

Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Two-Weapon Fighting

Feat

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Combat.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

Appears In : Not New Paths Option: Use Scaling Feats

Anatomist

Trait

You have studied the workings of anatomy, either as a student at university or as an apprentice mortician or necromancer. You know where to aim your blows to strike vital organs and you gain a +1 trait bonus on all rolls made to confirm critical hits.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits

Pragmatic Activator

Trait

While some figure out how to use magical devices with stubborn resolve, your approach is more pragmatic. You may use your Intelligence modifier when making Use Magic Device checks instead of your Charisma modifier.

Appears In : Ultimate Campaign

Crystalline Form (1/day)

Unknown

Oreads with this trait gain a +2 racial bonus to AC against rays thanks to their reflective crystalline skin. In addition, once per day, they can deflect a single ray attack targeted at them as if they were using the Deflect Arrows feat. This racial trait replaces earth affinity.

Appears In : Advanced Race Guide

Darkvision (60 feet)

Racial Ability, Senses (Outside)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

Jasper Steropes – Abilities & Gear

Treacherous Earth (9 minutes, 1/day) Unknown

Once per day, an oread with this racial trait can will the earth to rumble and shift, transforming a 10-foot-radius patch of earth, unworked stone, or sand into an area of difficult terrain, centered on an area the oread touches. This lasts for a number of minutes equal to the oread's level, after which the ground returns to normal. This racial trait replaces the spell-like ability racial trait.

Appears In : Advanced Race Guide

Affinity for My Team (Su) Class Ability (Fighter)

A mascot is the heart and soul of its team. At first, the team consists of only the familiar and its master, but at 3rd level and every 3 levels thereafter, a mascot can add an additional member to its team. A mascot's empathic link extends to all members of its team. A mascot can add or remove one team member over the course of a day.

This replaces alertness and alters empathic link.

Deliver Touch Spells Through Familiar (Su) Class Ability (Fighter)

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the 'toucher'. The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Modification from Mascot: At 5th level, spells delivered by a mascot's deliver touch spells ability function at its master's caster level – 2. The mascot can deliver the touch spells of any of its team members.

Free Fighting Style (2 styles) Class Ability (Fighter)

At 3rd level, a Varisian free-style fighter can freely mix two of the styles he knows into a more flexible style. A Varisian free-style fighter can have an additional style feat stance active simultaneously with his first style feat stance. He can enter all of his allowed stances as a move action or one stance as a swift action. At 11th level, a Varisian free-style fighter can have the stances of up to two additional style feats active at the same time. At 15th level, a Varisian free-style fighter can have the stances of up to three additional style feats active at the same time. This ability replaces armor training.

Lucky Mascot (Su) Class Ability (Fighter)

Whenever a mascot uses the aid another action to improve a team member's attack roll or AC, that team member also gains a +1 luck bonus to AC for 1 round.

This replaces improved evasion.

Martial Flexibility (swift action, 7/day) (Ex) Class Ability (Fighter)

A brawler can take a move action 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. She may use this ability a number of times per day equal to 3 + 1/2 her brawler level (minimum 1).

The brawler can use this ability again before the duration expires in order to replace the previous combat feat with another choice.

If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit.

At 6th level, a brawler can use this ability to gain the benefit of two combat feats at the same time. She may select one feat as a swift action or two feats as a move action. She may use one of these feats to meet a prerequisite of the second feat; doing so means that she cannot replace a feat currently fulfilling another's prerequisite without also replacing those feats that require it. Each individual feat selected counts toward her daily uses of this ability.

At 10th level, a brawler can use this ability to gain the benefit of three combat feats at the same time. She may select one feat as a free action, two feats as a swift action, or three feats as a move action. She may use one of the feats to meet a prerequisite of the second and third feats, and use the second feat to meet a prerequisite of the third feat. Each individual feat selected counts toward her daily uses of this ability.

At 12th level, a brawler can use this ability to gain the benefit of one combat feat as an immediate action or three combat feats as a swift action. Each individual feat selected counts toward her daily uses of this ability.

At 20th level, a brawler can use this ability to gain the benefit of any number of combat feats as a swift action. Each feat selected counts toward her daily uses of this ability.

Martial Flexibility (Ex) : A Varisian free-style fighter gains martial flexibility^{ACG} as per the brawler class feature, treating his fighter level as his brawler level for the purposes of this ability. This ability replaces the bonus feats gained at 1st level, 6th level, 10th level, and 12th level, as well as weapon training and weapon mastery.

Share Spells with Familiar Class Ability (Fighter)

The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Modification from Mascot: At 3rd level, spells that target a mascot via its share spells ability function at its master's caster level – 2. The mascot also benefit from the spells of any team member when it is using share spells.

Share Training (Ex) Class Ability (Fighter)

At 2nd level, when the familiar can see and hear its master, it can use any combat feat possessed by the eldritch guardian. The familiar doesn't have to meet the feat's prerequisites, but at the GM's discretion may be precluded from using certain combat feats due to its physical form. For example, an eldritch guardian's pig familiar with access to Exotic Weapon Proficiency (spiked chain) would not gain the ability to use spiked chains, since it doesn't have any limbs capable of properly handling them. This ability replaces the bonus feat gained at 2nd level.

Steel Will +2 (Ex) Class Ability (Fighter)

Starting at 2nd level, the eldritch guardian gains a +1 bonus on Will saves against fear and mind-affecting effects.. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

Jasper Steropes – Abilities & Gear

Ring of protection +1

Ring

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 1,000 gp

Wand of cat's grace (8 charges)

Wand

Cat's Grace

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier.

Wand of cure light wounds (46 charges)

Wand

Cure Light Wounds

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Wand of cure moderate wounds (8 charges)

Wand

Cure Moderate Wounds

This spell functions like *cure light wounds*, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

Wand of cure moderate wounds (9 charges)

Wand

Cure Moderate Wounds

This spell functions like *cure light wounds*, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

Wand of endure elements (50 charges)

Wand

Endure Elements

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Wand of lesser restoration (8 charges)

Wand

Restoration, Lesser

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

Wand of mage armor (49 charges)

Wand

Mage Armor

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Wand of prestidigitation (47 charges)

Wand

Prestidigitation

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters.

Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Wand of shield (47 charges)

Wand

Shield

Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.

Amulet of natural armor +1

Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +1.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 1,000 gp

Belt of giant strength +2

Wondrous Item (Belt)

This belt is a thick leather affair, often decorated with huge metal buckles. The belt grants the wearer an enhancement bonus to Strength of +2. Treat this as a temporary ability bonus for the first 24 hours the belt is worn.

Construction

Requirements: Craft Wondrous Item, *bull's strength*; **Cost** 2,000 gp

Cloak of resistance +3

Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +3 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements: Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 4,500 gp

Spectacles of understanding

Wondrous Item (Eyes)

When worn, these innocent-looking spectacles convert any written language to one known by the wearer, as the *comprehend languages* spell. The glasses are also good at detecting falsified documents, granting their wearer a +5 bonus to Linguistics checks to identify forgeries and the ability make such checks untrained.

Construction

Requirements Craft Wondrous Item, *comprehend languages*; **Cost** 1,500 gp

Appears In : Ultimate Equipment

Traveler's any-tool

Wondrous Item

This implement at first seems to be nothing but a 12-inch iron bar lined with small plates and spikes. It can be folded, twisted, hinged, and bent, to form almost any known tool. Hammers, shovels, even a block and tackle (without rope) are possible. It can duplicate any tool the wielder can clearly visualize that contains only limited moving parts, such as a pair of scissors, but not a handloom. It cannot be used to replace missing or broken parts of machines or vehicles unless a mundane tool would have done the job just as well.

The any-tool counts as a set of masterwork artisan's tools for most Craft or Profession skills (although very specialist crafts such as alchemy still require their own unique toolset). It is an ineffective weapon, always counting as an improvised weapon and never granting any masterwork bonus on attack rolls.

Construction

Requirements Craft Wondrous Item, *major creation*; **Cost** 125 gp

Appears In : Ultimate Equipment

Winged boots (3/day)

Wondrous Item (Feet)

These boots appear to be ordinary footgear. On command, they sprout wings at the heel and let the wearer fly, without having to maintain concentration, as if affected by a *fly* spell (including a +4 bonus on Fly skill checks). He can fly three per times day for up to 5 minutes per flight.

Construction

Requirements Craft Wondrous Item, *fly*; **Cost** 8,000 gp

Arbiter unit 8423089

No Gender rbiter arbiter (mascot, sage) - CL2 - CR 2

Lawful Neutral Outsider (Extraplanar, Inevitable, Lawful);

Deity: **Alseta**; Height: 1'; Weight: **60 lb.**; Eyes: **Black**; Skin: **Feathered**

Ability	Score	Modifier	Temporary
STR STRENGTH	11	0	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	21	+5	
WIS WISDOM	11	0	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8 =	+6	+2				
REFLEX (DEXTERITY)	+6 =	+3	+3				
WILL (WISDOM)	+3 =	+3					

Immunity to Ability Damage	Immunity to Fatigue
Immunity to Ability Drain	Immunity to Mind-Affecting effects
Immunity to Death and Necromancy effects	Immunity to Nonlethal Damage
Immunity to Death Effects	Immunity to Paralysis
Immunity to Disease	Immunity to Poison
Immunity to Energy Drain	Immunity to Sleep
Immunity to Exhausted	Immunity to Stunning

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 18 =			+3	+2	+3			

Touch AC 15	Flat-Footed AC 15
BAB	Dexterity
Size	Misc

CM Bonus +10 =	+9	+3	-2	-
-----------------------	----	----	----	---

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense 20 = 10	+9	+0	+3	-2
---------------------------	----	----	----	----

Base Attack +9	HP 42
-----------------------	--------------

Critical Focus: +4 circumstance bonus to confirm critical hits

Initiative +3	Damage / Current HP
Speed 20 ft	

+1 kukri

Main hand: +15/+10, 1d2+1

Main w/ offhand: +11/+6, 1d2+1

Main w/ light off: +13/+8, 1d2+1

Offhand: +13, 1d2+1

Critical Focus: +4 circumstance bonus to confirm critical hits

Crit: 15-20/x2

Light, S

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (3)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+5	INT (5)	-	
Bluff	+2	CHA (2)	-	
Climb	+3	DEX (3)	-	
Craft ()	+3	INT (5)	-	
Diplomacy	+10	CHA (2)	5	
Disguise	+2	CHA (2)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+12	DEX (3)	2	
Heal	+0	WIS (0)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (Any)	+9	INT (5)	-	
Knowledge (arcana)	+13	INT (5)	1	
Knowledge (engineering)	+13	INT (5)	1	
Knowledge (geography)	+13	INT (5)	1	
Knowledge (history)	+13	INT (5)	1	
Knowledge (planes)	+18	INT (5)	6	
Linguistics	+6	INT (5)	1	
Perception	+5	WIS (0)	2	
Ride	+3	DEX (3)	-	
Sense Motive	+5	WIS (0)	2	
Stealth	+22	DEX (3)	8	
Survival	+4	WIS (0)	1	
Swim	+3	DEX (3)	-	
Use Magic Device	+11	CHA (2)	9	

Feats

Critical Focus

+4 to confirm critical hits.

Dirty Fighting

Forgo flanking bonus to make combat maneuver not provoke attack of op.

Flyby Attack

You can take a standard action during your move action while flying.

Improved Critical (Kukri)

When using the weapon you selected, your threat range is doubled.

Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

Power Attack -3/+6

You can subtract from your attack roll to add to your damage.

Simple Weapon Proficiency - All

Proficient with all simple weapons.

Two-Weapon Fighting

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6.

Weapon Finesse

Can use Dex to attack with light and certain other weapons. Shields give ACP penalty to attack rolls.

Animal Tricks

Attack [Trick]

The animal will attack on command.

Defend [Trick]

The animal will defend you.

Down [Trick]

The animal will break off combat on command.

Fighting [Trick]

The animal has been trained to fight.

Guard [Trick]

The animal stays in place and prevents others from approaching.

Perform [Trick]

The animal will perform tricks.

Stay [Trick]

The animal will stay where it is.

+1 kukri

Main hand: **+15, 1d2+1**

Crit: 15-20/x2
Light, S

Main w/ offhand: **+11, 1d2+1**

Main w/ light off: **+13, 1d2+1**

Offhand: **+13, 1d2+1**

Critical Focus: +4 circumstance bonus to confirm critical hits

Jutte

Main hand: **+14/+9, 1d3**

Crit: x2
Light, B, Disarm,

Main w/ offhand: **+10/+5, 1d3**

Main w/ light off: **+12/+7, 1d3**

Offhand: **+12, 1d3**

Critical Focus: +4 circumstance bonus to confirm critical hits

Jutte

Main hand: **+14/+9, 1d3**

Crit: x2
Light, B, Disarm,

Main w/ offhand: **+10/+5, 1d3**

Main w/ light off: **+12/+7, 1d3**

Offhand: **+12, 1d3**

Critical Focus: +4 circumstance bonus to confirm critical hits

Experience & Wealth

Current Cash: **You have no money!**

Unarmed strike

Main hand: **+14/+9, 1**

Crit: x2

nonlethal

Light, B, Nonlethal

Main w/ offhand: **+10/+5, 1**

nonlethal

Main w/ light off: **+12/+7, 1**

nonlethal

Offhand: **+12, 1 nonlethal**

Critical Focus: +4 circumstance bonus to confirm critical hits

Gear

Total Weight Carried: 0.6/57.5 lbs,

Encumbrance Ignored

(Light: 19 lbs, Medium: 38 lbs, Heavy: 57.5 lbs)

+1 kukri 0.2 lbs

+1 kukri 0.2 lbs

Jutte 0.1 lbs

Jutte 0.1 lbs

Money -

Special Abilities

Affinity for My Team (3 members) (Su)

A mascot is the heart and soul of its team. At first, the team consists of only the familiar and its master, but at 3rd level and every 3 levels thereafter, a mascot can add an additional member to its team. A mascot's empathic link

Constant Vigilance (Su)

An arbiter gains a +4 bonus to recognize and disbelieve illusions created by creatures with the chaotic subtype or possessing the chaotic descriptor.

Constructed (+0 HP) (Su)

Although inevitables are living outsiders, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored

Darkvision (60 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but

Deliver Touch Spells (Su)

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can

Electrical Burst (DC 16) (Ex)

An arbiter can release electrical energy from its body in a 10-foot-radius burst that deals 3d6 electricity damage (DC 13 Reflex half). Immediately following such a burst, the arbiter becomes stunned for 24 hours. The save DC is

Fly (50 feet, Average)

A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.

Heart of the Team (Ex)

Once per day at 13th level, as a full-round action, a mascot can designate any member of its team as its master for the purpose of calculating its base attack bonus, Hit Dice, hit points, saving throws, and skill ranks.

Locate Inevitable (Su)

An arbiter can always sense the direction of the nearest non-arbiter inevitable on the plane, the better to help it report back to its superiors. It cannot sense the range to this inevitable.

Low-Light Vision

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Special Abilities

Lucky Mascot (Su)

Whenever a mascot uses the aid another action to improve a team member's attack roll or AC, that team member also gains a +1 luck bonus to AC for 1 round.

Regeneration 2 (chaotic)

A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they can't die as long as their regeneration is still functioning (although creatures with regeneration still fall

Sage's Knowledge +4 (Ex)

A sage stores information on every topic and is happy to lecture its master on the finer points. A sage can attempt all Knowledge checks untrained and receives a bonus on all Knowledge checks equal to 1/2 its level. Additionally, a

Share Spells

The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Speak With Team (Ex)

At 7th level, a mascot gains the ability to speak with all members of its team verbally as if using speak with master.

Truespeech (Su)

All agathions, angels, archons, azatas, and inevitables can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to creature's Hit Dice, 14 for archons and azatas). This ability is always

Spell-Like Abilities

Command (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Commune (6 questions, CL 12th, 1/week)	<input type="checkbox"/>
Detect Chaos (Constant)	
Make Whole (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Protection from Chaos (3/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Aquan	Ignan
Auran	Polyglot
Cyclops	Terran

Situational Modifiers

Acrobatics

Speed greater/less than 30 ft. : -4 to jump

Background

Arbiter unit 8423089 was assigned by the Goddess Alsetta to monitor and act in Ghol-gan. Arbiter unit 8423089 was monitoring and recording events during Earthfall. Arbiter unit 8423089 was trapped under falling walls and debris. Arbiter unit 8423089 was unable to extract itself.

Arbiter unit 8423089 was trapped for 315009724628.136548952 seconds, before the partlymineral-man designated Jasper unburied him.

The partly-mineral-man showed Arbiter unit 8423089 how much the world has changed, and gave much input and data. Arbiter unit 8423089 found partly-mineral-man designated Jasper to be a follower of law and Alsetta, and to be a fine guide in observation and bringing order to this unordered world.

Arbiter unit 8423089 trusts partly-mineral-man Jasper and his associates. Sometimes suggestions do not always make perfect logical sense, but Arbiter unit 8423089 finds it useful to presume that they know details on the ground (and the minds of the imperfect mortals) which bring about order.

Sourcebooks Used

- **Bestiary 2** - Inevitable, Arbiter (race)
- **Dirty Tactics Toolbox** - Dirty Fighting (feat)
- **Familiar Folio / Ultimate Wilderness** - Mascot (alternate racial trait); Sage (alternate racial trait)
- **Inner Sea Races / Inner Sea World Guide** - Polyglot (language)
- **Ultimate Combat / Ultimate Equipment** - Jutte (weapon)

Arbiter unit 8423089 – Abilities & Gear

Critical Focus Feat

You are trained in the art of causing pain.

Prerequisites: Base attack bonus +9.

Benefit: You receive a +4 circumstance bonus on attack rolls made to confirm critical hits.

Dirty Fighting Feat

You can take advantage of a distracted foe.

Benefit: When you attempt a combat maneuver check against a foe you are flanking, you can forgo the +2 bonus on your attack roll for flanking to instead have the combat maneuver not provoke an attack of opportunity. If you have a feat or ability that allows you to attempt the combat maneuver without provoking an attack of opportunity, you can instead increase the bonus on your attack roll for flanking to +4 for the combat maneuver check.

Special: This feat counts as having Dex 13, Int 13, Combat Expertise, and Improved Unarmed Strike for the purposes of meeting the prerequisites of the various improved combat maneuver feats, as well as feats that require those improved combat maneuver feats as prerequisites.

Appears In: Dirty Tactics Toolbox

Flyby Attack Feat

This creature can make an attack before and after it moves while flying.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

Improved Critical (Kukri) Feat

Attacks made with your chosen weapon are quite deadly.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

Power Attack -3/+6 Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Two-Weapon Fighting Feat

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Combat.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

Appears In: Not New Paths Option: Use Scaling Feats

Weapon Finesse Feat

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

Benefit: 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.

Special: Natural weapons are considered light weapons.

Attack [Trick] Animal Trick Trick

The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals. Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Defend [Trick] Animal Trick Trick

The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

Down [Trick] Animal Trick Trick

The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Arbiter unit 8423089 – Abilities & Gear

<p>Fighting [Trick] Animal Trick Trick An animal trained to engage in combat knows the tricks attack, down, and stay. Training an animal for fighting takes three weeks.</p>	<p>Immunity to Energy Drain Unknown Immune to energy drain</p>
<p>Guard [Trick] Animal Trick Trick The animal stays in place and prevents others from approaching.</p>	<p>Immunity to Exhausted Unknown You are immune to the exhausted condition.</p>
<p>Perform [Trick] Animal Trick Trick The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on.</p>	<p>Immunity to Fatigue Unknown You are immune to the fatigued condition.</p>
<p>Stay [Trick] Animal Trick Trick The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.</p>	<p>Immunity to Mind-Affecting effects Unknown You are immune to Mind-Affecting effects.</p>
<p>Constant Vigilance (Su) Racial Ability (Inevitable, Arbiter) An arbiter gains a +4 bonus to recognize and disbelieve illusions created by creatures with the chaotic subtype or possessing the chaotic descriptor.</p>	<p>Immunity to Nonlethal Damage Unknown You are immune to Nonlethal Damage</p>
<p>Constructed (+0 HP) (Su) Racial Ability Although inevitables are living outsiders, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and <i>bane</i> weapons), inevitables count as both outsiders and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Inevitables are not subject to nonlethal damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as constructs of their size.</p>	<p>Immunity to Paralysis Unknown You are immune to paralysis.</p>
<p>Darkvision (60 feet) Racial Ability, Senses (Inevitable) A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.</p>	<p>Immunity to Poison Unknown You are immune to poison.</p>
<p>Electrical Burst (DC 16) (Ex) Racial Ability (Inevitable, Arbiter) An arbiter can release electrical energy from its body in a 10-foot-radius burst that deals 3d6 electricity damage (DC 13 Reflex half). Immediately following such a burst, the arbiter becomes stunned for 24 hours. The save DC is Constitution-based.</p>	<p>Immunity to Sleep Unknown You are immune to sleep effects.</p>
<p>Fly (50 feet, Average) Unknown A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective in an antimagic field, and the creature loses its ability to fly for as long as the antimagic effect persists.</p>	<p>Immunity to Stunning Unknown You are immune to being stunned.</p>
<p>Immunity to Ability Damage Unknown Immunity to ability damage</p>	<p>Locate Inevitable (Su) Racial Ability (Inevitable, Arbiter) An arbiter can always sense the direction of the nearest non-arbiter inevitable on the plane, the better to help it report back to its superiors. It cannot sense the range to this inevitable.</p>
<p>Immunity to Ability Drain Unknown Immunity to ability drain</p>	<p>Low-Light Vision Racial Ability, Senses A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.</p>
<p>Immunity to Death and Necromancy effects Unknown You are immune to Death and Necromancy effects.</p>	<p>Regeneration 2 (chaotic) Unknown A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they can't die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are reduced below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning.</p>
<p>Immunity to Death Effects Unknown You are immune to death effects.</p>	<p>Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.</p>
<p>Immunity to Disease Unknown You are immune to diseases.</p>	<p>A creature must have a Constitution score to have the regeneration ability.</p>
	<p>Truespeech (Su) Racial Ability (Inevitable) All agathions, angels, archons, azatas, and inevitables can speak with any creature that has a language, as though using a <i>tongues</i> spell (caster level equal to creature's Hit Dice, 14 for archons and azatas). This ability is always active.</p>

Affinity for My Team (3 members) (Su) Class Ability (Familiar Benefits)

A mascot is the heart and soul of its team. At first, the team consists of only the familiar and its master, but at 3rd level and every 3 levels thereafter, a mascot can add an additional member to its team. A mascot's empathic link extends to all members of its team. A mascot can add or remove one team member over the course of a day.

This replaces alertness and alters empathic link.

Deliver Touch Spells (Su) Class Ability (Familiar Benefits)

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master would. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Modification from Mascot: At 5th level, spells delivered by a mascot's deliver touch spells ability function at its master's caster level – 2. The mascot can deliver the touch spells of any of its team members.

This alters deliver touch spells.

Heart of the Team (Ex) Class Ability (Familiar Benefits)

Once per day at 13th level, as a full-round action, a mascot can designate any member of its team as its master for the purpose of calculating its base attack bonus, Hit Dice, hit points, saving throws, and skill ranks.

This replaces spell resistance and scry on familiar.

Note: This ability is not yet implemented.

Lucky Mascot (Su) Class Ability (Familiar Benefits)

Whenever a mascot uses the aid another action to improve a team member's attack roll or AC, that team member also gains a +1 luck bonus to AC for 1 round.

This replaces improved evasion.

Sage's Knowledge +4 (Ex) Class Ability (Familiar Benefits)

A sage stores information on every topic and is happy to lecture its master on the finer points. A sage can attempt all Knowledge checks untrained and receives a bonus on all Knowledge checks equal to 1/2 its level. Additionally, a sage gains 2 skill ranks at each level. Its maximum number of ranks in any given skill is equal to its level.

This replaces alertness and the familiar's ability to share its master's skill ranks.

Share Spells Class Ability (Familiar Benefits)

The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Modification from Mascot: At 3rd level, spells that target a mascot via its share spells ability function at its master's caster level – 2. The mascot also benefit from the spells of any team member when it is using share spells.

This alters share spells.

Speak With Team (Ex) Class Ability (Familiar Benefits)

At 7th level, a mascot gains the ability to speak with all members of its team verbally as if using speak with master.

This replaces speak with master and speak with animals of its kind.