

Name: Randr Lagmann, Esquire **PFS:** #14034-61

Business: Partner in the law firm of Murescu, Oprea, Calitier, & Lagmann LLC

Initiative: +1

AC: 38 (Touch 14, FF 37) [+4 (+4, +0) vs Giants]

CMD: 23 (FF 22) [+4 (+4) vs Bull Rush and Trip] [+4 (+0) Dodge Bonus vs Giants]

Fight Defensively: +2 (+2, +0) / +2 (+0)

Total Defense: +4 (+4, +0) / +4 (+0)

Fort: +16

Reflex: +7

Will: +16

Spell Resistance: 17

HP: 135

BAB: +9/+4

Performance Combat: +2

CMB: +11

Speed: 20'

Languages: Celestial, Draconic, Dwarf, Hallit, Infernal, Polyglot, Taldane, Terran

Per-scenario Abilities:

1 Reroll O

Per-day Abilities:

11 Master's Illusion OOOOO OOOOO O Master's Illusion | rounds of Veil self and others within 30' DC 21

9 Copycat OOOOO OOOO Mirror image 1 image for 1 round as a move action

4 Martial Flexibility OOOO

3 Channel Negative Energy OOO 5d6 30' radius [DC 15 save for half]

1 Showmanship O Use Craft or Profession in place of Disable Device, Knowledge Engineering, or Use Magic Device, as if trained.

2 Pearl of Power I OO Standard action, gain a level 1 spell back in memory after it has been cast

Limited Use Items:

48 Wand Endure Elements OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOOO OOOO

27 Wand Infernal Healing OOOOO OOOOO OOOOO OOOOO OOOOO OO

8 Wand Cure Light Wounds OOOOO OOO

2 Scrolls Lesser Restoration OO

1 Scroll Breath of Life O

3 Resourceful OOO – Get stuff with Faction sheet

Cleric CL: 11 DC: 16+spell level Concentration: +16

Melee touch: +9 Ranged Tough: +9

4 Cleric level 0 spells (DC 15):

Pick four: [] Bleed, [] Create Water, [] Detect Magic, [] Detect Poison, [] Enhanced Diplomacy, [] Guidance, [] Light, [] Mending, [] Purify Food and Drink, [] Read Magic, [] Resistance, [] Scrivener's Chant, [] Spark, [] Stabilize, [] Vigor, [] Virtue

6+1 Cleric level 1 spells (DC 17):

Domain, Pick one: [] **Disguise Self**

Pick five (on demand, may trade any out for **Inflict Light Wounds**):

- [] Abadar's Truthtelling, [] Abstemiousness, [] Abundant Ammunition, [] Air Bubble,
- [] Ant Haul, [] Aspect of the Nightingale, [] Bane, [] **Bless**, [] Blessing of the Watch,
- [] Burning Disarm, [] Carrion Compass, [] Cause Fear, [] Clarion Call, [] Command,
- [] Compel Hostility, [] Comprehend Language, [] Cultural Adaptation, [] Cure Light Wounds,
- [] Curse Water, [] Dancing Lantern, [] Deadeye's Lore, [] Deathwatch,
- [] Decompose Corpse, [] Desperate Weapon, [] Detect Chaos, [] Detect Charm,
- [] Detect Demon, [] Detect Evil, [] Detect Good, [] Detect Law, [] Detect Radiation,
- [] Detect the Faithful, [] Detect Undead, [] Diagnose Disease, [] Divine Favor, [] Doom,
- [] Dream Feast, [] **Endure Elements**, [] Enhance Water, [] Entropic Shield,
- [] Face of the Devourer, [] Fairness, [] Fallback Strategy, [] Firebelly, [] Forbid Action,
- [] Gorum's Armor, [] Hairline Fractures, [] Haze of Dreams, [] Hide from Undead,
- [] Ice Armor, [] Infernal Healing, [] **Ironbeard**, [] Know the Enemy,
- [] Kreighton's Perusal, [] Liberating Command, [] Lighten Object, [] Lucky Number,
- [] Magic Stone, [] Magic Weapon, [] Moment of Greatness, [] Murderous Command,
- [] Obscure Poison, [] Obscuring Mist, [] Peace Bond, [] Pick Your Poison, [] Poison Egg,
- [] Protection from Chaos, [] Protection from Good, [] Ray of Sickening, [] Read Weather,
- [] Refine Improvised Weapon, [] Reinforce Armaments, [] Remove Fear, [] Remove Sickness,
- [] Restore Corpse, [] Sanctuary, [] **Shield of Faith**, [] Shield Speech,
- [] **Speak Local Language**, [] Starsight, [] Stunning Barrier, [] Summon Minor Monster,
- [] Summon Monster I, [] Sun Metal, [] **Sure Casting**, [] Tap Inner Beauty,
- [] Touch of Bloodletting, [] Tracking Mark, [] Unbreakable Heart, [] Unwelcome Halo,
- [] Watchful Eye, [] Weapons Against Evil

6+1 Cleric level 2 spells (DC 18):

Domain, Pick one: [] **Invisibility**

Pick five (on demand, may trade any out for **Inflict Moderate Wounds**):

- [] Admonishing Ray, [] Aid, [] Air Step, [] Align Weapon, [] Alter Summoned Monster.
- [] Ancestral Communion, [] Animate Dead, Lesser, [] Ant Haul, Communal, [] Arrow of Law,
- [] Augury, [] Bear's Endurance, [] Beloved of the Forge, [] Bestow Weapon Proficiency,
- [] Blessing of Courage and Life, [] Boiling Blood, [] Book Ward, [] Brittle Portal,
- [] Build Trust, [] Bull's Strength, [] Calm Emotions, [] Calm Spirit, [] Cleromancy,
- [] Compassionate Ally, [] **Conditional Favor**, [] Cure Moderate Wounds, [] Dark Whispers,
- [] Darkness, [] Deadeye's Arrow, [] Death Knell, [] Defending Bone, [] Delay Pain,
- [] Delay Poison, [] Desecrate, [] Detect Magic, Greater, [] Detect Relations,
- [] Disfiguring Touch, [] Dread Bolt, [] Dress Corpse, [] Dwarven Veil, [] Eagle's Speldor
- [] Early Judgement, [] Effortless Armor, [] Endure Elements, Communal, [] **Enthrall**,
- [] Find Traps, [] Gentle Repose, [] Ghostbane Dirge, [] Gird Ally, [] Gozreh's Trident,
- [] Grace, [] Groundswell, [] Hanspur's Flotsam Vessel, [] Hold Person, [] Ice Shape (016),
- [] Imbue with Aura, [] Inheritor's Smite, [] Inner Focus, [] Instant Armor,
- [] Instant Weapon, [] Instrument of Agony, [] Invigorating Poison, [] Know Peerage,
- [] Lay of the Land, [] **Life Pact**, [] Light Prison, [] Make Whole, [] Marching Chant,
- [] Masterwork Transformation, [] Muffle Sound, [] Necromantic Burden, [] Owl's Wisdom,
- [] Page Bound Epiphany, [] Path of Glory, [] **Peacemaker's Parley**, [] Pilfering Hand,
- [] Planetarium, [] Protection from Chaos, Communal, [] Protection from Good, Communal,
- [] Protection from Outsiders, [] Protection from Technology, [] Protective Penumbra,
- [] Recentering Drone, [] Reinforce Armaments, Communal, [] Remove Paralysis,
- [] Resist Energy, [] Restoration, Lesser, [] Returning Weapon, [] Rovagug's Fury,
- [] Secret Speech, [] Share Language, [] Shared Sacrifice, [] Shatter,
- [] Shield of Fortification, [] **Shield Other**, [] Silence, [] Silent Table, [] Snow Shape,
- [] Sound Burst, [] Spell Gauge, [] **Spiritual Weapon**, [] Staggering Fall,
- [] Stalwart Reserve, [] Status, [] Stone Throwing, [] Summon Cacodaemon,
- [] Summon Monster II, [] Suppress Charms and Compulsions, [] Surmount Affliction,
- [] Track Ship, [] Trail of the Rose, [] Twisted Futures, [] Undetectable Alignment,
- [] Unholy Ice Weapon, [] Unliving Rage, [] Vexing Miscalculation, [] Weapon of Awe,
- [] Web Shelter

5+1 Cleric level 3 spells (DC 19):

Domain, Pick one: [] **Nondetection**

Pick three (on demand, may trade any out for **Inflict Serious Wounds**):

- [] Agonize, [] Align Weapon Communal, [] Animate Dead, [] Aura of Inviolable Ownership,
- [] Aura Sight, [] Badger's Ferocity, [] Beacon of Luck, [] Bestow Curse,
- [] Blessing of the Mole, [] Blindness/Deafness, [] Blood Biography Blood Rage
- [] Calculated Luck, [] Catatonia, [] Chain of Perdition, [] Channel the Gift,
- [] Channel Vigor, [] Charitable Impulse, [] Collaborative Thaumaturgy, [] Contagion,
- [] Contagious Zeal, [] Continual Flame, [] Create Food and Water, [] **Cure Serious Wounds**,
- [] Daybreak Arrow, [] Daylight, [] Deadly Juggernaut, [] Deeper Darkness,
- [] Delay Poison Communal, [] Detect Anxieties, [] Detect Desires, [] Discharge,
- [] Discovery Torch, [] Dispel Magic, [] Disrupt Silence, [] Dragon Turtle Shell,
- [] Drain Poison, [] Elemental Speech, [] Enter Image, [] False Alibi, [] Final Sacrifice,
- [] Fractions of Heal and Harm, [] Glyph of Warding, [] Guiding Star, [] Helping Hand,
- [] Hydrophobia, [] **Invisibility Purge**, [] Life Shield, [] Locate Object,
- [] Lover's Vengeance, [] Magic Circle Against Chaos, [] Magic Circle Against Good,
- [] Magic Vestment, [] Mantle of Calm, [] Mark of Obvious Ethics, [] Mathematical Curse,
- [] Meld Into Stone, [] Monstrous Extremities, [] Nap Stack, [] Numerological Resistance,
- [] Oath of Justice, [] Obscure Object, [] Planned Assault, [] Prayer,
- [] **Protection from Energy**, [] Reaper's Coerter, [] Remove Blindness/Deafness,
- [] Remove Curse, [] Remove Disease, [] **Resist Energy Communal**,
- [] Returning Weapon Communal, [] Revelation, [] Sacred Bond, [] Sadomasochism,
- [] Sand Whirlwind, [] Sands of Time, [] Searing Light, [] Share Language Communal,
- [] Sharesister, [] Silverlight, [] Skeleton Crew, [] Sky Swim, [] Speak with Dead,
- [] Stone Shape, [] Storm of Blades, [] Stunning Barrier Greater,
- [] **Summon Ancestral Guardian**, [] Summon Monster III, [] Summon Totem Creature,
- [] Symbol of Healing, [] Tactical Formation, [] Vision of Hell, [] Luminous Vocabulary,
- [] Water Breathing, [] Water Walk, [] Waters of Lamashtu, [] Wind Wall,
- [] Wrathful Mantle

4+1 Cleric level 4 spells (DC 20):

Domain, Pick one: [] **Confusion**

Pick two (on demand, may trade any out for **Inflict Critical Wounds**):

- [] Absolution, [] **Air Walk**, [] Alter River, [] Ancestral Gift, [] Anti-Corporeal Shell,
- [] Ardor's Onslaught, Aura of Doom, [] Baphomet's Blessing, [] Black Spot,
- [] Blessing of Fervor, [] Bloatbomb, [] Blood Crow Strike, [] Bountiful Banquet,
- [] Burst with Light, [] Charon's Dispensation, [] Conditional Curse,
- [] Control Summoned Creature, [] Control Water, [] **Cure Critical Wounds**, [] Demon Ward,
- [] Deadman's Contingency, [] Death Knell Aura, [] Death Ward, [] Death Knell Aura,
- [] Debilitating Portent, [] Dimensional Anchor, [] Discern Lies,
- [] Dismissal, [] Divination, [] Divine Power, [] Enchantment Foil, [] False Future,
- [] Fleshworm Infestation, [] **Freedom of Movement**, [] Lesser Geas, [] Giant Vermin,
- [] Guilded Whispers, [] Glimpse of Truth, [] Globe of Tranquil Water, [] Guardian of Faith,
- [] Hallucinogenic Smoke, [] Heavy Water, [] Imbue with Spell Ability,
- [] Infernal Healing Greater, [] Inflict Critical Wounds, [] Instant Restoration,
- [] Magic Circle Against Technology, [] Magic Weapon Greater, [] Majestic Image,
- [] Make Whole Greater, [] Master's Escape, [] Mighty Strength, [] Nature's Ravages,
- [] Neutralize Poison, [] Order's Wrath, [] Paths of Glory Greater, [] Persistent Vigor,
- [] Plague Carrier, [] Planar Adaptation, [] Planar Ally Lesser,, [] Planetary Adaptation,
- [] Poison, [] Poisonous Balm, [] Protection from Energy Communal, [] Quieting Weapons,
- [] Red Hand of the Killer, [] Remove Radioactivity, [] Repel Vermin, [] Replenish Ki,
- [] Rest Eternal, [] Restoration, [] Ride the Waves, [] Sending,
- [] Shield of Fortification Greater, [] Shield Speech Greater, [] Soothe Construct,
- [] Speak with Haunt, [] SpellImmunity, [] Spellcrash Lesser, [] **Spiritual Ally**,
- [] Spit Venom, [] Summon Accuser, [] Summon Cacodaemon Greater, [] Summon Monster IV,
- [] Summoner Conduit, [] Sword to Snake, [] Symbol of Revelation, [] Symbol of Slowing,
- [] Terrible Remorse, [] Thaumaturgic Circle, [] Tongues, [] Undeath Inversion,
- [] Unholy Blight, [] Ward Shield, [] Water Walk Communal, [] Wrathful Weapon

3+1 Cleric level 5 spells (DC 21):

Domain, Pick one: **False Vision**

Pick three (on demand, may trade any out for **Mass Inflict Light Wounds**):

- Air Walk Communal, Ancestral Memory, Lesser Astral Projection, Atonement,
- Awaken the Devoured, Boneshatter, Break Enchantment, **Breath of Life**,
- Burst of Glory, Call Spirit, Caustic Blood, Cleanse, Greater Command,
- Commune, Lesser Contagion, Mass Cure Light Wounds, Major Curse,
- Dispel Balance, Dispel Chaos, Dispel Good, Disrupting Weapon,
- Dungeonsight, Fickle Winds, Flame Strike, Greater Forbid Action,
- Freedom's Toast, Mass Ghostbane Dirge, Hunter's Blessing,
- Mass Inflict Light Wounds, Insect Plague, Invigorating Repose, Life Bubble,
- Mass Lighten Object, Mark of Justice, **Pillar of Life**, **Plane Shift**,
- Planeslayer's Call, Raise Dead, Rapid Repair, Reboot, Reprobation,
- Righteous Might, Sanctify Weapons, Greater Sand Whirlwind, Scrying,
- Serenity, Sessile Spirit, Slay Living, Smite Abomination, Snake Staff,
- Soulswitch, Communal Spell Immunity, Spell Resistance,
- Sphere of Warding, Summon Cuestodaemon, Summon Infernal Host,
- Summon Monster V, Symbol of Pain, Symbol of Scrying, Symbol of Sleep,
- Symbol of Striking, Communal Tongues, Treasure Stitching, True Seeing,
- Undeath Ward, Unhallow, Unholy Ice, Vinetrap, Wall of Blindness/Deafness,
- Wall of Clockwork, Wall of Ectoplasm, Wall of Stone

2+1 Cleric level 6 spells (DC 22):

Domain, Pick one: **Mislead**

Pick two (on demand, may trade any out for **Mass Inflict Moderate Wounds**):

- Animate Objects, Antilife Shell, Banishment, Bear's Endurance Mass,
- Blade Barrier, Bloodsworn Retribution, Bull's Strnegth Mass, Cold Ice Strike,
- Cold Ice Strike, Create Undead, **Cure Moderate Wounds Mass**, Curse of the Outcast,
- Death Knell Aura Greater, Dimensional Blade, Discharge Greater,
- Dispel Magic Greater, Dust Form, Eagle's Splendor Mass, Epidemic,
- Find the Path, Forbiddence, Geas/Quest, Glyph of Warding Greater,
- Hammer of Mending, Harm, **Heal**, Hero's Feast,
- Inflict Moderate Wounds Mass, Joyful Rapture, Lash of the Astradaemon,
- Mage's Decree, Neutralize Poison Greater, Oasis, Overwhelming Poison,
- Owl's Wisdom Mass, Plague Bearer, Plague Storm, Planar Adaptation Mass,
- Source Severance, Spellcrash, Summon Monster VI, Summon Stampede,
- Symbol of Fear, Symbol of Persuasion, Symbol of Sealing, Undeath to Death,
- Vengeful Stinger, Wind Walk, Word of Recall

Str: +1	Acrobatics: -12 [untrained] [-4 to jump]	Heal: +6 [untrained]	Profession [Barrister]: +47 [+4 racial bonus to earn money]
Dex: +1	Appraise: +6 [+2 racial bonus to assess nonmagic metals or gemstones]	Intimidate: +15	Profession [Torturer]: +14 [+4 racial bonus to earn money]
Con: +4	Bluff: +47 [derived]	Knowledge [All]: - [Untrained]	Ride: -12 [untrained]
Int: +2	Climb: -12	Knowledge Engineering: - [Showmanship 1x/day: +47, as if trained] [untrained]	Sense Motive: +6 [untrained] [+2 vs devils 011]
Wis: +6	Craft [All]: +4 [untrained]	Knowledge Planes: - [Untrained]	Spellcraft: +6
Cha: +0	Diplomacy: +47 [derived]	Knowledge Religion: +10	Stealth: -12 [untrained]
	Disable Device: - [Showmanship 1x/day: +47, as if trained] [untrained]	Linguistics: +8	Survival: +6 [untrained]
	Disguise: +14	Perception: +18 [+2 vs devils 011]	Swim: -12 [untrained]
	Escape Artist: -12 [untrained]	Perform [All]: +0 [Untrained]	Use Magic Device: - [Showmanship 1x/day: +47, as if trained] [untrained]
	Fly: -12 [untrained]	Profession [All]: - [Untrained]	

Always on:

Aura: Overwhelming Lawful Evil

Boots of the Cat: minimum falling damage, land on feet

Darkvision: 60'

Rock Stepper: May 5' step in difficult terrain created by rubble, broken ground, or steep stairs.

Slow and Steady: Base speed not modified by encumbrance.

Speak with Familiar: in language not understood by anyone

Spontaneous Casting: May change any 1st level spell to **Inflict Light Wounds** or any 2nd level spell to

Inflict Moderate Wounds or any 3rd level spell to **Inflict Serious Wounds** or any 4th level spell to **Inflict**

Critical Wounds or any 5th level spell to **Mass Inflict Light Wounds** or any 6th level spell to **Mass Inflict**

Moderate Wounds

Reactions:

O Kassen's Blessing (001): Reroll a single attck roll, saving throw, or skill check. Cross boon off of chronicle.

O Triumph Over Sclaes (003): Check box to add +10 insight bonus on roll to confirm a critical hit against dragon or humanoid of the reptillian subtype; or gain benefirts of heavy fortification when a crit is confirmed against you.

O Curse Breaker (008): When rolling caster level to remove a cure, treat as if rolled natural 20/
Use Reroll

Free actions:

O Martyr's Shard (003): One weapon gains +1 enhancement bonus and overcome DR and regeneration as cold-iron and good.

OOO Runic Tattooing (016): When casting a 1st 2nd or 3rd level spell (including from a wand scroll etc) with range of touch or personal, check a box to store on body as a tattoo. At any time within 24 hours, may activate the tattoo as a swift action.

O Martyr's Shard 3 (017): One weapon gains +1 enhancement bonus and overcome DR and regeneration as cold-iron and good.

OO Survivor of the Tapestry Aspiring Warrior (018): Roll Acrobatics or Swim, +1d6 on all damage rolls for 1 round

OO Survivor of the Tapestry Canny Survivalist (018): Roll Handle Animal or Survival, gain flanking on all attacks for 1 round

OO Survivor of the Tapestry Curious Scholar (018): Roll Knowledge History or Knowledge Planes, Reroll a knowledge check

OO Survivor of the Tapestry Rescued Gemsmith (018): Roll Appraise or Perception, Cast Detect Secret Doors or Locate Object

OO Survivor of the Tapestry Serene Kappa (018): Roll Heal or Sense Motive, Cast Water Breathing

OO Survivor of the Tapestry Traveling Priest (018): Roll Diplomacy or Knowledge Religion, Damage a Haunt

O Sadistic Ally (019): Gain assistance of a Kyton Augur for one adventure.

5' Step Actions:

When taking a 5' step, may choose to provoke Attacks of Opportunity – but +4 AC vs those attacks.

Immediate Actions:

OOOOO Varki Archaeology (016): When checking knowledge re Erutaki, Varki, Undead, Magical Beasts, or Crown of the World, check a box to gain a +4 on that check.

Divine Interference Sacrifice a spell level 1+ to make an enemy within 30' reroll an attack roll against an ally, with a penalty of -1. Enemy can only be affected once per 24 hour period.

Swift actions:

O Frozen Fortitude (003): Check the box to gain Cold Resistance equal to 5+ level for 1 minute – if already has cold resistance, gain HP equal to cold resistance.

OOO Worthy Foe (007): Swift Action +2 Attack, Damage, Dodge Bonus to AC vs Humanoids of the Human Subtype, or +2 Bonus on Saving Throws Caster Level Checks and +1 on DC of own spells vs Humanoids of the Human Subtype.

OOOO Chef's recipes (009): Swift Action potion Cure Light Wounds.

Move actions:

Prepare any combat feat for which he qualifies, using **Martial Flexibility**

Use **Copycat** ability

Drop **Scroll of Breath of Life** from Wrist-sheath into hand

Standard actions:

Master's Illusion (as Veil) 30' distance, one round

Antagonize (feat) **Diplomacy**: vs creature with Int 3+ and a language in common, roll against DC 10+HitDice+Wis; for the next minute the target takes a -2 penalty on attack rolls made against others besides Randr, and a 10% spell failure chance with spells not targetting Randr or with Randr within the area of effect.

Antagonize (feat) **Intimidate**: vs creature with Int 3+ and a language in common and who has not been targetted by this within the past day, roll against DC 10+HitDice+Wis; the next attack made by the creature must target Randr, the effect ends if the creature would directly harm itself doing so, and if the creature is unable to then Randr may spend an immediate action to extend by 1 round (once only).

Place tower shield as total cover along one edge of current space

Light from Wayfinder

Use Pearl of Power

Cast most spells

Spontaneously cast Inflict spell, using up a spell of the same level

Channel negative energy

Use hat of disguise to disguise self

OOO Guardian of the Fairheavens (004): Check the box to affect a single bear or owlbear with Charm Monster DC 19 CL 8, or use Bear's Endurance as a spell-like ability with caster level equal to character level.

OOO Sommelier's Private Selection (009): Heal 1d8/2levels (max 5d8).

O Devil's Slayer (011): Imbue weapon with holy energy, making it devil bane for one minute.

OOO Yvogga Redeemed (011): Yvogga Bluff, Disable Device, UMD, Bull's Strength, or Invisibility

OOO Vegazi's Ally (012): Vegazi Handle Animal, Heal, Survival, Animal Messenger, Full attack w Bow

O Outstanding Bounty (015): Turn in document for an outstanding bounty – in the City of Brass for 4 previously spent prestige points; or to a being from the Plane of Fire with an intelligence of at least 8 for a +10 bonus to diplomacy checks.

OOOO Icewalker (016): Either resist cold equal to level for 3 hours or Endure Elements for 24 hours.

O Fangwood Purifier (017): Try a Wild Empathy check!

OO Radiant Ruby Feathers (018): Cast a spell: Burning Hands, Fireball, Cure Critical Wounds, Restoration (both boxes to remove negative level), Wall of Fire

CMB: +11

Melee:

MW Heavy Mace Attack: +9/+4 to hit (20/x2) | 1d8+1 B

Heavy Mace Attack: +8/+3 to hit (20/x2) | 1d8+1 B

Gauntlet: +8/+3 to hit (20/x2) | 1d3+1 B

Sickle Attack: +8/+3 to hit (20/x2) | 1d6+1 S

Ranged:

Sling: +8 to hit (20/x2) | 1d4+1 B 50'

Modifiers for attacks:

Fighting Defensively: -4 to hit each attack

Total Defense: No attacks that round

Long Check:

O Linno's Alchemical Mine (008): Set a mine trap.

Martial Flexibility:

- **Blind Fight:** Reroll miss chances for concealment [Core Rulebook]
- **Bludgeoner:** No attack penalty for using a lethal bludgeoning weapon to do nonlethal damage [Ultimate Combat]
- **Channel Smite:** Swift action infuse one strike with channel [Core Rulebook]
- **Combat Expertise:** -2 to hit +2 AC (-/+1 more / 4 BAB) [Core Rulebook]
- **Combat Reflexes:** Make additional attacks of opportunity [Core Rulebook]
- **Dedictaed Adversary:** (Gain favored enemy 1 creature +2 att dmg etc [Dirty Tactics Toolbox])
- **Dirty Fighting:** Ignore AoOs for combat maneuvers when flanking [Ultimate Combat]
- **Distance Thrower:** Reduce ranged penalties for thrown weapons by 2 [Ultimate Combat]
- **Exotic Weapon Proficiency** [Core Rulebook]
- **Firebrand:** Treat a torch as a light mace +1 point fire damage [Faiths of Corruption]
- **Frightening Ambush:** As a free action, attempt intimidate to demoralize a flat-footed opponent you attack [Dirty Tactics Toolbox]
- **Improved Initiative:** +4 bonus on initiative checks [Core Rulebook]
- **Improved Unarmed Strike:** No AoO attacking unarmed, can deal lethal. [Core Rulebook]
- **Intimidating Prowess:** Add Strength score to intimidate checks. [Core Rulebook]
- **Lunge:** You can Strike foes that would normally be out of reach [Core Rulebook]
- **Power Attack:** Trade "to hit" bonuses for damage bonuses. [Core Rulebook]
- **Saving Shield:** Immediate action +2 Shield bonus to AC for adjacent ally. [Saving Shield]
- **Shield Focus:** Increase AC from shield by +1. [Core Rulebook]
- **Shrug On:** Get into armor quickly [Melee Tactics Toolbox]
- **Step Up:** Take a 5-foot step as an immediate action [Core Rulebook]
- **Throw Anything:** No penalties for improvised thrown weapons, +1 circumstance bonus with splash weapons [Core Rulebook]
- **Weapon Focus:** +1 bonus on attack rolls with one weapon [Core Rulebook]

Teamwork (shared with שחנ):

- **Coordinated Defense:** +2 CMD when adjacent to an ally with this feat, +2 more when the attacker is larger than both [Advanced Player's Guide]
- **Coordinated Distraction:** DC for enemy to cast spells defensively is 2 higher for each ally with this feat that threatens [Demon Hunter's Handbook]
- **Coordinated Maneuvers:** +2 CMB when adjacent to an ally with this feat; +4 for breaking out of a grapple [Advanced Player's Guide]
- **Extend the Bulwark:** Forgo armor class from armor, give half that amount as a circumstance bonus on the AC of an adjacent ally with this feat [Magical Marketplace]
- **Outflank:** When you and an ally with this feat are flanking the same creature, +4 instead of +2 bonus from flanking. [Advanced Player's Guide]
- **Overwhelm:** All characters who have this feat, that are threatening an enemy that is two size categories larger than the largest, are considered to be flanking regardless of positioning [Dragonslayer's Handbook]
- **Pack Attack:** Immediate action for (an extra) 5' step, after first attack, if adjacent to an ally with this feat [Ultimate Combat]

Name: שחנ

Initiative: +3 [generally acts on Randr's initiative]

CMB: +9

AC: 19 (Touch 16, FF 15)

CMD: 20 (FF 16)

Fort: +9

Reflex: +6 (Improved Evasion)

Will: +8

HP: 62 DR 5/Good or Silver, Energy Resistance Acid/Cold 10, Immune Fire, Immune Poison

BAB: +8/+3

Speed: 20', 50' fly

Languages: Aquan, Draconic, Dwarven, Ignan, Infernal, Taldane, Tien

Performance Combat: +4

Per-scenario Abilities:

Per-week Abilities:

1 Commune O CL6

Per-day Abilities:

1 Augury O CL6

1 Suggestion O DC 15 CL6

Limited Use Items:

Skills:

Str: +0	Acrobatics: +9 [untrained] [-4 to jump]	Heal: +1 [untrained]	Profession [All]: - [Untrained]
Dex: +3	Appraise: +6 [untrained]	Intimidate: +2 [untrained]	Profession [Barrister]: +11
Con: +0	Bluff: +11 [derived]	Knowledge [All]: +11	Ride: +3 [untrained]
Int: +6	Climb: +3 [untrained]	Knowledge Arcana: +17	Sense Motive: +1 [untrained]
Wis: +1	Craft [All]: +4 [untrained]	Knowledge Planes: +17	Spellcraft: +12
Cha: +2	Diplomacy: +11 [derived]	Knowledge Religion: +16	Stealth: +11 [untrained]
	Disguise: +2 [untrained]	Perception: +12	Survival: +1 [untrained]
	Escape Artist: +3 [untrained]	Perform [All]: +2 [Untrained]	Swim: +3 [untrained]
	Fly: +21	Perform [Acts of Debauchery]: +10	Use Magic Device: +12

Always on:

Darkvision

Detect Good

Detect Magic

DR 5/Good or Silver

Empathic Link with master up to 1 mile

Speak with Master in language not understood by anyone

Speak with Animals of its kind

Tiny

Reactions:

Non Actions:

Fast Healing 2 if still alive

Immediate Action:

Free actions:

Swift actions:

Move actions:

Standard:

Change Shape [Beast Shape I]: Boar [Medium], Giant Spider [Medium], Rat [Tiny], Raven [Tiny]
Medium: [+0 (-2, +0) AC, -1 CMB, +2 (+2) CMD] Boar: Gore and Scent; Giant Spider Bite; Rat Bite,
Climbing. Scent, Dex to Climb Swim, Swimming; Raven Bite, Fleight, Dex to Climb Swim

At Will **Invisibility** CL 6

Suggestion CL 6

Deliver touch spells

CMB: +9

Melee/ranged touch: +13/+13

Sting: +13 to hit (20/x2) | **1d4 P +poison:** DC: 17, 1/round for 6 rounds, 1d2 dexterity, cure: 1 save