

Dakash

Male samsaran arcanist 5 - CR 4

Neutral Evil Humanoid (Samsaran); Deity: **Nethys**; Age: **74**; Height: **6' 3"**; Weight: **155 lb.**; Eyes: **white**; Hair: **black**; Skin: **bluer tinted, pale**.

Ability	Score	Modifier	Temporary
STR STRENGTH	9	-1	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	9	-1	
INT INTELLIGENCE	20	+5	
WIS WISDOM	15	+2	
CHA CHARISMA	14	+2	

Lifebound: +2 bonus to stabilize

Chelish Noble: +1 trait bonus vs. members of Chelish aristocracy

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+0	=	+1	-1	0	0	

Lifebound: +2 vs. death effects, negative energy effects, negative levels

REFLEX (DEXTERITY)	+3	=	+1	+2	0	0	0
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Lifebound: +2 vs. death effects, negative energy effects, negative levels

WILL (WISDOM)	+6	=	+4	+2	0	0	0
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Lifebound: +2 vs. death effects, negative energy effects, negative levels

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 12	=	0	0	+2	0	0	0	0

Touch AC 12	=	Flat-Footed AC 10	
		BAB	Strength

CM Bonus +1	=	+2	-1	-	-
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CM Defense	Total	BAB	Strength	Dexterity	Size
CM Defense 13	= 10	+2	-1	+2	-

Base Attack	+2	HP	21
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Initiative	+6	Damage / Current HP
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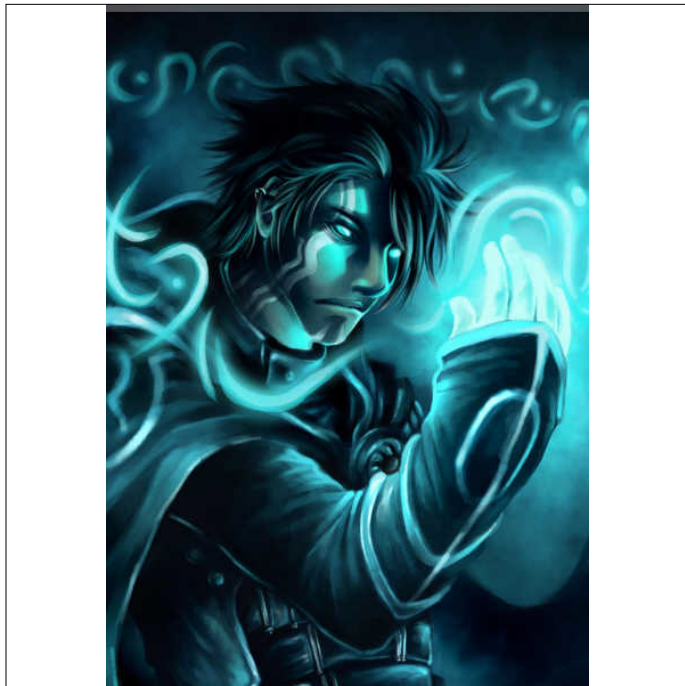
Speed	30 / 20 ft
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Atsune's Repeater

Ranged: **+1, 1d10+1**

Ranged, both hands: **+5, 1d10+1**

Crit: 19-20/x2
Rng: 120'
2-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+5	INT (5)	-	
Bluff	+5	CHA (2)	3	
Chelish Noble: +1 trait bonus vs. members of Chelish aristocracy				
Climb	-4	STR (-1)	-	
Diplomacy	+6	CHA (2)	4	
Chelish Noble: +1 trait bonus vs. members of Chelish aristocracy				
Disguise	+2	CHA (2)	-	
Chelish Noble: +1 trait bonus vs. members of Chelish aristocracy				
Escape Artist	-1	DEX (2)	-	
Fly	-1	DEX (2)	-	
Heal	+2	WIS (2)	-	
Intimidate	+7	CHA (2)	5	
Chelish Noble: +1 trait bonus vs. members of Chelish aristocracy				
Knowledge (arcana)	+11	INT (5)	3	
Knowledge (history)	+10	INT (5)	2	
Knowledge (nobility)	+10	INT (5)	1	
Knowledge (planes)	+10	INT (5)	2	
Perception	+6	WIS (2)	4	
Ride	-1	DEX (2)	-	
Sense Motive	+10	WIS (2)	5	
Spellcraft	+13	INT (5)	5	
Stealth	-1	DEX (2)	-	
Survival	+2	WIS (2)	-	
Swim	-4	STR (-1)	-	
Use Magic Device	+6	CHA (2)	1	
Chelish Noble: +1 trait bonus vs. members of Chelish aristocracy				

Feats

Exotic Weapon Proficiency (Repeating heavy crossbow)
 Extra Arcanist Exploit (Arcanist)
 Improved Initiative
 Simple Weapon Proficiency - All

Traits

Chelish Noble
 Rich Parents

Gear

**Total Weight Carried: 55/90 lbs, Medium Load
 (Light: 30 lbs, Medium: 60 lbs, Heavy: 90 lbs)**

Adventurer's sash (21 @ 10.5 lbs)	3 lbs
Artisan's outfit (Free)	-
Atsune's Repeater	12 lbs
Cage, tiny <In: Fine, silver symbol inlaid belt>	5 lbs
Chewing stick <In: Adventurer's sash (21 @ 10.5 lbs)>	-
Comb <In: Adventurer's sash (21 @ 10.5 lbs)>	0.2 lbs
Dakash's Insights <In: Adventurer's sash (21 @ 10.5 lbs)>	3 lbs
Fine, silver symbol inlaid belt	-
Hairbrush <In: Adventurer's sash (21 @ 10.5 lbs)>	0.3 lbs
Hip flask <In: Adventurer's sash (21 @ 10.5 lbs)>	0.5 lbs
Mirror <In: Adventurer's sash (21 @ 10.5 lbs)>	0.5 lbs
Money <In: Fine, silver symbol inlaid belt>	0.54 lbs
Nail file <In: Adventurer's sash (21 @ 10.5 lbs)>	0.1 lbs
Noble's outfit	10 lbs
Noble's outfit	10 lbs
Repeating crossbow bolts x20	0.2 lbs
Scissors <In: Adventurer's sash (21 @ 10.5 lbs)>	0.3 lbs
Signet ring	-
Signet ring	-
Silver Bolts -1 dmg x5	-
Soap x11 <In: Adventurer's sash (21 @ 10.5 lbs)>	0.5 lbs
Sponge <In: Adventurer's sash (21 @ 10.5 lbs)>	-
Tooth Powder <In: Adventurer's sash (21 @ 10.5 lbs)>	0.1 lbs

Special Abilities

Arcane Reservoir +1 DC or CL (8/day) (Su)
 Bloodline Development (2 rounds)
 Consume Spells (2/day) (Su)
 Counterspell (Su)
 Deliver Touch Spells Through Familiar (Su)
 Dimensional Slide (50 feet) (Su)
 Empathic Link with Familiar (Su)
 Familiar Bonus: +4 bonus on initiative checks
 Lifebound (Ex)
 Low-Light Vision
 Mystic Past Life (Arcanist)
 Psychic
 Share Spells with Familiar
 Speak with Familiar (Ex)

Spell-Like Abilities

Comprehend Languages (1/day)	<input type="checkbox"/>
Deathwatch (1/day)	<input type="checkbox"/>
Psychic Strike (1d6, 5/day, DC 12) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Stabilize (1/day)	<input type="checkbox"/>

Experience & Wealth

Experience Points: **15000/23,000**
 Current Cash: **8 gp, 19 sp**

Tracked Resources

Arcane Reservoir +1 DC or CL (8/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Consume Spells (2/day) (Su)	<input type="checkbox"/> <input type="checkbox"/>
Repeating crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Abyssal	Giant
Celestial	Infernal
Common	Samsaran
Draconic	

Spells & Powers

Arcanist spells memorized (CL 5th; concentration +10)

Melee Touch +1 Ranged Touch +4

2nd (4/day)—create pit^{APG} (DC 17), mirror image

1st (6/day)—gravity bow^{APG}, grease, murderous crow, obscuring mist

0th (at will)—detect magic, message, open/close (DC 15), prestidigitation, read magic, spark^{APG} (DC 15)

Companions

Locke

Greensting scorpion (*Pathfinder RPG Ultimate Magic* 232)

N Tiny magical beast (vermin)

Init +3; **Senses** darkvision 60 ft.; Perception +11

Defense

AC 22, touch 16, flat-footed 18 (+3 Dex, +1 dodge, +6 natural, +2 size)

hp 10 (1d8)

Fort +2, **Ref** +4, **Will** +4

Immune mind-affecting effects

Offense

Speed 30 ft.

Melee sting +7 (1d2-4 plus poison)

Space 2½ ft.; **Reach** 0 ft.

Special Attacks poison

Statistics

Str 3, **Dex** 16, **Con** 10, **Int** 8, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +3; **CMD** 10 (22 vs. trip)

Feats Dodge, Weapon Finesse^B

Tricks Come, Defend, Heel, Other Trick, Perform, Seek

Skills Bluff -1, Climb +7, Diplomacy +0, Intimidate +1, Perception +11, Sense Motive +5, Spellcraft +4, Stealth +19, Use Magic Device -3; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

SQ come, defend, heel, improved evasion, other trick, perform, seek

Sourcebooks Used

- **Advanced Class Guide** - Arcanist (class); Bloodline Development (special ability); Counterspell (special ability); Dimensional Slide (special ability); Discern Next of Kin (spell); Extra Arcanist Exploit (feat); Familiar (special ability); Thunderstomp (spell); Thunderstomp, Greater (spell)
- **Advanced Player's Guide** - Ant Haul (spell); Arrow Eruption (spell); Break (spell); Burning Gaze (spell); Create Pit (spell); Gravity Bow (spell); Spark (spell)
- **Advanced Player's Guide / Adventurer's Armory** - Cage, tiny (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Rich Parents (trait)
- **Advanced Race Guide** - Mystic Past Life (alternate racial trait)
- **Advanced Race Guide / Bestiary 4 / Dragon Empires Gazetteer / Dragon Empires Primer / Inner Sea Races** - Samsaran (race)
- **Cheliox, Empire of Devils / Ultimate Intrigue** - Aura of the Unremarkable (spell)
- **Hell's Vengeance** - Chelish Noble (trait)
- **Horror Adventures** - Symbol Of Exsanguination (spell)
- **Inner Sea Intrigue** - Violent Accident (spell)
- **Inner Sea Races** - Air of Authority (spell); Murderous Crow (spell)
- **Occult Adventures** - Bilocation (spell); Ego Whip I (spell); Ego Whip II (spell); Ego Whip III (spell); Ego Whip IV (spell); Ego Whip V (spell); Id Insinuation I (spell); Id Insinuation II (spell); Id Insinuation III (spell); Id Insinuation IV (spell); Intellect Fortress I (spell); Intellect Fortress II (spell); Intellect Fortress III (spell); Mental Barrier V (spell); Microcosm (spell); Mind Thrust I (spell); Mind Thrust II (spell); Mind Thrust III (spell); Mind Thrust IV (spell); Mind Thrust V (spell); Mind Thrust VI (spell); Psychic (special ability); Psychic Crush I (spell); Psychic Crush II (spell); Psychic Crush III (spell); Psychic Crush IV (spell); Psychic Crush V (spell); Tower Of Iron Will III (spell); Tower Of Iron Will IV (spell); Tower Of Iron Will V (spell)
- **Rise of the Runelords Anniversary Edition** - Blood Money (spell)
- **Seekers of Secrets** - Adventurer's sash (equipment)
- **Ultimate Combat** - Abundant Ammunition (spell); Ant Haul, Communal (spell); Peacebond (spell)
- **Ultimate Equipment** - Hip flask (equipment)
- **Ultimate Magic** - Blood Transcription (spell); Masterwork Transformation (spell)

Locke



Greensting scorpion - CL1 - CR 1/4

True Neutral Magical Beast ((Vermin)); Atheist

Ability	Score	Modifier	Temporary
STR STRENGTH	3	-4	
DEX DEXTERITY	16	+3	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	8	-1	
WIS WISDOM	10	0	
CHA CHARISMA	2	-4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2	=	+2				
REFLEX (DEXTERITY)	+4	=	+1	+3			
WILL (WISDOM)	+4	=	+4				

Immunity to Mind-Affecting effects

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	22	=		+3	+2	+6		+1	

Touch AC	Flat-Footed AC
16	18

CM Bonus	BAB	Dexterity	Size	Misc
+3	+2	+3	-2	-

CM Defense	BAB	Strength	Dexterity	Size
10	= 10	+2	-4	+3

18 vs. Overrun; 22 vs. Trip

Base Attack	HP
+2	10

Initiative	Speed	Damage / Current HP
+3	30 ft	

Sting (Greensting Scorpion)

Main hand: +7, 1d2-4 plus poison

Crit: x2
Light, P

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (3)	-	
Appraise	-1	INT (-1)	-	
Bluff	-1	CHA (-4)	(3)	
Climb	+7	DEX (3)	-	
Diplomacy	+0	CHA (-4)	(4)	
Disguise	-4	CHA (-4)	-	
Escape Artist	+3	DEX (3)	-	
Fly	+7	DEX (3)	-	
Heal	+0	WIS (0)	-	
Intimidate	+1	CHA (-4)	(5)	
Perception	+11	WIS (0)	(4)	
Ride	+3	DEX (3)	-	
Sense Motive	+5	WIS (0)	(5)	
Spellcraft	+4	INT (-1)	(5)	
Stealth	+19	DEX (3)	1	
Survival	+0	WIS (0)	-	
Swim	+3	DEX (3)	-	
Use Magic Device	-3	CHA (-4)	(1)	

Feats

Dodge
Weapon Finesse

Animal Tricks

Come [Trick]
Defend [Trick]
Heel [Trick]
Other Trick [Trick, Hold a page in a book]
Perform [Trick]
Seek [Trick]

Special Abilities

Darkvision (60 feet)
Improved Evasion (Ex)
Poison: Sting - Injury (DC 10) (Ex)

Gear

Total Weight Carried: 0/15 lbs, Light Load
(Light: 5 lbs, Medium: 10 lbs, Heavy: 15 lbs)
Money -

Experience & Wealth

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

Sourcebooks Used

- **Advanced Player's Guide Familiars / Bestiary 4 / Ultimate Magic Familiars** - Scorpion, Greensting (race)