

Aanya Lal of the Quicksilver Trading Company

CHARACTER
Aasimar (Angel-Blooded) Medium Female
 RACE & LA SIZE GENDER
33 **NG**
 AGE ALIGNMENT DEITY
 PLAYER
5'7" **140lbs** **Brown** **Brown** **Olive**
 HEIGHT WEIGHT HAIR EYES SKIN
Merchant
 HOMELAND & BACKGROUND OCCUPATION



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

LANGUAGES: **Common, Draconic, Dwarven, Halfling**

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	13	1	13			
DEX	14	2	14			
CON	12	1	12			
INT	16	3	16			
WIS	12	1	12			
CHA	12	1	12			

HITPOINTS		
CURRENT HP	HP GAINED	HD
	11	1
NONLETHAL HP DAM		
TEMPORARY HP		
TOTAL HP	11	FAVORED CLASS

CLASS RECORDER									
CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS		
Daevic (Axiom)	1	8		2	2	0	1		
TOTALS	1	8	0	2	2	0	1		

ABILITY SCORE & RACIAL NOTES: **+2 Str & Cha**

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	20	-10+	6	0	2				2	
TOUCH	12	-10+			2					
FLAT-FOOT	16	-10+	6	0	0					

SKILLS RANKS TOTAL 8

SKILL	DEX	INT	CHA	WIS	STR	CON	WILL	LEVELS
<input type="checkbox"/> ACROBATICS	-1		2					
<input type="checkbox"/> APPRAISE	5	1	3				1	
<input checked="" type="checkbox"/> BLUFF	5	1	1	3				
<input checked="" type="checkbox"/> CLIMB	-2		1					
<input checked="" type="checkbox"/> CRAFT: Weapons	7	1	3	3				
<input type="checkbox"/> DIPLOMACY	1		1					
<input type="checkbox"/> DISABLE DEVICE			2					
<input type="checkbox"/> DISGUISE	1		1					
<input type="checkbox"/> ESCAPE ARTIST	-1		2					
<input type="checkbox"/> FLY	-1		2					
<input type="checkbox"/> HANDLE ANIMAL			1					
<input type="checkbox"/> HEAL	1		1					
<input checked="" type="checkbox"/> INTIMIDATE	1		1					
<input checked="" type="checkbox"/> KN: Arcana	7	1	3	3				
<input checked="" type="checkbox"/> KN: Engineering	7	1	3	3				
<input checked="" type="checkbox"/> KN: History			3					
<input checked="" type="checkbox"/> KN: Local	7	1	3	3				
<input checked="" type="checkbox"/> KN: Planes			3					
<input type="checkbox"/> KN:			3					
<input type="checkbox"/> LINGUISTICS			3				2	
<input type="checkbox"/> PERCEPTION	1		1					
<input type="checkbox"/> PERFORM	1		1					
<input checked="" type="checkbox"/> PROF:			1					
<input checked="" type="checkbox"/> RIDE	-1		2					
<input checked="" type="checkbox"/> SENSE MOTIVE	7	1	1	3	2			
<input type="checkbox"/> SLEIGHT OF HAND			2					
<input checked="" type="checkbox"/> SPELLCRAFT	7	1	3	3				
<input type="checkbox"/> STEALTH	-1		2					
<input type="checkbox"/> SURVIVAL	1		1					
<input checked="" type="checkbox"/> SWIM	-2		1					
<input checked="" type="checkbox"/> USE MAGIC DEVICE			1					

SAVING THROWS						
FORT	REF	WILL	CLASS BASE	ABILITY	ENHANCE	MISC
3	4	1	2	1		
			2	2		
			0	1		

COMBAT NOTES & MODIFIERS

+2 insight bonus to Will saves vs. enchantment spells

ATTACKS						
MELEE	RANGED	CMB	CMD	BASE ATTACK BONUS	TEMP	ABILITY
2	3	2	14	1		1
				1		2
				1		1
				B1B	0	3

+1 bonus on any Craft checks attempted while making magic items

FEATS & FEATURES CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Racial Traits: Darkvision 60ft
 Akashic Bloodline(Breastplate of the Righteous)
 Scion of Humanity: counts as humanoid (human) as well as outsider (native)
 Truespeaker: learn two languages each time they gain a rank in Linguistics

Feats:
 1st- Exotic Weapon Proficiency(bladed scarf)

Class Features:
 Axiomite Veilweaving, Axiom Drive

Traits: Magic Crafter, Rich Parents
 FCB: Skill Pts. 1

ARMOR & WEAPONS

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
Breastplate of the Righteous [Enhanced]	6	3	-2		M	0.0

MARK A TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. * SKILL CAN BE USED UNTRAINED * ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW MEDIUM FAST

SPEED	BASE	FLY	SWIM	CLIMB	MISC
30					

INIT **2** = **2** DEX MOD + **0** MISC MOD

HERO

SR **DR**

RESISTANCES

POOL POINTS **2** **Essence**

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Bladed Scarf(masterwork)	+43	1d6+1+1	x2		S	2.0	disarm, trip, 1d4 slashing vs grappling creature
Chakram x4	+3(thrown)	1d8+1	x2	30	S	4.0	thrown
Dagger	+2 or +3(thrown)	1d4+1	x2	10	P or S	1.0	thrown, +2 bonus on Sleight of Hand to conceal

SLOTS & DCs

SLOT	CATALYST	BIND	TWIN VEIL	CHARACTER LEVEL	CAPACITY
Hands	<input type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	1ST - 5TH	1
Feet	<input type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	6TH - 11TH	2
Head	<input type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	12TH - 17TH	3
Wrists	<input type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	18th - 20th	4
Shoulders	<input type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	IMPROVED	
Headband	<input type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	VEILS SHAPED	1
Neck	<input type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	Bonded Equipment	1max
Belt	<input type="checkbox"/>	<input type="radio"/>	<input type="radio"/>	Minor Veils	2
Chest	<input type="checkbox"/>	<input type="radio"/>	<input type="radio"/>		
Body	<input type="checkbox"/>	<input type="radio"/>	<input type="radio"/>		

AKASHIC COMPANIONS

VEIL			VEIL		
RACE/TEMPLATE/CLASS			RACE/TEMPLATE/CLASS		
ABILITY	TOTAL	DEFENSES	TOTAL	LEVEL/HD	TOTAL
STR STRENGTH	<input type="text"/>	AC ARMOR CLASS	<input type="text"/>	HP HIT POINTS	<input type="text"/>
DEX DEXTERITY	<input type="text"/>	FORT FORTITUDE	<input type="text"/>	<input type="text"/>	<input type="text"/>
CON CONSTITUTION	<input type="text"/>	REF REFLEX	<input type="text"/>		
INT INTELLIGENCE	<input type="text"/>	WILL WILLPOWER	<input type="text"/>		
WIS WISDOM	<input type="text"/>	SPD SPEED	<input type="text"/>		
CHA CHARISMA	<input type="text"/>	CMB MODIFIER	<input type="text"/>		
		CMD MODIFIER	<input type="text"/>		
ATTACK		ATTACK BONUSES		DAMAGE & CRIT	

TOTAL	MODIFIER	MISC	MISC
SAVE DC DEFAULT 13	= 10 + 3	<input type="text"/>	<input type="text"/>
TOTAL	CLASS	FEATS	OTHER
ESSENCE POOL 2	1	<input type="text"/>	1

VEILS & CHAKRAS

Hands		
SHP BND	VEIL	ESSENCE
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	

Feet		
SHP BND	VEIL	ESSENCE
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	

Head		
SHP BND	VEIL	ESSENCE
<input checked="" type="radio"/>	<input type="radio"/>	Relic Seeker's Monocle(minor)
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	

Wrists		
SHP BND	VEIL	ESSENCE
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	

Shoulders		
SHP BND	VEIL	ESSENCE
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	

Headband		
SHP BND	VEIL	ESSENCE
<input checked="" type="radio"/>	<input type="radio"/>	Diadem of Dazing(minor)
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
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<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	

Neck		
SHP BND	VEIL	ESSENCE
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	

Belt		
SHP BND	VEIL	ESSENCE
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	

Chest		
SHP BND	VEIL	ESSENCE
<input checked="" type="radio"/>	<input type="radio"/>	Breastplate of the Righteous [racial]
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	

Body		
SHP BND	VEIL	ESSENCE
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	

Bonded Equipment		
SHP BND	VEIL	ESSENCE
<input type="radio"/>	<input type="radio"/>	Bladed Scarf 1
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	

Blood		
SHP BND	VEIL	ESSENCE
<input checked="" type="radio"/>	<input type="radio"/>	Daevic Aspect (Dominion) 1
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	
<input type="radio"/>	<input type="radio"/>	