Ophelia Saren (Syren)	NG (CN)	Merfolk	Gozreh	Medium
Character Name	Alignment	Race	Deity	XP Growth Rate

75k XP to next level

Medium	M	Adult	20
Base/Current Size		Age Category	

Experience Points

Favored Class Bonuses

8	Bonus HP
	Bonus Skills
	Other Bonus

Category Filter	Class	HD	Skills	BAB	Fort	Reflex	Will	Level
Base	Vigilante	d8	8	+6	+2	+6	+6	8
Hybr								
Mor								
Totals		76	64	+6	+2	+6	+6	8
		HP	Ranks	BAB	Fort	Reflex	Will	Level

ABILITIES

	Score	Modifier		Base	Enhance	Inherent	Temp.	Penalty
STRENGTH	10	0	=	9		1	0	
DEXTERITY	21	5	=	18	2	1	0	
CONSTITUTION	14	2	=	14			0	
INTELLIGENCE	15	2	=	13	2		0	
WISDOM	8	-1	=	8			0	
CHARISMA	16	3	=	16			0	

HIT POINTS

HP Formula: Custom Rolled

Defenses

DR -
SR -

Resistances

76 / 76 Health

Damage | Temp | NonL

SKILLS 64 / 64

			Total		Ranks	Ability	Class	Misc.	Temp.	Size & Armor
X	Acrobatics	Dex	14	=	8	5	3			-2
X	Bluff	Cha	14	=	5	3	3	3		
X	Climb	Str	2	=	1	0	3			-2
X	Diplomacy	Cha	16	=	7	3	3	3		
X	Disable Device	Dex	14	=	6	5	3	2		-2
X	Disguise	Cha	11	=	2	3	3	3		
X	Escape Artist	Dex	8	=	2	5	3			-2
	Fly	Dex	3	=		5				-2
	Heal	Wis	-1	=		-1				
X	Intimidate	Cha	11	=	2	3	3	3		
	Kn. Arcana	Int		=		2				
X	Kn. Dungeoneering	Int	7	=	2	2	3			
X	Kn. Local	Int	8	=	3	2	3			
	Kn. Nature	Int		=		2				
	Kn. Planes	Int	7	=	5	2				
	Kn. Religion	Int		=		2				
X	Perception	Wis	6	=	4	-1	3			
X	Ride	Dex	3	=		5				-2
X	Sense Motive	Wis	3	=	1	-1	3			
	Spellcraft	Int		=		2				
X	Stealth	Dex	14	=	7	5	3	1		-2
X	Survival	Wis	-1	=		-1				
X	Swim	Str	3	=		0		5		-2
X	Use Magic Device	Cha	10	=	1	3	3	3		

SAVES

	Total		Base	Ability	Resist	Misc.	Temp.
FORTITUDE	6	=	+2	2	2		0
REFLEX	13	=	+6	5	2		0
WILL	7	=	+6	-1	2		0

Saving Throw Notes

Penalty -1 to saving throws vs. fear

Intimidate DC lowered by 1 charisma-based checks +3

DEFENSES

	Total		Armor	Shield	Dex	Size	Natural	Deflect	Dodge	Misc.	Temp.
ARMOR CLASS	28	=	9	2	5	0	0	1	1		0
FLAT-FOOTED	22	=	9	2		0	0	1			0
TOUCH	17	=	BAB	STR	5	0		1	1		0
CMD	23	=	+6	0	5	0		1	1		0

Armor Class Notes

Add +4 to AC against AoOs caused by moving through threatened area

OFFENSES

mAtk	mDmg	Enh.		Formula Variables	Attacks	Dice	Damage	Crit	Mult	Range	Type
	4	1	Mithral Dueling Sword +1	ee Attamage	+12 / +7		1d8 + 5	19-20	/ x2	-	s
	4		Dagger	ee Attamage	+11 / +6		1d4 + 4	19-20	/ x2	10	p/s
			Light Crossbow	ged Atrearm	+11 / +6		1d8 + 0	19-20	/ x2	80	p
1	4		Masterwork Mithral Dagger	ee Attamage	+12 / +7		1d4 + 4	19-20	/ x2	10	p/s
			Spear	ee Attamage	+6 / +1		1d8 + 0				
	4	1	Human-bane rapier +1	ee Attamage	+12 / +7		1d6 + 5	19-20	/ x2		p

Attack Notes

hidden strike 4d8 (unaware, ally, or FF by Startling Appearance) add +1 to melee damage against FF

or 4d4 (flanked or denied DEX to AC) add +2 to attack and damage when concealed

Combat Effect Quick Toggles - see Row 123

☐ *Power Attack*	☐ *Rapid Shot*
☐ *Combat Expertise*	☐ *Two-Weapon Fig*
☐ *Deadly Aim*	☐ *(Custom Effect 8)*
☐ *Heroism*	☐ *(Custom Effect 9)*
☐ *Haste*	☐ *(Custom Effect 10*
☐ *Entangled*	☐ *Dazzled*
☐ *Blinded*	*Negative Levels*

B. SKILLS 16 / 16

			Total		Ranks	Ability	Class	Misc.	Temp.	Armor
X	Appraise	Int	6	=	1	2	3			
	Handle Animal	Cha		=		3				
X	Kn. Engineering	Int	8	=	3	2	3			
	Kn. Geography	Int	2	=		2				
	Kn. History	Int	3	=	1	2				
	Kn. Nobility	Int	5	=	3	2				
	Linguistics	Int		=		2				
X	Sleight of Hand	Dex	14	=	8	5	3			-2
	Lore:	Int		=		2				
X	Perform:	Cha	3	=		3				
X	Craft: Alchemy	Int	13	=	8	2	3			

Languages: Common, Aquan, Elven, Thassilonian

MOVEMENT

Enter base values in the Effects Table

	Move	Charge	Run		Move	Charge	Run	Ignore Armor?
				Base	40	80	160	Flight
Climb				Fly				Maneuverability
Swim				Burrow				Run Multiplier
								Charge Bonus Distance

average

INITIATIVE

Total		DEX	Misc.	Temp.
5	=	5		0

ARMOR AND PROTECTIVES

mSkill	mDex	Enh.		Item	Material	AC	Skills	MaxDex	Spells
		3	Celestial Armor	Armor	Steel	9	-2	8	15%
		1	Buckler +1	Shield	Steel	2	0		5%

Armor Notes

Magical Item or Feature	Target	Type	Value
ring of protection +	AC	ance/Resist	1
cloak of resistance	Saves	Deflect/Enh	2
shield of faith	AC	ct/Enhance/	
dodge feat	AC	Dodge (stac	1 not BG

SPELLCASTING

(To reveal this hidden section, click the arrows in the Row Numbers to the **far left edge** of the screen) (To hide this row completely, right-click the Row Number and select "Hide

Vigilante

Ability:	Charisma	3

Level	Per Day	Known
0		
1		
2		
3		
4		
5		
6		

CANTRIPS/ORISONS DC 13

1ST LEVEL DC 14

2ND LEVEL DC 15

3RD LEVEL DC 16

4TH LEVEL DC 17

5TH LEVEL DC 18

6TH LEVEL DC 19

7TH LEVEL DC 20

8TH LEVEL DC 21

9TH LEVEL DC 22

7		
8		
9		

	Total		Level	misc.
Class Level:	8	=	8	
Caster Level:	8	=	8	

TRAITS AND DRAWBACK

Trait	**Campaign: Hungry for Revenge**	melee damage +1 against FF
Trait	**Deep Cover**	Can always take 10 on Bluff/Disguise checks to maintain ID
DB	**Secret Shame**	saving throws vs fear -1; intimidate DC -1
Trait	**Child of the Moon**	bonus to stealth that varies by moon phase

RACIAL FEATURES

Mer	**Secret Magic (Cha 13)**	spell-like abilities (see tables)
Mer	**Low-light vision**	

CLASS FEATURES

	Dual Identity	soc ID and vig ID; 1 min to change
	Seamless Guise	disguise check +20 to appear as current ID
soc	**Renown (nbhd Korvosa)**	starting attitude +1 soc ID; intim +4 vig ID
vig	**Specialization: Stalker**	hidden strike dice 1d8/1d4
vig	**Shadow's Sight**	darkvision 60 ft.
soc	**Social Grace**	Diplomacy +4 in social ID (add Sense Motive at L5)
vig	**Strike the Unseen**	Blind-fight bonus feat
soc	**Many Guises**	Can disguise self as a mundane member of one's race
	Startling Appearance	Get a variety of bonuses against FF enemies
	Unshakable	Add vig level to DC of intimidate
vig	**Up Close and Personal**	Acrobatics move through enemy, attack +4d8
soc	**Great Renown**	Renown in Midland, North Point, Old Dock
vig	**Lethal Grace**	half vigilante level damage to finesse attacks; free L1 feat

FEATS

L1	**Exotic Weapon Proficiency (Dueling Sword)**	
L3	**Combat Reflexes**	4 attacks of opportunity per round
V4	**Blind-Fight**	
L5	**Moonlight Stalker**	When have concealment, +2 to attack and damage
L7	**Shadow's Shroud**	Swift action shadows to hide even in normal/bright light
L1	**(For Weapon Finesse) Dodge/Mobility**	dodge +1 to AC; +4 to AC vs AoO

STORY & MISC. NOTES

Harrow Points
0

Shadow's Shroud	2

EFFECT TABLE

Buff or Effect	Type	Active?	Armor Class		Saving Throws			Ability Scores						Melee					Ranged			Magic	Extra Attack			Relative Size Change	Speed					All
			AC	Nat	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Attack	Dmg	OHD	2HD	1stA	Attack	Dmg	1stA	CL	TWF	Melee	Range		Base	Fly	Swim	Burrow	Climb	
TOTAL:			2	0	2	2	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	40					0
Semi-Permanent or Miscellaneous Effects:																																
Base Move Speeds	Size	ACTIVE																									30					
Boots of Striding and Springing	Deflect/Enhance/Resist	ACTIVE																									10					
<-- Expand for more!																																
Combat Quick Toggle Effects:			AC	Nat	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Attack	Dmg	OHD	2HD	1stA	Attack	Dmg	1stA	CL	TWF	Melee	Range	Size	Base	Fly	Swim	Burrow	Climb	All
Power Attack	Untyped (stacks)	INACTIVE												-2	4	-2	2															
Combat Expertise	Dodge (stacks)	INACTIVE	2											-2																		
Deadly Aim	Untyped (stacks)	INACTIVE																	-2	4												
Heroism	Morale	INACTIVE			2	2	2							2					2													2
Haste	Dodge (stacks)	INACTIVE	1			1								1					1					1	1		30	30	30	30	30	
Rapid Shot	Untyped (stacks)	INACTIVE																	-2						1							
Two-Weapon Fighting	Untyped (stacks)	INACTIVE												-2									1									
(Custom Effect 8)		INACTIVE																														
(Custom Effect 9)		INACTIVE																														
(Custom Effect 10)		INACTIVE																														
Conditions (see Combat Effect Quick Toggles):			AC	Nat	Fort	Ref	Will	Str	Dex	Con	Int	Wis	Cha	Attack	Dmg	OHD	2HD	1stA	Attack	Dmg	1stA	CL	TWF	Melee	Range	Size	Base	Fly	Swim	Burrow	Climb	All
Grappled	Untyped (stacks)	INACTIVE							-4																							
Blinded	Untyped (stacks)	INACTIVE	-7																													
Dazzled	Untyped (stacks)	INACTIVE												-1					-1													

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RESOURCES		
Uses / Max	*Resource, Item, or Ability*	
	Vigilante's Kit	
17	***20***	crossbow bolts
		Pickpocket's Outfit
		Mask
		Mwk Thieves' Tools
		Traveler's Anytool
		Courtier's Outfit and Jewelry worth 50 GP
0		*screaming crossbow bolts (+2)*
50	***50***	alchemical silver crossbow bolts (-1 damage)
1		*dose of silversheen*
4		*cure light wounds*
1		*cure mod*
3		GP

MAGICAL ITEMS	
Slot	*Item*
head	circlet of persuasion
headband	headband of Int(+2
face/eyes	
throat	
shoulders	cloak of resistance +2 (with Syren symbol)
body	
torso	
arms	
hands	
waist	belt of dex +2)
feet	boots of striding and springing
ring	ring of swimming
ring	ring of protection +1

e Row") (Tertiary casters can highlight and right-click to "Hide Rows 60-69" to remove 5th-9th level)

SPELL-LIKE ABILITIES

1/day Spell-Like Abilities	
	Fins to Feet
1	Hydraulic Push
3/day Spell-Like Abilities	
At-Will Spell-Like Abilities	
	Sp w/ Animals (aquatic)

Spellcasting Notes

Arcane Spell Failure Chance: 20%

<-- Highlight range AY51:BO51 and drag the bottom-right corner down to wipe a region like this clean.-->

SUGGESTED PREPARED CASTER FORMAT

1ST LEVEL	4/day	DC 15
	Shield	
x	Magic Missile	
xx	Shocking Grasp	

This snippet would indicate that the Magus in question has 2 Grasps still prepared, but 0 Shields available. He "counts down" within each spell

SUGGESTED SPONTANEOUS CASTER FORMAT

1ST LEVEL	5/day	DC 17
2	Cure Light Wounds	
	Burning Hands	

This snippet would indicate that the Flame Oracle has cast 2 total spells of this level. She "counts up" to her maximum daily capacity