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Pathfinder variant channeling guide

Cleric (Asmodean Advocate), Level 20 Race: Human, +2 WIS (+1 Skill Point/+1 Hit Point/+1 CL to overcome outsider spell resistance) Racial Traits Focused Study (bonus Skill Focus feat at 1st, 8th, and 16th level) Silver-Tongued (+2 Bluff/Diplomacy, var pielāgot attieksmi līdz trim soļiem ar diplomātijas pārbaudes) Raksturs iezīmes / trūkumi trūkums: nežēlība (-2 uzbrukti rullis, ja 30 nāves vai bezpalīdzīgs ienaidniekiem un nav uzbrukti tiem) Combat: Reakcionārs (+2 to Initiative) Faith: Birthmark (+2 to saving throws against charm/piespiedu kārtā, dzimumzīme darbojas kā svēts simbols liešanai) Magic: Mērķtiecīga Mīnd (+2 koncentrācijas pārbaudes) Klases prasmes: novērtēt, Biefs, Amatniecība (Jebkurš), Diplomātija, Noslēpt, Dziedēt, Zināšanas (Arcana), Zināšanas (Vēsture), Zināšanas (muižniecība), Zināšanas (lidmašīnas), Zināšanas (Reliģija), Valodniecība, Profesija (Jebkurš) , Sense Motive, Spellcraft un Stealth. Valodas: Common 1: Cleric (Asmodean Advocate) 1, +1 Skill Point and Hit Point BAB: +0 Base letaupa: +3/+1/+6 New Feats: Simple Weapon Proficiency, Light and Medium Armor Proficiencies, Shield Profesionalitāte, Aura (Law, Evil), Channel Energy (Negatīvs), Garīdznieks Spellcasting, dēmonisks Zināšanas, Devil In Details, Samazināts Spellcasting, Domēns: Bīdēdība (Innuendo), Pact-Bound, Serpēt, Spontāna Casting (Inflict), [Domain] Fool's Privilege 1/day, [Familiar] Alertness, [Familiar] (Čūska) +2 Bluff, [1st Level Feat] Verify, [Mērķtiecīgi Study] Skill Focus: Profesija (barrister), [Anti-Hero] Fast Learner Skills(4): Knowledge (Planes), Profession (Barrister), Sense Motive, Spellcraft Base Spells Per Day*: 3 Lvl. 0, 2 Lvl. 1 *Also, viens konkrēts domēna pareizrakstības par pareizrakstības līmeni virs 0. Channel Energy: 1d6 negatīvs Familiar: Viper, Fīgment archetype 2: Cleric (Asmodean Advocate) 2, +1 Skill Point and Hit Point BAB: +1 Base letaupa: +4/+1/+7 Jauni varondarbi: (nav) Prasmes(4): Zināšanas (Reliģija), Profesija (Barrister), Sense Motive, Spellcraft Base Spells Per Day*: 4 Lvl. 0, 3 Lvl. 1 *Ari viens konkrēts domēna burvestību per spell līmenis virs 0. Channel Energy: 1d6 negatīvs 3: Garīdznieks (Asmodean Advocate) 3, +1 Skill Point and Hit Point BAB: +2 Base letaupa: +4/+2/+7 New Feats: [3. līmeņa feat] Izsaukt [Jauno Monster Skills(4): Knowledge (History), Profession (Barrister), Sense Motive, Spellcraft Base Spells Per Day*: 4 Lvl. 0, 3 Lvl. 1, 2 Lvl. 2 *Also, viens konkrēts domēna pareizrakstības par pareizrakstības līmeni virs 0. Channel Energy: 2d6 negatīvs 4: garīdznieks (Asmodean Advocate) 4, +1 Skill Point un Rezultāts Point BAB: +3 Palielināts Spēja Rādītājs: WIS +1 (20) Base letaupa: +5/+2/+9 New Feats: (none) Skills(4): Linguistics (Infernal), Profesija Sense Motive, Spellcraft bāzes burvestības dienā*: 4 Lvl. 0, 5 Lvl. 1, 3 Lvl. 2 *Ari viens konkrēts domēna burvestība pareizrakstības līmeni virs 0. Channel Energy: 2d6 negatīvs 5: garīdznieks (Asmodean Advocate) 5, +1 Skill Point un Rezultāts Point BAB: +3 Base letaupa: +5/+2/+9 New Feats: Fool's Privilege 2/day, [5. līmeņa feat] Svētās pavēstes prasmes(4): profesija (barrister), Sense Motive, Spellcraft, Izmantojiet Magic Device Base burvestības dienā*: 4 Lvl. 0, 5 Lvl. 1, 3 Lvl. 2, 2 Lvl. 3 *Ari viens konkrēts domēna burvestība pareizrakstības līmeni virs 0. Channel Energy: 3d6 negatīvs 6: Garīdznieks (Asmodean Advocate) 6, +1 Skill Point and Hit Point BAB: +4 Base letaupa: +6/+3/+10 Jauni feats: (none) Skills(4): Profession (Barrister), Sense Motive, Spellcraft, Use Magic Device Base Spells Per Day*: 4 Lvl. 0, 5 Lvl. 1, 4 Lvl. 2, 4 Lvl. 2, 4 Lvl. 3, 2 Lvl. 4 *Ari viens konkrēts domēna burvestību līmenis par pareizrakstības līmeni virs 0. Channel Energy: 3d6 negatīvs 7: Garīdznieks (Asmodean Advocate) 7, +1 Skill Point un Rezultāts Point BAB: +5 Base letaupa: +6/+3/+10 New Feats: [7th Level Feat] Toughness Skills(4): Profession (Barrister), Sense Motive, Spellcraft, Izmantojiet Magic Device Base burvestības dienā*: 4 Lvl. 0, 6 Lvl. 1, 4 Lvl. 2, 4 Lvl. 3, 3 Lvl. 4 *Also, viens konkrēts domēns pareizrakstības līmenis virs 0. Channel Energy: 4d6 negatīvs Familiar (Improved): 4 Lvl. 0, 6 Lvl. 1, 4 Lvl. 2, 3 Lvl. 3, 2 Lvl. 4 *Ari viens konkrēts domēna burvestību par pareizrakstības līmeni virs 0. Channel Energy: 4d6 negatīvs 8: Garīdznieks (Asmodean Advocate) 8, +1 Skill Point un Rezultāts Point BAB: +6/+1 Palielināts Spēja Score: WIS +1 (21) Base letaupa: +7/+4/+11 New Feats: [Domain] Master's Illusion, [Mērķtiecīga pētījums] Skill Focus: Sense Motive, Shoulder Devil, Lost: [Familiar] (Serpent) +2 Bluff Skills(4): Profession (Barrister), Sense Motive, Spellcraft, Use Magic Device Base Spells Per Day*: 4 Lvl. 0, 6 Lvl. 1, 4 Lvl. 2, 5 Lvl. 3, 4 Lvl. 4, 3 Lvl. 5, 1 Lvl. 6 * , also one specific domain spell at one spell level above 0. Channel Energy: 6d6 negatīvs Familiar (Improved): 4 Lvl. 0, 6 Lvl. 1, 4 Lvl. 2, 4 Lvl. 3, 3 Lvl. 4, 2 Lvl. 5 *Ari viens konkrēts domēns pareizrakstības līmenis virs 0. Channel Energy: 5d6 negatīvs 10: Garīdznieks (Asmodean Advocate) 10, +1 Skill Point un Hit Point BAB: +7/+2 Base letaupa: +8/+4/+12 New Feats: (none), Signature Skill Unlock (10th), [Skill Focus: Profession (Barrister) un Spellcraft bonus palielinās līdz +6] Prasmes (4): Sense Motive, Spellcraft, Use Magic Device Base Spells Per Day*: 4 Lvl. 0, 6 Lvl. 1, 5 Lvl. 2, 5 Lvl. 3, 4 Lvl. 4, 3 Lvl. 5, 1 Lvl. 6 * , also one specific domain spell level above 0. Channel Energy: 5d6 negative 11: Clergyman (Asmodean Advocate) 11, +1 Skill Point and Hit Point BAB: +8/+3 Base Saves: +8/+4/+12 New Feats: [11th Level Feat] Divine Interference(4): Profession (Barrister), Sense Motive, Spellcraft, Use Magic Device Base on the day of spell*: 4 Lvl. 0, 6 Lvl. 1, 5 Lvl. 2, 5 Lvl. 3, 4 Lvl. 4, 3 Lvl. 5, 1 Lvl. 6 * , also one specific domain spell at one spell level above 0. Channel Energy: 6d6 negative 12: Clergyman (Asmodean Advocate) 12, +1 Skill Point and Hit Point BAB: +9/+4 Increased Ability Score: WIS +1 (22) Base Saves: +9/+5/+14 New Feats: (none) Skills(4): Profession (4), Barrister Sense, Spellcraft, Use Magic Device Base on the day of spell*: 4 Lvl. 0, 6 Lvl. 1, 6 Lvl. 2, 5 Lvl. 3, 4 Lvl. 4, 4 Lvl. 5, 3 Lvl. 6 *Also one specific domain spell at one spell level above 0. Channel Energy: 6d6 negative 13: Clergyman (Asmodean Advocate) 13, +1 Skill Point and Hit Point BAB: +9/+4 Base Saves: +9/+5/+14 New Feats: Fool's Privilege 4/day, [13th Level Feat] Spell Spread (4): Profession (barrister), Sense Motive, Spellcraft, Use Magic Device Base on spell day*: 4 Lvl. 0, 6 Lvl. 1, 6 Lvl. 2, 5 Lvl. 3, 4 Lvl. 4, 4 Lvl. 5, 3 Lvl. 6 *Also one specific domain spell at the spell level above 0. Channel Energy: 7d6 negative 14: Clergyman (Asmodean Advocate) 14, +1 Skill Point and Hit Point BAB: +10/+5 Base Saves: +10/+5/+15 New Feats: (none) Skills(4 Profession): (Barrister), Sense Motive, Spellcraft, +1 other base spells per day*: 4 Lvl. 0, 6 Lvl. 1, 6 Lvl. 2, 5 Lvl. 3, 5 Lvl. 4, 4 Lvl. 5, 4 Lvl. 6, 2 Lvl. 7 *Also one specific domain spell at the spell level above 0. Channel Energy: 7d6 negative 15: Clergyman (Asmodean Advocate) 15, +1 Skill Point and Hit Point BAB: +11/+6/+1 Base Saves: +10/+6/+15 New Feats: Signature Skill Unlock (15th), [15th. Level Feat] Greater Spell Penetration Skills(4): (Barrister), Sense Motive, Spellcraft, +1 other base spells per day*: 4 Lvl. 0, 6 Lvl. 1, 6 Lvl. 2, 5 Lvl. 3, 5 Lvl. 4, 5 Lvl. 5, 4 Lvl. 6, 2 Lvl. 7, 1 Lvl. 8 *Also one specific domain spell on the spelling level above 0. Channel Energy: 8d6 negative 16: Clergyman (Asmodean Advocate) 16, +1 Skill Point and Hit Point BAB: +12/+7/+2 Increased Ability Score: WIS +1 (23) Base Saves: +11/+6/+16 New Feats: [Targeted Study] Skill Focus: Spellcraft Profession (barrister), Sense Motive, Spellcraft, +1 other base spells per day*: 4 Lvl. 0, 6 Lvl. 1, 6 Lvl. 2, 5 Lvl. 3, 5 Lvl. 4, 5 Lvl. 5, 4 Lvl. 6, 2 Lvl. 7, 1 Lvl. 8 *Also one specific domain spell on the spelling level above 0. Channel Energy: 8d6 negative 17: Clergyman (Asmodean Advocate) 17, +1 Skill Point and Hit Point BAB: +12/+7/+2 Base Saves: +11/+6/+16 New Feats: Fool's Privilege 5/day, [17th Level Feat] Endurance Skills (4): Profession (barrister), Motif, Spellcraft, +1 other base spells per day*: 4 Lvl. 0, 6 Lvl. 1, 6 Lvl. 2, 5 Lvl. 3, 5 Lvl. 4, 5 Lvl. 5, 5 Lvl. 6, 3 Lvl. 7, 2 Lvl. 8, 1 Lvl. 9 *Also one specific domain at the spelling level above 0. Channel Energy: 9d6 negative 18: Clergyman (Asmodean Advocate) 18, +1 Skill Point and Hit Point BAB: +13/+8/+3 Base Saves: +12/+7/+17 New Feats: (none) Skills(4): Profession (Barrister), Sense, Motive, Spellcraft, +1 other base spells per day*: 4 Lvl. 0, 6 Lvl. 1, 6 Lvl. 2, 5 Lvl. 3, 5 Lvl. 4, 5 Lvl. 5, 5 Lvl. 6, 3 Lvl. 7, 3 Lvl. 8, 2 Lvl. 9 *Also one specific domain at the spelling level above 0. Channel Energy: 9d6 negative 19: Clergyman (Asmodean Advocate) 19, +1 Skill Point and Hit Point BAB: +14/+9/+4 Base Saves: +12/+7/+17 New Feats: [19th Level Feat Feat] Diehard Skills(4): Profession (Barrister), Sense, Motive, Spellcraft, +1 other base spells per day*: 4 Lvl. 0, 6 Lvl. 1, 6 Lvl. 2, 5 Lvl. 3, 5 Lvl. 4, 5 Lvl. 5 Lvl. 6, 5 Lvl. 7, 4 Lvl. 8, 4 Lvl. 9 *Also one specific domain spell at the spell level above 0. Channel Energy: 10d6 Negative Domain Spells (Trickery, Innuendo) Level 1-1st: Show Thought Level 3-2nd: Invisibility Level 5-3rd: Suggestion Level 7-4th: Confusion Level 9 - 5. Clergyman whose deity allows positive or negative channels can be used way to activate forces, although some emities may have different effects depending on what type of energy activates them. The clergyman can use the focus as a sacred symbol (whether activated or not), although if it is a dless item, rather than held an item she must touch the item with a free hand. Authoritative costumes (450 GP) are usually worn by senior members of faith, these cumbersome but wonderfully luxurious clothes create an aura of respect and gravitas that some dare to challenge. Once it is activated, the garment will make you seem more impressive and worthy of all viewers 60 feet away from you; You can take one diplomacy test to change the attitude of these viewers as quick action. You can use this option only for a specific viewer once a day (additional attempts are not valid, although you can still convince viewers usually without the help of focus). Just Scale (50 GP) This set of small gold plated scales are inscribed with words from sacred text. Once it is activated, its presence helps in the conversations, trying to change another person's attitude by one step of quick action instead of requiring 1 minute. The user must touch the scales and speak with the intended purpose as part of the skill test. The item remains activated for 1 hour, or until it is used to affect several creatures equal to the 1/2 effective clergy level of the person who activated it. Blessed Rings (5 GP per pair) One tiny religious symbol adorns each ring in this matched pair. If two people each wear one of the rings and clasp their hands, the clergyman can activate both rings with one use of channel energy. If a person wearing one of these rings dies or removes it, the other ring instantly cracks; the wearer of the broken ring knows if it has cracked because the other wearer died or the ring was removed. Consecrated Shield (+100 GP on base shield cost) The Consecrated shield can be any kind of shield (including bucklers, tower shields, and even magic shields). When activated, the sacred shield adds +1 sacred (if positive energy) or blasphemous (if negative energy) bonus to the user's armor class. This bonus lasts 24 hours or until the wearer is hit by a fight, depending on what happens first. Creatures other than the clergyman are able to use a charged shield and this ability. Sundered Mask (250 GP) This mask is a representation of god's knowledge. Activating the mask charges it with healing power. If a member of the faith associated with the mask wears a mask when it is activated, the first time the wearer takes damage, the mask releases stored energy into the wearer, the healing number hit points equal to the number of dice activation clergyman channel energy abilities. The mask heals its wearer regardless of the type of directed energy used and whether the target is alive or undead. This healing does not prevent the user from hit point damage, and is primarily used to provide immediate healing when the clergyman is busy or can only divert a harmful form of energy. The mask stays charged until it heals someone or 24 hours to go. When activated, it protects the wearer against undead creatures. The first-time wearer is subjected to an onslaught of an undead creature that requires a rescue throw (such as illness, paralysis, or an energy drain), an amulet gives the user a sacred (if activated with positive energy) or a blasphemous (if activated with negative energy) bonus for her rescue throw against that attack. This bonus is equal to the number of splinter activating ants channel energy capability. The amulet remains charged until it's magic or 1 hour has passed. Familiar Progression 1: Snake, Viper (2 master's bluff checks); Fīgment archetype HD: 1 hp: 1/4 master's HP BAB: +0 Capability indicators: STR 4; DEX 17; Article 8 CON; INT 6; WIS 13; CHA 2 Attack(s): Bite 5 (1d2-2) with DC 9 injury venom: 1d2 CON (duration 1/round 6 rounds) Size: Tiny (0 feet reach) Speed: 20 Earth, 20 Climb, 20 Swim Base Saves: +14/+5/+3 Base AC: 17 (10+ 2 natural + 3 DEX + 2 size) Current feats and abilities: Low-Light Vision, Weapons finesse, alertness, Share spells, Empathic Link, Serpent (Speak Common), Dream Recurring Skills: Climb 11, Knowledge (airplanes) -1, Perception 9, Profession (barrister) 2, Sense Motive 2, Spellcraft -1, Stealth 15, Swim 11 2: Snake, Viper (+2 master bluff checks); Fīgment archetype HD: 2 hp: 1/4 master's HP BAB: +1 Capability indicators: STR 4; DEX 17; Article 8 CON; INT 6; WIS 13; CHA 2 Attack(s): Bite 6 (1d2-2) with DC 9 injury venom: 1d2 CON (duration 1/round 6 rounds) Size: Tiny (0 feet reach) Speed: 20 Earth, 20 Climb, 20 Swim Base Saves: +2/+6/+4 Base AC: 17 (10+ 2 natural + 3 DEX + 2 size) Current feats and capabilities: Low-Light Vision, Weapons finesse, alertness, Share Spells, Empathic Link, Serpent (Speak Common), Recurring Dream Skills: Climb 11, Knowledge (Airplanes) -1, Knowledge (Religion) -1, Perception 9, Profession (Barrister) 3, Sense Motive 3, Spellcraft 0, Stealth 15, Swim 11 3: Snake, Viper (+2 Master's Bluff Checks); Fīgment archetype HD: 3 hp: 1/4 master's HP BAB: +2 Capability indicators: STR 4; DEX 17; Article 8 CON; INT 7; WIS 13; CHA 2 Attack(s): Bite 7 (1d2-2) with DC 9 injury venom: 1d2 CON (duration 1/round 6 rounds) Size: Tiny (0 feet reach) Speed: 20 Earth, 20 Climb, 20 Swim Base Saves: +2/+6/+4 Base AC: 18 (10+ 3 Natural + 3 DEX + 2 Size) Current Feats and Abilities: Low-Light Vision, Weapon Finesse, Alertness, Share Spells, Empathic Link, Serpent (Spoken Common), Dream Recurring, Recurring Manifest Dreams 1 Skills: Climb 11, Knowledge (Airplanes) -1, Knowledge (Religion) -1, Perception 9, Profession (Barrister) 4, Sense Motive 4, Spellcraft 1, Stealth 15, Swim 11 (1) Qualified: use magic device 4: snake, viper (2 master's bluff checks); Fīgment archetype HD: 4 hp: 1/4 master's HP BAB: +3 Capability indicators: STR 4; DEX 17; Article 8 CON; INT 7; WIS 13; CHA 2 Attack(s): Bite 8 (1d2-2) with DC 9 injury venom: 1d2 CON (duration 1/round 6 rounds) Size: Tiny (0 feet reach) Speed: 20 Earth, 20 Climb, 20 Swim Base Saves: +3/+7/+5 Base AC: 18 (10+ 3 Nature + 3 DEX + 2 Size) Current Feats and Abilities: Low-Light Vision, Weapons Finesse, Alertness, Share Spells, Empathic Link, Serpent (Speak Common), Recurring Dream, Manifest Dreams 1 Skills: Climb 11, Knowledge (Airplanes) -1, Knowledge (Religion) -1, Linguistics -1, Perception 9, Profession (Barrister) 5, Sense Motive 5, Spellcraft 2, Stealth 15, Swim 11 Evolutionary (1): (as desired in terms of campaign/current situation, altered every morning) 5: Snake, Viper (2 master bluff tests); Fīgment archetype HD: 5 hp: 1/4 master's HP BAB: +3 Capability indicators: STR 4; DEX 17; Article 8 CON; INT 8; WIS 13; CHA 2 Attack(s): Bite 8 (1d2-2) with DC 9 injury venom: 1d2 CON (duration 1/round 6 rounds) Size: Tiny (0 feet, reach) Speed: 20 Earth, 20 Climb, 20 Swim Base Saves: +3/+7/+5 Base AC: 19 (10+ 4 Natural + 3 DEX + 2 size) Current Feats and Abilities: Low-Light Vision, Weapon Finesse, Alertness, Share Waves, Empathic Link, Snake (Speak Common), Recurring Dream, Manifest Dreams 1, Item Extra Slot: Hands Skills: Climb 11, Knowledge (Airplanes) 0, Knowledge (Religion) 0, Linguistics 0, Perception 9, Profession (Barrister) 6, Sense Motive 6, Spellcraft 4, Stealth 15, Swim 11, Use Magic Device 5 Evolution (1): (as desired for campaign/current situation, changed every morning) 6: Snake, Viper (+2 master bluff tests); Fīgment archetype HD: 6 hp: 1/4 master's HP BAB: +4 Capability indicators: STR 4; DEX 17; Article 8 CON; INT 8; WIS 13; CHA 2 Attack(s): Bite +9 (1d2-2) with DC 9 injury venom: 1d2 CON (duration 1/round 6 rounds) Size: Tiny (0 feet reach) Speed: 20 Earth, 20 Climb, 20 Swim Base Saves: +4/+8/+6 Base AC: 19 (10+ 4 natural + 3 DEX + 2 size) Current feats and abilities: Low-Light Vision, Weapons finesse, alertness, Share Spells, Empathic Link, Snake (Spoken Common), Recurring Dream, Manifest Dreams 1, Item Extra Slot: Hands Skills Climb 11, Knowledge (Airplanes) 0, Knowledge (Religion) 0, Linguistics 0, Perception 9, Profession (Barrister) 6, Sense Motive 6, Spellcraft 4, Stealth 15, Swim 11, Use Magic Device 5 Evolution (1): (1) Qualified: Use Magic Device 7: Snake, Viper (+2 Captain Bluff Checks); Fīgment archetype HD: 7 hp: 1/4 master's HP BAB: +5 Capability indicators: STR 4; DEX 17; Article 8 CON; INT 9; WIS 13; CHA 2 Attack(s): Bite 10 (1d2-2) with DC 9 injury venom: 1d2 CON (duration 1/round 6 rounds) Size: Tiny (0 feet, reach) Speed: 20 Earth, 20 Climb, 20 Swim Base Saves: +4/+8/+6 Base AC: 20 (10+ 5 natural + 3 + 2 izmērs) Current Feats un spējas: Low-Light Low-Light Weapon Finesse, Alertness, Share Spells, Empathic Link, Snake (Speak Common), Recurring Dream, Manifest Dreams 2, Extra Item Slot: Hands Skills: Climb 11, Knowledge (Airplanes) 0, Knowledge (Religion) 0, Linguistics 0, Perception 9, Profession (Barrister) 10, Motive 10, Spellcraft 9, Use Magic Device 15 Evolutions (2): (1) Qualified: Use Magic Device, (as desired for campaign/current situation, changed every morning) 13: Imp, Consular; Fīgment archetype HD: 8 hp: 1/4 master's HP BAB: +6 Capability indicators: STR 10; DEX 17; CON 10; INT 10; WIS 12; CHA 14 Attack(s): Sting +11 (1d4) with DC 13 injury venom: 1d2 DEX (duration 1/round 6 rounds) Size: Tiny (0 feet, reach) Speed: 20' Land, 50' Fly (perfect) Base Saves: +6/+9/+7 Base AC: 20 (10+ 6 nature + 3 DEX + 2 size) Resistance: DR 5/good or silver, Immune fire/poison, Resist acid/cold 10 Current Feats and abilities: Darkvision 60 , See dark, Detect in the dark, constant Detect Magic, Fast Healing 2, Telepathy 50', Dodge, Constant Detect Good, constant Detect Magic, Fast Healing 2, Telepathy 50', Dodge, Weapon Finesse, Alertness, Share Spells, Empathic Link, Recurring Dream, Manifest Dreams 2, Extra Item Slot: Hands, [Languages] Common and Tile Spell-Like Abilities (CL 6): Invisibility (self) after following after desire , Beast Shape II after following her following her, Augury DC 15 1/ day, suggestion DC 15 1/ day, , Commune (CL 12., 6 questions) 1/week Skills: tumbling 9, Bluff 8, Fly 21, Knowledge (Arcana) 6, Knowledge (Airplanes) 6, Knowledge (Religion) 0, Linguistics 0, Perception 9, Profession (Barrister) 9, Sense Motive 9, Spellcraft 7, Use Magic Device 16 Evolutions (2): (1) Qualified: Use Magic Device, (as desired for campaign/current situation, changed every morning) 13: Imp, Consular; Fīgment archetype HD: 9 hp: 1/4 Master HP BAB: +6 Capability indicators: STR 10; DEX 17; CON 10; INT 10; WIS 12; CHA 14 Attack(s): Sting +11 (1d4) with DC 13 injury venom: 1d2 DEX (duration 1/round 6 rounds) Size: Tiny (0 feet, reach) Speed: 20' Land, 50' Fly (perfect) Base Saves: +6/+9/+7 Base AC: 21 (10+ 6 nature + 3 DEX + 2 size) Resistance: DR 5/good or silver, Immune fire/poison, Resist acid/cold 10 Current Feats and abilities: Darkvision 60 , See dark, constant Detect Good, constant Detect Magic, Fast Healing 2, Telepathy 50', Dodge, Constant Detect Good, constant Detect Magic, Fast Healing 2, Telepathy 50', Dodge, Weapon Finesse, Alertness, Share Spells, Empathic Link, Recurring Dream, Manifest Dreams 2, Extra Item Slot: Hands, [Languages] Common and Tile Spell-Like Abilities (CL 6): Invisibility (self) after following after desire , Beast Shape II after following her following her, Augury DC 15 1/ day, suggestion DC 15 1/ day, , Commune (CL 12., 6 questions) 1/week Skills: tumbling 9, Bluff 8, Fly 21, Knowledge (Arcana) 6, Knowledge (Airplanes) 6, Knowledge (Religion) 2, Linguistics 2, Perception 9, Profession (Barrister) 10, Motive 10, Spellcraft 9, Use Magic Device 16 Evolutions (2): (1) Qualified: Use Magic Device, (as desired for campaign/current situation, changed every morning) 13: Imp, Consular; Fīgment archetype HD: 10 hp: 1/4 Master HP BAB: +7 Capability indicators: STR 10; DEX 17; CON 10; INT 10; WIS 12; CHA 14 Attack(s): Sting 12 (1d4) with DC 13 injury venom: 1d2 DEX (duration 1/round 6 rounds) Size: Tiny (0 feet, reach) Speed: 20' Land, 50' Fly (perfect) Base Saves: +7/+10/+8 Base AC: 21 (10+ 6 natural + 3 DEX + 2 size) Resistance: DR 5/good or silver, Immune fire/poison, Resist acid/cold 10 Current Feats and abilities: Darkvision 60 , See dark, constant Detect Good, constant Detect Magic, Fast Healing 2, Telepathy 50', Dodge, Constant Detect Good, constant Detect Magic, Fast Healing 2, Telepathy 50', Dodge, Weapon Finesse, Alertness, Share Spells, Empathic Link, Recurring Dream, Manifest Dreams 2, Extra Item Slot: Hands, [Languages] Common and Tile Spell-Like Abilities (CL 6): Invisibility (self) after following after desire , Beast Shape II after following her following her, Augury DC 15 1/ day, suggestion DC 15 1/ day, , Commune (CL 12., 6 questions) 1/week Skills: tumbling 9, Bluff 8, Fly 21, Knowledge (Arcana) 7, Knowledge (Airplanes) 7, Knowledge (Religion) 1, Linguistics 1, Perception 9, Profession (Barrister) 10, Motive 10, Spellcraft 9, Use Magic Device 16 Evolutions (2): (1) Qualified: Use Magic Device, (as desired for campaign/current situation, changed every morning) 13: Imp, Consular; Fīgment archetype HD: 11 hp: 1/4 Master HP BAB: +8 Capability scores: STR 10; DEX 17; CON 10; INT 11; WIS 12; CHA 14 Attack(s): Sting 13 (1d4) with DC 13 injury venom: 1d2 DEX (duration 1/round 6 rounds) Size: Tiny (0 feet, reach) Speed: 20' Land, 50' Fly (perfect) Base Saves: +7/+10/+8 Base AC: 22 (10+ 7 natural + 3 DEX + 2 size) Resistance: DR 5/good or silver, Immune fire/poison, Resist acid/cold 10, SR 16 Current Feats and abilities: Dark Vision See the Dark, Constant Detect Good, constant Detect Magic, Fast Healing 2, Telepathy 50', Dodge, Constant Detect Good, constant Detect Magic, Fast Healing 2, Telepathy 50', Dodge, Weapon Finesse, Alertness, Share Spells, Empathic Link, Recurring Dream, Manifest Dreams 2, Extra Item Slot: Hands, [Languages] Common and Tile Spell-Like Abilities (CL 6): Invisibility (self) after following after desire , Beast Shape II after following her following her, Augury DC 15 1/ day, suggestion DC 15 1/ day, , Commune (CL 12h, 6 questions) 1/week Skills: tumbling 9, Bluff 8, Fly 21, Knowledge (Arcana) 8, Knowledge (Airplanes) 8, Knowledge (Religion) 2, Linguistics 2, Perception 9, Profession (Barrister) 10, Motive 10, Spellcraft 9, Use Magic Device 16 Evolutions (3): (1) Qualified: Use Magic Device, (as desired in terms of campaign/current situation, changed every morning) 13: Imp, consular; Fīgment archetype HD: 12 hp: 1/4 master's HP BAB: +9 Ability scores: STR 10; DEX 17; CON 10; INT 11; WIS 12; CHA 14 Attack(s): Sting +14 (1d4) with DC 13 injuries 1d2 DEX (duration 1/round 6 rounds) Size: Tiny (0 feet, reach) Speed: 20' Land, 50' Fly (perfect) Base Saves: +8/+11/+9 Base AC: 22 (10+ 7 nature + 3 DEX + 2 size) Resistance: DR 5/good or silver, Immune fire/poison, Resist acid/cold 10, SR 17 Currents and Feat:Dark 60', See, Dark constant Detect Good, constant Detect Magic, Fast Healing 2, Telepathy 50', Dodge, Constant Detect Good, constant Detect Magic, Fast Healing 2, Telepathy 50', Dodge, Constant Detect Good, constant Detect Magic, Fast Healing 2, Telepathy 50', Dodge, Weapon Finesse, Alertness, Share Spells, Empathic Link, Recurring Dream, Manifest Dreams 3, Extra Item Slot: Hands, [Languages] Common and Tile Spell-Like Abilities (CL 6): Invisibility (self) after following upon desire , Beast Shape II after her, Augury DC 15 1/day, suggestion DC 15 1/day, , Commune (CL 12th, 6pm questions) 1/week Skills: tumbling 9, Bluff 8, Fly 21, Knowledge (Arcana) 8, Knowledge (Airplanes) 8, Knowledge (Religion) 2, Linguistics 2, Perception 9, Profession (Barrister) 14, Sense Motive 14, Spellcraft 14, Use Magic Device 19 Evolutions (3): (1) Qualified: Use Magic Device, (as desired for campaign/current situation, changed every morning) 16: Imp, Consular; Fīgment archetype HD: 14 hp: 1/4 master's HP BAB: +10 Capability indicators: STR 10; DEX 17; CON 10; INT 14; WIS 12; CHA 14 Attack(s): Sting +17 (1d4) with DC 13 injury venom: 1d2 DEX (duration 1/round 6 rounds) Size: Tiny (0 feet, reach) Speed: 20' Land, 50' Fly (perfect) Base Saves: +10/+13/+11 Base AC: 23 (10+ 8 nature + 3 DEX + 2 size) Resistance: DR 5/good or silver, Immune fire/poison, Resist acid/cold 10, SR 19 Current Feats and Abilities: Darkvision 60 , See, constant Detect Good, constant Detect Magic, Fast Healing 2, Telepathy 50', Dodge, Constant Detect Good, constant Detect Magic, Fast Healing 2, Telepathy 50', Dodge, Constant Detect Good, constant Detect Magic, Fast Healing 2, Telepathy 50', Dodge, Weapon Finesse, Alertness, Share Spells, Empathic Link, Recurring Dream, Manifest Dreams 3, Extra Item Slot: Hands, [Languages] Common and Tile Spell-Like Abilities (CL 6): Invisibility (self) after following upon desire , Beast Shape II after following her, Augury DC 15 1/day, suggestion DC 15 1/day, , Commune (CL 12th, 6pm questions) 1/week Skills: tumbling 9, Bluff 8, Fly 21, Knowledge (Arcana) 9, Knowledge (Airplanes) 9, Knowledge (Religion) 2, Linguistics 2, Perception 9, Profession (Barrister) 15, Sense Motive 15, Spellcraft 15, Use Magic Device 19 Evolutions (3): (1) Qualified: Use Magic Device, (as desired for campaign/current situation, changed every morning) 15: Impconsular, C: Fīgment archetype HD: 15 HP: 1/4 master's HP BAB: +11 Capability indicators: STR 10; DEX 17; CON 10; INT 13; WIS 12; CHA 14 Attack(s): Sting +16 (1d4) with DC 13 injury venom: 1d2 DEX (duration 1/round 6 rounds) Size: Tiny (0 ft. reach) Speed: 20' Land, 50' Fly (perfect) Base Saves: +11/+12/+10 Base AC: 24 (10+ 9 natural + 3 DEX + 2 size) Resistance: DR 5/good or silver, Immune fire/poison, Resist acid/cold 10, SR 20 Current Feats and abilities: Darkvision 60 , See dark, constant Detect Good, constant Detect Magic, Fast Healing 2, Telepathy 50', Dodge, Constant Detect Good, constant Detect Magic, Fast Healing 2, Telepathy 50, Dodge, Weapon Finesse, Alertness, Share Spells, Empathic Link, Recurring Dream, Manifest Dreams 3, Extra Item Slot: Hands, [Languages] Common and Tile Spell-Like Abilities (CL 6): Invisibility (self) after following upon desire , Beast Shape II after her, Augury DC 15 1/day, suggestion DC 15 1/day, , Commune (CL 12th, 6pm questions) 1/week Skills: tumbling 9, Bluff 8, Fly 21, Knowledge (Arcana) 9, Knowledge (Airplanes) 9, Knowledge (Religion) 2, Linguistics 2, Perception 9, Profession (Barrister) 16, Sense Motive 16, Spellcraft 16, Use Magic Device 19 Evolutions (3): (1) Qualified: Use Magic Device, (as desired for campaign/current situation, changed every morning) 16: Imp, Consular; Fīgment archetype HD: 16 HP: 1/4 master's HP BAB: +12 Capability indicators: STR 10; DEX 17; CON 10; INT 13; WIS 12; CHA 14 Attack(s): Sting +17 (1d4) with DC 13 injury venom: 1d2 DEX (duration 1/round 6 rounds) Size: Tiny (0 ft. reach) Speed: 20' Land, 50' Fly (perfect) Base Saves: +10/+13/+11 Base AC: 24 (10+ 9 natural + 3 DEX + 2 size) Resistance: DR 5/good or silver, Immune fire/poison, Resist acid/cold 10, SR 21 Currents and Abilities: Darkvision 60 , See dark, constant Detect Good, constant Detect Magic, Fast Healing 2, Telepathy 50', Dodge, Constant Detect Good, constant Detect Magic, Fast Healing 2, Telepathy 50, Dodge, Weapon Finesse, Alertness, Share Spells, Empathic Link, Recurring Dream, Manifest Dreams 3, Extra Item Slot: Hands, [Languages] Common and Tile Spell-Like Abilities (CL 6): Invisibility (self) after following upon desire , Beast Shape II after her, Augury DC 15 1/day, suggestion DC 15 1/day, , Commune (CL 12th, 6pm questions) 1/week Skills: tumbling 9, Bluff 8, Fly 21, Knowledge (Arcana) 9, Knowledge (Airplanes) 9, Knowledge (Religion) 3, Linguistics 3, Perception 9, Profession (Barrister) 17, Sense Motive 17, Spellcraft 20, Use Magic Device 19 Evolutions (3): (1) Qualified: Use Magic Device, (as desired for campaign/current situation, changed every morning) 19: Imp, Consular; Fīgment archetype HD: 19 hp: 1/4 Master HP BAB: +14 Capability indicators: STR 10; DEX 17; CON 10; INT 15; WIS 12; CHA 14 Attack(s): Sting 19 (1d4) with DC 13 injury venom: 1d2 DEX (duration 1/4+14+12base AC: 26 (10+ 11 + 3 DEX + 2 izmērs) Pretestības: DR 5/good vai silver, Imūnās uguns / inde, Resist acid / cold 10, SR 24 Current Feats and Abilities: Darkvision 60 , Skatīt turns, konstante Detect Good, konstante Detect Magic, Fast Healing 2, Telepathy 50 ' , , Weapon Finesse, Alertness, Share spells, Empathic Link, Recurring Dream, Manifest Dreams 3, Extra Item Slot: Hands, [Languages] Common and Tile Spell Like Abilities (CL 6): Invisibility (self) after desire, Beast Shape II at the market, Augury DC 15 1/day, suggestion DC 15 1/day, Commune (CL 12th, 6th questions) 1/week Skills: Acrobatics 9, Bluff 8, Fly 21, Knowledge (Arcana) 9, Knowledge (Airplanes) 9, Knowledge (Religion) 3, Perception 9, Profession (Barrister) 20, Sense Motive 20, Spellcraft 21, Use Magic Device 19 Evolutions (3): (1) Qualified: Use magic device, (as desired in terms of campaign / current situation, changed every morning) 20: Imp, Consular; Fīgment archetype HD: 20 hp: 1/4 master's HP BAB: +15 Capability indicators: STR 10; DEX 17; CON 10; INT 15; WIS 12; CHA 14 Attack(s): Sting +20 (1d4) with DC 13 injury venom: 1d2 DEX (duration 1/round 6 rounds) Size: Tiny (0 ft. reach) Speed: 20' Land, 50' Fly (perfect) Base Saves: +12/+15/+13 Base AC: 26 (10+11 natural + 3 DEX +2 size) Resistance: DR 5/good or silver, Immune fire/poison, Resist acid/cold 10, SR 25 Current Feats and Abilities: Darkvision 60', See Dark, constant Detect Good, constant Detect Magic, Fast Healing 2, Telepathy 50', Dodge, Constant Detect Good, constant Detect Magic, Fast Healing 2, Telepathy 50, Dodge, Weapon Finesse, Alertness, Share Spells, Empathic Link, Recurring Dream, Manifest Dreams 3, Extra Item Slot: Hands, [Languages] Common and Tile Spell-Like Abilities (CL 6): Invisibility (self) after following upon desire , Beast Shape II after her, Augury DC 15 1/day, suggestion DC 15 1/day, , Commune (CL 12th, 6pm questions) 1/week Skills: tumbling 9, Bluff 8, Fly 21, Knowledge (Arcana) 9, Knowledge (Airplanes) 9, Knowledge (Religion) 3, Linguistics 3, Perception 9, Profession (Barrister) 21, Sense Motive 21, Spellcraft 22, Use Magic Device 19 Evolutions (3): (1) Qualified: Use Magic Device, (as desired campaign/current situation, every morning change)