

Kaya Kosetsu

Character Name
Sorcerer 5
CLASS

Rachel

Player Name
Kitsune (Firekin) / Humanoid
RACE

Daikitsu

Deity
Medium / 5 ft.
SIZE / FACE

None

Region
4' 9" /
HEIGHT / WEIGHT

Chaotic Neutral

Alignment
Low-Light Vision
VISION

5 (4) 15000 / 23000
Character Level (CR) EXP/NEXT LEVEL

20 Female
AGE GENDER

Blue with Green Central Heterochromia Purple, Long Flowing Waves
EYES HAIR

Points

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	12	+1	12	+1			45				Walk 30 ft.
DEX Dexterity	12	+1	12	+1			AC armor class	12	11	11	10
CON Constitution	16	+3	16	+3			INITIATIVE modifier	+5	+1	+4	
INT Intelligence	16	+3	16	+3			Encumbrance	Light	0	+0	0
WIS Wisdom	16	+3	16	+3					0	+0	0
CHA Charisma	20	+5	20	+5					0	+0	0
FORTITUDE (constitution)	+5	+1	+3	+1	+0	+0					
REFLEX (dexterity)	+3	+1	+1	+1	+0	+0					
WILL (wisdom)	+8	+4	+3	+1	+0	+0					

TOTAL SKILLPOINTS: 25		SKILLS		MAX RANKS: 5/5	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	5	=	1 + 2	+ 2
✓ Appraise	INT	3	=	3	
✓ Bluff	CHA	5	=	5	
✓ Climb	STR	3	=	1 + 2	
✓ Craft (Untrained)	INT	3	=	3	
✓ Diplomacy	CHA	5	=	5	
✓ Disguise	CHA	5	=	5	
✓ Escape Artist	DEX	1	=	1	
✓ Fly	DEX	1	=	1	
✓ Heal	WIS	5	=	3 + 2	
✓ Intimidate	CHA	11	=	5 + 3 + 3	
Knowledge (Arcana)	INT	11	=	3 + 5 + 3	
Knowledge (Nature)	INT	4	=	3 + 1	
✓ Perception	WIS	11	=	3 + 5 + 3	
✓ Perform (Untrained)	CHA	5	=	5	
✓ Ride	DEX	1	=	1	
✓ Sense Motive	WIS	3	=	3	
✓ Spellcraft	INT	11	=	3 + 5 + 3	
✓ Stealth	DEX	1	=	1	
✓ Survival	WIS	3	=	3	
✓ Swim	STR	1	=	1	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	+2	+1	+0	+0	0	
RANGED attack bonus	+3	+2	+1	+0	+0	0	
CMB attack bonus	+3	+2	+1	+0			
CMB	GRAPPLE +3	TRIP +3	DISARM +3	SUNDER +3	BULL RUSH +3	OVERRRUN +3	
CMD	14	14	14	14	14	14	
CMB	DIRTY TRICK +3	DRAG +3	REPOSITION +3	STEAL +3			
CMD	14	14	14	14			

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+3	1d3+1	20/x2	5 ft.

*Cold Iron Short Sword		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+3	1d6+1	2W-P-(OH)	-3	1d6+1	
1H-O	-1	1d6	2W-P-(OL)	-1	1d6+1	
2H	+3	1d6+1	2W-OH	-5	1d6	

Crossbow, Light		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +3		Damage: 1d8		
	80 ft.	160 ft.	240 ft.	320 ft.	400 ft.	
TH	+3	+1	-1	-3	-5	
Dam	1d8	1d8	1d8	1d8	1d8	
	480 ft.	560 ft.	640 ft.	720 ft.	800 ft.	
TH	-7	-9	-11	-13	-15	
Dam	1d8	1d8	1d8	1d8	1d8	

Quarterstaff		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+3		1d6+1				

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Silken Ceremonial Armor	Light	+1	+0	0	

Prankster's Befuddling Touch

Uses per Day

Prankster's Befuddling Touch (Su): As a melee touch attack, you can cause a living creature to become dazed for 1 round. Once a creature has been affected by prankster's befuddling touch, it is immune to its effects for 24 hours. You can use this ability 8 times per day. [p.137]

*Bite	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	BPS	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+3		1d4+1			

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Cold Iron Short Sword <small>cold iron</small>	Equipped	1	2 / 20	
Silken Ceremonial Armor	Equipped	1	4 / 30	
Cloak of Fangs	Equipped	1	1 / 2,800	
Crossbow, Light	Carried	1	4 / 35	
Quarterstaff	Carried	1	4 / 0	
<small>Head1: double, monk, Head2: double, monk</small>				
Bite	Equipped	1	0 / 0	
TOTAL WEIGHT CARRIED/VALUE		15 lbs.	2,885gp	

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

MONEY	
	Total = 0 gp

MAGIC	
Languages	
Celestial, Common, Draconic, Elven, Sylvan	

Other Companions	

Special Attacks	
Breath Weapon (Su) [p.137]	

you gain a limited version of a faerie dragon's breath weapon. Once per day, you can exhale a 10-foot cone of euphoric gas. Creatures within the cone that fail a Fortitude save (DC 10 +1/2 your sorcerer level + your Charisma modifier) suffer euphoria for 1d4 rounds. Creatures affected by euphoria are staggered, sickened, and immune to fear effects. At 10th level, the cone of your breath weapon increases to 30 feet. At 15th level, you can use this ability twice per day. At 20th level, you can use this ability three times per day.

Prankster's Befuddling Touch (Su) [p.137]	
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As a melee touch attack, you can cause a living creature to become dazed for 1 round. Once a creature has been affected by prankster's befuddling touch, it is immune to its effects for 24 hours. You can use this ability 8 times per day.

Special Qualities	
Agile (Ex) [Paizo Inc. - Bestiary 4, p.175]	

Kitsunes get a +2 racial bonus on Acrobatics checks.

Bloodline Arcana [p.137]	
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Whenever you cast a spell with the chaos descriptor or of the illusion school, increase the spell's saving throw DC by +1.

Cantrips [Paizo Inc. - Core Rulebook, p.71]	
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Sorcerers learn a number of cantrips, or 0-level spells. These spells are cast like any other spell, but they do not consume any slots and may be used again.

Change Shape (Su) [Paizo Inc. - Bestiary 4, p.175]	
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Kitsune can assume the appearance of a specific single human form of the same sex.

Fairy Dragon Bloodline [p.137]	
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Your veins thrum with the soft, infectious chuckle of something draconic yet also almost fey in nature. At some point in the distant past, perhaps through magical experiment, accident, or even a stupendously bizarre joke, your bloodline became infused with that of a faerie dragon. You tend to laugh at life, viewing it all as a series of events best toyed with and taken as a joke, regardless of what life throws at you, but you find it always best to be the one pulling the pranks if you can manage it. A profound sense of mercurial whimsy affects how you approach the world and ultimately influences, though never determines, your magic and your fate.

Firekin (Desert Kitsune) [Everyman Gaming - Kitsune Compendium, p.16]	
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Firekin inhabit the sandy deserts of the world. According to their songs and stories, firekin once lived peacefully amidst the sands until human kingdoms encroached upon their lands, forcing them to fully integrate among humans to avoid battling them for resources. For this reason, firekin tend to be more vengeful than other kitsune when slighted and revel in the fear and superstition that humans have of them. Although not inherently evil, firekin have less respect for laws than other kitsune and often ignore legal processes, especially when enraged. Firekin are slightly shorter than kitsune of other clans and possess enlarged ears and puffy, fulvous fur. These adaptations help a firekin to deflect and release heat during the day and keep warm during the frigid night.

Kitsune Magic (Ex) [Paizo Inc. - Bestiary 4, p.175]	
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Kitsune add +1 to the DC of any enchantment spells they cast.

Low-Light Vision (Ex) [Paizo Inc. - Bestiary]	
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You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Natural Weapon (Ex) [Paizo Inc. - Dragon Empires Gazetteer]	
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A kitsune has a bite attack in its natural form. This bite does a base of 1d4 points of damage on a hit. This is a primary attack, or a secondary attack if the kitsune wields a manufactured weapon.

Natural Weapons (Ex) [Paizo Inc. - Bestiary 4, p.175]	
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Kitsune have a bite attack in their natural form.

Retraining [Paizo Publishing - Ultimate Campaign]	
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You have spent a total 40 days retraining during down time.

Spells [Paizo Inc. - Core Rulebook, p.70]	
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A sorcerer casts arcane spells drawn primarily from the sorcerer/wizard spell list. She can cast any spell she knows without preparing it ahead of time. To learn or cast a spell, a sorcerer must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a sorcerer's spell is 15 + the spell level.

Weapon and Armor Proficiency [Paizo Inc. - Core Rulebook, p.70]	
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Sorcerers are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with a sorcerer's gestures, which can cause her spells with somatic components to fail.

+1 Bonus Feat (2x) [Paizo Inc. - Core Rulebook]	
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GM awarded PC with +1 feat.

Add Language (Draconic) [Paizo Inc. - Core Rulebook]	
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GM awarded PC with bonus Language.

Feats	
Fox Shape [Everyman Gaming - Pathfinder Player Companion: Dragon Empires Primer]	

You can change into a fox in addition to your other forms. You can take the form of a fox whose appearance is static and cannot be changed each time you assume this form. Your bite attack's damage is reduced to 1d3 points of damage on a hit, but you gain a +10 racial bonus on Disguise checks made to appear as a fox. Changing from kitsune to fox shape is a standard action. This ability otherwise functions as beast shape II, and your ability scores change accordingly.

Your quick reflexes allow you to react quickly to danger. You get a +4 bonus on initiative checks.

Improved Initiative [Paizo Inc. - Core Rulebook, p.127]	
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Martial Weapon Proficiency (Katana, Short Sword) [Paizo Inc. - Core Rulebook, p.130]	
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You understand how to use your chosen martial weapon in combat. You make attack rolls with the selected weapon normally (without the non-proficient penalty).

Natural Spell [Paizo Inc. - Core Rulebook, p.131]	
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You can cast spells even while in a form that cannot normally cast spells. You can complete the verbal and somatic components of spells while using wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell. You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while using wild shape.

Eschew Materials [Paizo Inc. - Core Rulebook, p.123]	
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You can cast many spells without needing to utilize minor material components. You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

Proficiencies	
Battle Aspergillum, Bayonet, Bite, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Heavy Crossbow, Light Crossbow, Dagger, Chain Dagger, Punching Dagger, Dart, Gaff, Gauntlet, Spiked Gauntlet, Grapple, Hair, Hanbo, Javelin, Katana, Kumade, Kunai, Longspear, Heavy Mace, Light Mace, Mere Club, Morningstar, Pliers, Quarterstaff, Rock, Shortspare, Sickle, Skull, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Splash Weapon, Stake, Stingchuck, Stonebow, Short Sword, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow, Weighted Spear	

Innate Racial Spells

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (150 ft.)	CR:p.263

[V, S] **TARGET:** Up to four lights, all within a 10-ft.-radius area; **EFFECT:** You create up to four lights that resemble lanterns or torches. [SR:No]

* =Domain/Speciality Spell

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	6	5	3	—	—	—	—	—	—	—
PER DAY	at will	8	5	—	—	—	—	—	—	—
Concentration	+10									

LEVEL 0 / Per Day:0 / Caster Level:5

Name	School	Time	Duration	Range	Source
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Acid Splash **Conjuration, EarthSchool (Creation) [Acid]** 1 standard action Instantaneous Close (35 ft.) CR:p.239

[V, S] **TARGET:** One missile of acid; **EFFECT:** You fire a small orb of acid at the target dealing 1d3 points of acid damage. [SR:No]

Detect Magic **Divination** 1 standard action Concentration, up to 5 minutes [D] 60 ft. CR:p.267

[V, S] **TARGET:** Cone-shaped emanation; **EFFECT:** You detect magical auras. [SR:No]

Haunted Fey Aspect **Illusion (Glamer)** 1 standard action 5 rounds [D] Personal UC:p.230

[S] **TARGET:** You; **EFFECT:** You surround yourself with disturbing illusions.

Light **Evocation [Light, WoodSchool]** 1 standard action 50 minutes Touch CR:p.304

[V, M/DF] **TARGET:** Object touched; **EFFECT:** This spell causes a touched object to glow like a torch. [SR:No]

Prestidigitation **Universal** 1 standard action 1 hour 10 ft. CR:p.325

[V, S] **TARGET:** See text; **EFFECT:** Prestidigitations are minor tricks that novice spellcasters use for practice. [SR:No; DC:15, See text]

Resistance **Abjuration** 1 standard action 1 minute Touch CR:p.334

[V, S, M/DF] **TARGET:** Creature touched; **EFFECT:** You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:15, Will negates (harmless)]

LEVEL 1 / Per Day:8 / Caster Level:5

Name	School	Time	Duration	Range	Source
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Color Spray **Illusion (Pattern) [Mind-Affecting]** 1 standard action Instantaneous; see text 15 ft. CR:p.256

[V, S, M] **TARGET:** Cone-shaped burst; **EFFECT:** A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. [SR:Yes; DC:16, Will negates]

Disguise Self **Illusion (Glamer)** 1 standard action 50 minutes [D] Personal CR:p.271

[V, S] **TARGET:** You; **EFFECT:** You make yourself—including clothing, armor, weapons, and equipment—look different.

Mage Armor **Conjuration (Creation) [Force]** 1 standard action 5 hours [D] Touch CR:p.306

[V, S, F] **TARGET:** Creature touched; **EFFECT:** An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. [SR:No; DC:16, Will negates (harmless)]

Magic Missile **Evocation [Force]** 1 standard action Instantaneous Medium (150 ft.) CR:p.309

[V, S] **TARGET:** Up to five creatures, no two of which can be more than 15 ft. apart; **EFFECT:** 3 missiles that do 1d4+1 damage each. [SR:Yes]

Shocking Grasp **Evocation, AirSchool [Electricity, MetalSchool]** 1 standard action Instantaneous Touch CR:p.343

[V, S] **TARGET:** Creature or object touched; **EFFECT:** Your successful melee touch attack deals 5d6 points of electricity damage. [SR:Yes]

LEVEL 2 / Per Day:5 / Caster Level:5

Name	School	Time	Duration	Range	Source
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Acid Arrow **Conjuration, EarthSchool (Creation) [Acid]** 1 standard action 2 rounds Long (600 ft.) CR:p.239

[V, S, M, F] **TARGET:** One arrow of acid; **EFFECT:** An arrow of acid springs from your hand and speeds to its target dealing 2d4 points of acid damage. [SR:No]

Hideous Laughter **Enchantment (Compulsion) [Mind-Affecting]** 1 standard action 5 rounds Close (35 ft.) CR:p.296

[V, S, M] **TARGET:** One creature; see text; **EFFECT:** This spell afflicts the subject with uncontrollable laughter. [SR:Yes; DC:18, Will negates]

Spontaneous Immolation **Evocation [Fire]** 1 standard action instantaneous Medium (150 ft.) UC:p.245

[V, S, M] **TARGET:** one creature; **EFFECT:** Target takes 3d6 points of fire damage and catches on fire. [SR:Yes; DC:17, Fortitude half and Reflex (see description)]

* =Domain/Speciality Spell

Innate

Dancing Lights

Kaya Kosetsu

Kitsune (Firekin)

RACE

20

AGE

Female

GENDER

Low-Light Vision

VISION

Chaotic Neutral

ALIGNMENT

Ambidextrous

DOMINANT HAND

4' 9"

HEIGHT

WEIGHT

Blue with Green Central Heterochromia

EYE COLOUR

Natural Fennec Tone

SKIN COLOUR

Purple, Long Flowing Waves

HAIR / HAIR STYLE

PHOBIAS

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PERSONALITY TRAITS

INTERESTS

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SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Daikitsu

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

Notes:

Trait Retraining:

Superior Shapeshifter / no kitsune magic +fox shape