

Tiko

Player: Lou

Female Half-Elf Magus 1 - CR 1/2

Chaotic Neutral Humanoid (Elf, Human); Age: **37**; Height: **5' 4"**; Weight: **120lb.**; Eyes: **brown**; Hair: **brown**; Skin: **medium**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	13	+1	
INT INTELLIGENCE	16	+3	
WIS WISDOM	10	0	
CHA CHARISMA	12	+1	

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

Elven Immunities

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	14	=	+2		+2			

Touch AC **12** **Flat-Footed AC** **12**

		BAB	Strength	Size	Misc	
CM Bonus	+0	=	-	0	-	-

		BAB	Strength	Dexterity	Size
CM Defense	12 = 10	-	0	+2	-

Total	Damage / Current HP
HP	10

Base Attack **+0** **Initiative** **+3**

Speed **30 / 20 ft**

+1 Spell Storing Rapier, Spell Storing

Mainhand: **+3, 1d6+1** Crit: 18-20/x2
Both Hands: **+3, 1d6+1** 1-Hand, P

Dagger

Mainhand: **+2, 1d4** Crit: 19-20/x2
Ranged: **+2, 1d4** Rng: 10'
Light, P/S

Dagger

Mainhand: **+2, 1d4** Crit: 19-20/x2
Ranged: **+2, 1d4** Rng: 10'
Light, P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (2)	-	
Appraise	+3	INT (3)	-	
Bluff	+1	CHA (1)	-	
Climb	-3	STR (0)	-	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	-1	DEX (2)	-	
Fly	-1	DEX (2)	-	
Heal	+0	WIS (0)	-	
Intimidate	+1	CHA (1)	-	
Perception	+3	WIS (0)	1	
Perform (Dance)	+2	CHA (1)	1	
Profession (Courtesan)	+4	WIS (0)	1	
Ride	-1	DEX (2)	-	
Sense Motive	+0	WIS (0)	-	
Spellcraft	+7	INT (3)	1	
Stealth	-1	DEX (2)	-	
Survival	+0	WIS (0)	-	
Swim	-3	STR (0)	-	
Use Magic Device	+5	CHA (1)	1	

Feats, Traits & Flaws

Armor Proficiency (Light)
Magical Knack: Magus
Martial Weapon Proficiency - All
Simple Weapon Proficiency - All
Weapon Finesse
Westcrown Firebrand

Special Abilities

Arcane Pool (+1) (4/day) (Su)
Elf Blood
Low-Light Vision
Spell Combat (Ex)

Longbow

Ranged, Both Hands: **+2, 1d8** Crit: 20/x3

Crit: 20/x3
Rng: 100'
2-Hand, P

Unarmed Strike

Mainhand: **+2, 1d3** Crit: 20/x2

Crit: 20/x2
Light, B, Nonlethal

Leather

+2 Max Dex: +6, Armor Check: -
Spell Fail: 10%. Light

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Gear

**Total Weight Carried: 42.02/100lbs, Medium Load
(Light: 33lbs, Medium: 66lbs, Heavy: 100lbs)**

+1 Spell Storing Rapier	2 lbs
Arrows x20	0.15 lbs
Artisan's Outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Dagger	1 lb
Dagger	1 lb
Flask	1.5 lbs
Hammock	3 lbs
Ink (1 oz. vial, black)	
Inkpen	
Leather	15 lbs
Longbow	3 lbs
Money	0.52 lbs
Spell component pouch	2 lbs
Spellbook, wizard's (blank)	3 lbs

Tracked Resources

Arcane Pool (+1) (4/day) (Su) ☐☐☐☐

Arrows 

Dagger □

Dagger □

Languages

Abyssal	Elven
Common	Orc
Draconic	

Spells & Powers

Magus Spell DC: 13 + spell level

CL: 1 (vs. SR: +1, Concentration: +4)

Melee Touch +2 Ranged Touch +2

Maximum Magus spells per day: **3/***x0; **2**x1

Magus 0: Ghost Sound (DC 13), Prestidigitation (DC 13),

Arcane Mark

Magus 1: Shocking Grasp, True Strike (DC 14)

Experience & Wealth

Experience Points: **0**/1300

Current Cash: **13 GP, 6 SP, 7 CP**

Background

Tiko has been a child of the street for all her life. Abandoned at the brothel as an infant, the brothel was all she knew. The brothel Diego's sits in the northern part of the city. Most of its clientele are either rough or avoiding better establishments. She was known as Ashtimara, with long bleached blond hair. Now that she's too old for most customers, she has cut her hair short and taken to learning sword and even spells. For years now Tiko has been practicing with her rapier and to cast spells. She knows she has the gift, but it is taking a long time to work it all out. She's currently a bouncer at the brothel, trusted by the girls and tolerated well by the management since she knows the business. Tiko is looking for her heritage and acceptance.

Tiko #2

Player: Lou

Female Half-Elf Fighter 1, Magus 3, Sorcerer
(Crossblooded) 1 - CL5 - CR 4

Chaotic Neutral Humanoid (Elf, Human, Orc); Age: 37;
Height: 5' 4"; Weight: 120lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	15	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	16	+3	
WIS WISDOM	10	0	
CHA CHARISMA	12	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+7 =	+5	+2				
REFLEX (DEXTERITY)	+3 =	+1	+2				
WILL (WISDOM)	+5 =	+5					

Elven Immunities

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 15 =	+2		+2		+1			

Touch AC 12 **Flat-Footed AC** 13

CM Bonus	BAB	Strength	Size	Misc
+3 =	+3	0	-	-

CM Defense	BAB	Strength	Dexterity	Size
15 = 10	+3	0	+2	-

Total	Damage / Current HP
HP 51	

Base Attack	Initiative	Speed
+3	+3	30 / 20 ft

Longbow

Ranged, Both Hands: **+5, 1d8** Crit: 20/x3
Rng: 100'
2-Hand, P

Rapier

Mainhand: **+5, 1d6** Crit: 18-20/x2
Both Hands: **+5, 1d6** 1-Hand, P

Unarmed Strike

Mainhand: **+5, 1d3** Crit: 20/x2
Light, B, Nonlethal



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-1	DEX (2)	-	
Appraise	+7	INT (3)	1	
Bluff	+5	CHA (1)	1	
Climb	+1	STR (0)	1	
Diplomacy	+1	CHA (1)	-	
Disguise	+1	CHA (1)	-	
Escape Artist	-1	DEX (2)	-	
Fly	+4	DEX (2)	2	
Heal	+0	WIS (0)	-	
Intimidate	+1	CHA (1)	-	
Perception	+7	WIS (0)	5	
Perform (Dance)	+3	CHA (1)	2	
Profession (Courtesan)	+5	WIS (0)	2	
Ride	-1	DEX (2)	-	
Sense Motive	+1	WIS (0)	1	
Spellcraft	+11	INT (3)	5	
Stealth	+0	DEX (2)	1	
Survival	+4	WIS (0)	1	
Swim	+1	STR (0)	1	
Use Magic Device	+9	CHA (1)	5	

Feats, Traits & Flaws

Arcane Strike
Armor Proficiency (Heavy)
Armor Proficiency (Light)
Armor Proficiency (Medium)
Dervish Dance
Eschew Materials
Magical Knack: Magus
Martial Weapon Proficiency - All
Shield Proficiency
Simple Weapon Proficiency - All
Tower Shield Proficiency
Weapon Finesse
Weapon Focus: Scimitar
Westcrown Firebrand

Special Abilities

Arcane Accuracy +3 (Su)
Arcane Pool (+1) (4/day) (Su)
Darkvision (60 feet)
Elemental Ray (4/day) (Sp)
Elemental: Earth
Elf Blood
Light Sensitivity (Ex)
Low-Light Vision
Orc
Spell Combat (Ex)
Spellstrike (Su)
Touch of Rage +1 (4/day) (Sp)

Leather

+2

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Experience & Wealth

Experience Points: 0/15000
Current Cash: 13 GP, 6 SP, 7 CP

Gear

Total Weight Carried: 40.02/100lbs, Medium Load
(Light: 33lbs, Medium: 66lbs, Heavy: 100lbs)

Arrows x20	0.15 lbs
Artisan's Outfit (Free)	-
Backpack (empty)	2 lbs
Bedroll	5 lbs
Flask	1.5 lbs
Hammock	3 lbs
Ink (1 oz. vial, black)	
Inkpen	
Leather	15 lbs
Longbow	3 lbs
Money	0.52 lbs
Rapier	2 lbs
Spell component pouch	2 lbs
Spellbook, wizard's (blank)	3 lbs

Tracked Resources

Arcane Pool (+1) (4/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Arrows	<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"/>
Elemental Ray (4/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Touch of Rage +1 (4/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Abyssal	Elven
Common	Orc
Draconic	

Spells & Powers

Magus Spell DC: 13 + spell level

CL: 5 (vs. SR: +5, Concentration: +8)

Melee Touch +5 Ranged Touch +5

Maximum Magus spells per day: 4/*x0; 4x1

Magus 0: Ghost Sound (DC 13), Detect Magic,

Prestidigitation (DC 13), Arcane Mark

Magus 1: Shocking Grasp (x3), True Strike (DC 14)

Sorcerer (Crossblooded) Spell DC: 11 + spell level

CL: 1 (vs. SR: +1, Concentration: +2)

Melee Touch +5 Ranged Touch +5

Maximum Sorcerer (Crossblooded) spells known / per day:

3/*x0; 1/4x1

Sorcerer (Crossblooded) 0: Resistance (DC 11),

Open/Close (DC 11), Penumbra

Sorcerer (Crossblooded) 1: Protection from Evil (DC 12)