

Varnai

Male half-elf cabalist magus 9 - CR 8

Chaotic Good Humanoid (Elf, Human); Deity: **Gozreh**; Age: **24**; Height: **5' 9"**; Weight: **135lb**.

Ability	Score	Modifier	Temporary
STR STRENGTH	13	+1	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
DEX DEXTERITY	18/20	+4/+5	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
CON CONSTITUTION	14	+2	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
INT INTELLIGENCE	14	+2	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
WIS WISDOM	11	0	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			
CHA CHARISMA	20/22	+5/+6	
Stone of good luck (Luckstone) : +1 Luck bonus on ability checks			

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+11	=	+6	+2	+2	+1	
Elven Immunities: +2 vs. enchantments							
REFLEX (DEXTERITY)	+11	=	+3	+5	+2	+1	
Elven Immunities: +2 vs. enchantments							
WILL (WISDOM)	+9	=	+6		+2	+1	
Elven Immunities: +2 vs. enchantments							

Elven Immunities	Energy Resistance, Cold (5)
Elven Immunities - Sleep	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 25	=	+5	+2	+4		+3	+1	

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
15	21				

CM Bonus	+5	=	+6	+1	-	-

CM Defense	23	=	10	BAB	Strength	Dexterity	Size
				+6	+1	+5	-

Base Attack	+6	HP	66

Initiative	+10	Damage / Current HP

Speed	30 ft

Brine's Sting

Main hand: **+10/+5, 1d6+10** Crit: 18-20/x2
Both hands: **+10/+5, 1d6+10** 1-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+6	DEX (5)	-	
Appraise	+5	INT (2)	2	
Bluff	+22	CHA (6)	9	
Climb	+2	STR (1)	-	
Diplomacy	+19	CHA (6)	9	
Disguise	+7	CHA (6)	-	
Escape Artist	+6	DEX (5)	-	
Fly	+6	DEX (5)	-	
Heal	+1	WIS (0)	-	
Intimidate	+16	CHA (6)	6	
Perception	+3	WIS (0)	-	
Profession (sailor)	+15	WIS (0)	9	
Ride	+6	DEX (5)	-	
Sense Motive	+1	WIS (0)	-	
Spellcraft	+8	INT (2)	2	
Stealth	+6	DEX (5)	-	
Survival	+1	WIS (0)	-	
Swim	+15	STR (1)	7	
Use Magic Device	+11	CHA (6)	1	

Feats

Adroit Strike
Armor Proficiency (Light)
Armor Proficiency (Medium)
Combat Casting
Cosmopolitan (Bluff, Diplomacy)
Improved Initiative
Martial Weapon Proficiency - All
Power Attack -2/+4
Simple Weapon Proficiency - All
Skill Focus (Bluff)
Weapon Finesse

Traits

Armor Expert
Touched by the Sea

Special Abilities

Accurate Strike (Ex)
Aquatic
Aquatic Blindsight (30 ft) (Ex)
Aquatic Telepathy - Suggestion (6/day) (Su)
Arcane Pool +3 (6/day) (Su)
Cabalist Spell Shield +6 (Su)
Dehydrating Touch (9/day) (Sp)
Elf Blood
Enduring Blade (Su)
Improved Spell Combat (Ex)
Knowledge Pool (Su)
Low-Light Vision
Spell Recall (Su)
Spellstrike (Su)
Swimming (30 feet)

Jalhazzar's Skewer

Main hand: **+10/+5, 1d6+9**
Both hands: **+10/+5, 1d6+9**

Crit: 18-20/x2
1-hand, P

+1 chain shirt

+5

Max Dex: +4, Armor Check: -
Spell Fail: 20%, Light

Gear

Total Weight Carried: 38/150 lbs, Light Load
(Light: 50 lbs, Medium: 100 lbs, Heavy: 150 lbs)

+1 chain shirt	25 lbs
Amulet of natural armor +2	-
Artisan's outfit (Free)	-
Belt of incredible dexterity +2	1 lb
Besmara's tricorne (1/day)	1 lb
Brine's Sting	2 lbs
Cloak of resistance +2	1 lb
Hat of disguise	-
Headband of aerial agility (Cha +2)	-
Jalhazzar's wheel (3/day) <In: Dropped to ground (1	15 lbs
Jalhazzar's Skewer	2 lbs
Ring of force shield	-
Ring of protection +1	-
Scrimshaw carving	-
Slippers of spider climbing (10 minutes/day)	6 lbs
Stone of good luck (Luckstone)	-

Tracked Resources

Aquatic Telepathy - Suggestion (6/day) (Su)	□□□□□ □
Arcane Pool +3 (6/day) (Su)	□□□□□ □
Dehydrating Touch (9/day) (Sp)	□□□□□ □□□□
Jalhazzar's wheel (3/day)	□□□
Slippers of spider climbing (10 minutes/day)	□□□□□ □□□□□

Languages

Aquan	Elven
Azanti	Goblin
Common	Sahaugin

Spells & Powers

Cabalist Magus spells known (CL 9th; concentration +15)

Melee Touch +9/+4 **Ranged Touch** +11/+6

3rd (7/day)—*displacement, fly, storm step* (DC 19),
vampiric touch

2nd (10/day)—*bladed dash, mirror image, scorching ray,*
tactical acumen^{UC}

1st (12/day)—*frostbite*^{UM}, *hydraulic push*^{APG}, *shocking*
grasp, unerring weapon^{UC}, *vanish*^{APG} (DC 17)

0th (at will)—*create ice, dancing lights, detect magic, light,*
prestidigitation, spark^{APG} (DC 16)

Situational Modifiers

All Saves

Elven Immunities: +2 vs. enchantments

Charisma Check

Stone of good luck (Luckstone) : +1 Luck bonus on ability checks

Experience & Wealth

Experience Points: **75000/105000**

Current Cash: **130 gp**

Situational Modifiers

Constitution Check

Stone of good luck (Luckstone) : +1 Luck bonus on ability checks

Dexterity Check

Stone of good luck (Luckstone) : +1 Luck bonus on ability checks

Intelligence Check

Stone of good luck (Luckstone) : +1 Luck bonus on ability checks

Strength Check

Stone of good luck (Luckstone) : +1 Luck bonus on ability checks

Wisdom Check

Stone of good luck (Luckstone) : +1 Luck bonus on ability checks

Background

160

180

175

Sourcebooks Used

- **Advanced Player's Guide** - Aquatic (special ability); Aqueous Orb (spell); Cosmopolitan (feat); Geyser (spell); Seamantle (spell); Slipstream (spell); Spark (spell); Vanish (spell); World Wave (spell)
- **Advanced Player's Guide / Bestiary 2** - Hydraulic Push (spell)
- **Advanced Player's Guide Traits / Character Traits** **Web Enhancement** - Armor Expert (trait)
- **Doskatic Houserules** - Cabalist (archetype); Cabalist Spell Shield (special ability); Storm Step (spell)
- **Inner Sea Gods / Skull & Shackles** - Besmara's tricorne (equipment)
- **Inner Sea Magic** - Bladed Dash (spell)
- **Inner Sea Races / Inner Sea World Guide** - Azlanti (language)
- **Skull & Shackles** - Jalhazzar's wheel (equipment); Touched by the Sea (trait)
- **Ultimate Combat** - Accurate Strike (special ability); Enduring Blade (special ability); Tactical Acumen (spell); Unerring Weapon (spell)
- **Ultimate Equipment** - Headband of aerial agility (Cha +2) (equipment)
- **Ultimate Magic** - Frostbite (spell); Magus (class)