

Chaine

Character Name

Slayer (Vanguard) 12

CLASS

12 (11)

220000 / 315000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

21

+5

23

+6

DEX

Dexterity

14

+2

14

+2

CON

Constitution

12

+1

12

+1

INT

Intelligence

13

+1

13

+1

WIS

Wisdom

10

+0

12

+1

CHA

Charisma

10

+0

10

+0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

FORTITUDE

(constitution)

+14

=

+8

+

+1

+

+5

+

+0

+

+0

REFLEX

(dexterity)

+15

=

+8

+

+2

+

+5

+

+0

+

+0

WILL

(wisdom)

+12

=

+4

+

+1

+

+5

+

+2

+

+0

Allard

Player Name

Human / Humanoid

RACE

0

Male

AGE

GENDER

EYES

HAIR

Points

HP

hit points

99

WOUNDS/CURRENT HP

AC

armor class

23

21

12

10

9

0

2

0

2

0

0

0

0

0

0

0

0

INITIATIVE

modifier

+2

+2

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

Encumbrance

Light

Asmodeus

Deity

Medium / 5 ft.

SIZE / FACE

None

Region

5' 10" / 180 lbs.

HEIGHT / WEIGHT

Lawful Evil

Alignment

Normal

VISION

20

SPEED

Walk 30 ft.

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+18/+13/+8

=

+12/+7/+2

+

+6

+

+0

+

+0

RANGED

attack bonus

+14/+9/+4

=

+12/+7/+2

+

+2

+

+0

+

+0

CMB

attack bonus

+18/+13/+8

=

+12/+7/+2

+

+6

+

+0

+

GRAPPLE

TRIP

DISARM

SUNDER

BULL RUSH

OVERRUN

CMB

+20/+15/+10

+18/+13/+8

+18/+13/+8

+18/+13/+8

+18

+18

CMD

32

30

30

30

30

30

UNARMED

(nonlethal only)

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+18/+13/+8

1d3+6

20/x2

5 ft.

\*Glaive +1 (Unholy)

HAND

TYPE

SIZE

CRITICAL

REACH

Both

S

M

19-20/x3

10 ft.

TOTAL ATTACK BONUS

DAMAGE

+20/+15/+10

1d10+10

Special Properties: evil aligned, +2d6 damage against good targets, 1 negative level bestowed to good wielder

\*: 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

\*Celestial Armor

Light

+9

+8

-2

15

use Fly 1/day

\*Amulet of Natural Armor +2

+2

+0

0

TOTAL SKILLPOINTS: 96		MAX RANKS: 12/12				
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	15	=	2	+ 12	+ 1
✓ Appraise	INT	1	=	1		
✓ Bluff	CHA	4	=	0	+ 1	+ 3
✓ Climb	STR	14	=	6	+ 7	+ 1
✓ Craft (Untrained)	INT	1	=	1		
✓ Diplomacy	CHA	0	=	0		
✓ Disguise	CHA	4	=	0	+ 1	+ 3
✓ Escape Artist	DEX	0	=	2		-2
✓ Fly	DEX	0	=	2		-2
✓ Heal	WIS	5	=	1	+ 1	+ 3
✓ Intimidate	CHA	15	=	0	+ 12	+ 3
Knowledge (Dungeoneering)	INT	15	=	1	+ 11	+ 3
Knowledge (Geography)	INT	5	=	1	+ 1	+ 3
Knowledge (Local)	INT	15	=	1	+ 11	+ 3
Linguistics(Infernal)	INT	2	=	1	+ 1	
✓ Perception	WIS	21	=	1	+ 12	+ 8
✓ Perform (Untrained)	CHA	0	=	0		
Profession (Soldier)	WIS	16	=	1	+ 12	+ 3
✓ Ride	DEX	13	=	2	+ 10	+ 1
✓ Sense Motive	WIS	5	=	1	+ 1	+ 3
✓ Stealth	DEX	15	=	2	+ 12	+ 1
✓ Survival	WIS	5	=	1	+ 1	+ 3
✓ Survival (Tracking)	WIS	10	=	1	+ 1	+ 8
✓ Swim	STR	9	=	6	+ 2	+ 1
			=	+	+	
			=	+	+	
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.						

EQUIPMENT					
ITEM		LOCATION	QTY	WT / COST	
Amulet of Natural Armor +2		Equipped	1	0 / 8,000	
Lenses of Detection		Equipped	1	1 / 3,500	
Headband of Inspired Wisdom +2		Equipped	1	1 / 4,000	
Glaive +1 (Unholy)		Equipped	1	10 / 18,308	
evil aligned, +2d6 damage against good targets, 1 negative level bestowed to good wielder					
Belt of Giant Strength +2		Equipped	1	1 / 4,000	
Cloak of Resistance +5		Equipped	1	1 / 25,000	
Celestial Armor		Equipped	1	20 / 22,400	
use Fly 1/day					
TOTAL WEIGHT CARRIED/VALUE		34 lbs.	85,208gp		
WEIGHT ALLOWANCE					
Light	200	Medium	400	Heavy	600
Lift over head	600	Lift off ground	1200	Push / Drag	3000
MONEY					
					Total= 0 gp
MAGIC					
Languages					
Common, Elven, Infernal					
Other Companions					

Archetypes	
Vanguard	[Paizo Inc. - Advanced Class Guide, p.121]
Vanguards are battlefield commanders who focus on the brutality of combat and lead their allies to bloody victory. Quick to react to danger, a vanguard is a valuable scout, capable officer, and skilled tactician.	

Special Attacks	
Opportunist (Ex)	[Paizo Inc. - Advanced Class Guide, p.55]
You can make an attack of opportunity against an opponent who has just been struck for damage in melee by another character.	
Sneak Attack (Ex)	[Paizo Inc. - Core Rulebook, p.68]
If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage. Your attack deals 4d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.	

Special Qualities	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Evasion (Ex)	[Paizo Inc. - Core Rulebook]
You can avoid damage from many area-effect attacks. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.	
Ever Ready (Ex)	[Paizo Inc. - Advanced Class Guide, p.121]
At 7th level, a vanguard is never considered an unaware combatant (Core Rulebook 178) and is always able to act in the surprise round. The vanguard is still flat-footed in the surprise round until he acts. This ability replaces stalker.	
Lookout (Ex)	[Paizo Inc. - Advanced Class Guide, p.121]
At 1st level, a vanguard adds 1/2 his level (minimum 1) to initiative checks. This ability replaces track.	
Skilled	[Paizo Inc. - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Studied Target (Ex)	[Paizo Inc. - Advanced Class Guide, p.53]
A slayer can study an opponent to gain a +3 bonus on Bluff, Knowledge, and Sense Motive; a +3 bonus on Perception, and Survival checks attempted against that opponent; and a +3 bonus on weapon attack and damage rolls against it. The DCs of slayer class abilities against that opponent increase by 3. A slayer can only maintain these bonuses against 3 opponents at a time; these bonuses remain in effect until either the opponent is dead or the slayer studies a new target. If a slayer deals sneak attack damage to a target, he can study that target as an immediate action, allowing him to apply his studied target bonuses against that target (including to the normal weapon damage roll). At 5th, 10th, 15th, and 20th levels, the bonuses on weapon attack rolls,	

damage rolls, and skill checks and to slayer DCs against a studied target increase by 1.. In addition, at each such interval, the slayer is able to maintain these bonuses against an additional studied target at the same time. The slayer may discard this connection to a studied target as a free action, allowing him to study another target in its place. A slayer can study an opponent he can see as a move or swift action.	
Swift Tracker (Ex)	[Paizo Inc. - Advanced Class Guide, p.55]
You can move at your normal speed while using Survival to follow tracks without taking the normal -5 penalty. You take only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.	
Tactician (Ex)	[Paizo Inc. - Advanced Class Guide, p.121]
At 2nd level, a vanguard receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. Once per day as a standard action, the vanguard can grant one of his teamwork feats to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every 2 levels the vanguard possesses. Allies do not need to meet the prerequisites of this bonus feat. Whenever the vanguard is able to select a new slayer talent, he can instead choose to gain an additional use per day of this ability. This ability replaces the slayer talent gained at 2nd level.	
Vanguard's Bond (Ex)	[Paizo Inc. - Advanced Class Guide, p.121]
At 4th level, a vanguard forms a bond with his fighting companions. As a move action, he can choose one of his current studied targets and grant half his studied target bonus against that target to all allies within 30 feet who can see or hear him. This bonus lasts for a number of rounds equal to the slayer's Intelligence modifier (minimum 1). This bonus does not stack with any favored enemy or studied target bonuses possessed by his allies; they use whichever bonus is higher. This ability replaces the slayer talent gained at 4th level.	
Weapon and Armor Proficiency	[Paizo Inc. - Advanced Class Guide]
A slayer is proficient with all simple and martial weapons, as well as with light armor, medium armor, and shields (except tower shields).	

Feats	
Combat Reflexes	[Paizo Inc. - Core Rulebook, p.119]
You can make additional attacks of opportunity.	
You may make 2 additional attacks of opportunity per round. With this feat, you may also make attacks of opportunity while flat-footed.	
Dragon Style	[Paizo Inc. - Ultimate Combat, p.98]
You call upon the spirit of dragonkind, gaining greater resilience, mobility, and fierceness from the blessing of these great beings.	
While using this style, you gain a +2 bonus on saving throws against sleep effects, paralysis effects, and stunning effects. You ignore difficult terrain when you charge, run, or withdraw. You can also charge through squares that contain allies. Further, you can add 1-1/2 times your Strength bonus on the damage roll for your first unarmed strike on a given round.	
[Normal] You cannot charge or run through difficult terrain, and you cannot charge through a square that contains an ally. With an unarmed strike, you usually add your Strength bonus on damage rolls.	
Improved Critical (Glaive)	[Paizo Inc. - Core Rulebook, p.127]
Attacks made with your chosen weapon are quite deadly.	
When using the weapon you selected, your threat range is doubled.	
Improved Grapple	[Paizo Inc. - Core Rulebook, p.127]
You are skilled at grappling opponents.	
You do not provoke an attack of opportunity when performing a grapple combat maneuver. In addition, you receive a +2 bonus on checks made to grapple a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to grapple you.	
Improved Unarmed Strike	[Paizo Inc. - Core Rulebook, p.128]
You are skilled while fighting unarmed.	
You are considered to be armed even when unarmed-you do not provoke attacks of opportunity when you attack foes while unarmed. Your unarmed strikes can deal lethal or nonlethal damage, at your choice.	
Iron Will	[Paizo Inc. - Core Rulebook, p.129]
You are more resistant to mental effects.	
You get a +2 bonus on all Will saving throws.	
Power Attack	[Paizo Inc. - Core Rulebook, p.131]
You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.	
You can choose to take a -4 penalty on all melee attack rolls and combat maneuver checks to gain a +8 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until	

your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Stand Still

[Paizo Inc. - Core Rulebook, p.134]

You can stop foes that try to move past you.

When a foe provokes an attack of opportunity due to moving through your adjacent squares, you can make a combat maneuver check as your attack of opportunity. If successful, the enemy cannot move for the rest of his turn. An enemy can still take the rest of his action, but cannot move. This feat also applies to any creature that attempts to move from a square that is adjacent to you if such movement provokes an attack of opportunity.

Weapon Focus (Glaive)

[Paizo Inc. - Core Rulebook, p.136]

You are especially good at using your chosen weapon.

You gain a +1 bonus on all attack rolls you make using the selected weapon.

Proficiencies
Amentum, Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horsechopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shieldbash, Shortbow, Shortspear, Sibat, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Terbutje (Great), Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Waraxe (Dwarven), Warhammer, Wushu Dart

Magic Item Spell-like Abilities					
Name	School	Time	Duration	Range	Source
<input type="checkbox"/> Fly	Transmutation, AirSchool	1 standard action	5 minutes	Touch	CR.p.284
[V, S, F] TARGET: Creature touched; EFFECT: The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. [SR:Yes (harmless); DC:14, Will negates (harmless)]					
* =Domain/Speciality Spell					
Magic Item Spell-like Abilities					
<input type="checkbox"/> Fly (DC:14)					

# Chaîne

RACE	Human
AGE	0
ALIGNMENT	Lawful Evil
DOMINANT HAND	Right
HEIGHT	5' 10"
WEIGHT	180 lbs.
EYE COLOUR	
SKIN COLOUR	
HAIR / HAIR STYLE	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE / CATCH PHRASE	
RESIDENCE	
LOCATION	None
REGION	Asmodeus
DEITY	Humanoid
Race Type	
Race Sub Type	

Description:  
Biography: