CLEAR CHARACTER INFO

RESET CHARACTER SHEET

Character	Player
Azzy (Azalea y Bachwr)	Anonymous

Race & La	Size	Gender	Height	Weight	Hair	Eyes	Skin
Succubus	M	Female	5'11	Secret	Brown	Gold	Fair

Age	Alignment	Deity	Homeland & Background Occupation
1,742	Chaotic Good	The Faceless Goddess	Adventurer, Part-Time Prostitute, from Affonia

Languages: Affonid, Celestial, Infernal, Masnach (Common)

Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

CLEAR CHARACTER STATS

Ability Score	Total	Mod	Base	Enhance	Misc	Temp
STR	12	1	12			
DEX	16	3	14	2		
CON	16	3	16			
INT	10	0	10			
WIS	8	-1	8			
CHA	22	6	20	2		

Ability Score & Racial Notes: +2 CHA, +2 CON from Race

HITPOINTS

CLEAR CLASS & HP

Current HP: 55

Nonlethal HP Dam:

Temporary HP:

CLASS RECORDER

HP Gained	HD	Class Name	BAB	Skill	FC HPs	Fort	Ref	Will	Levels
55	10	Invoker	6	30		5	2	5	6
Total HP: 55	Favored Class	Invoker	Totals: 6	30	0	5	2	5	6

Conditions & Miscellaneous Tracking: +2 Background Skill Ranks per Level

ATTACKS & DEFENSE

CLEAR ATTACK & DEFENSE

Armor Class	Total		Armor	Shield	Dex	Size	Dodge	Natural	Deflect	Misc	Temp
AC	16	-10+	1	0	3			1	1		
Touch	14	-10+			3				1		
Flat-Foot	13	-10+	1	0	0			1	1		

Armor Check Penalty: 0

Maximum Dex: --

Spell Failure: 0%

Saving Throws	Total	Class Base	Ability	Enhance	Misc	Temp
Fort	10	5	3	2		
Ref	7	2	3	2		
Will	6	5	-1	2		

Attacks	Total	Base Attack Bonus	Temp	Ability	Size	Misc
Melee (Attack Modifier)	12	6		1		5
Ranged (Attack Modifier)	9	6		3		
CMB	12	6	CHA	6		
CMD	21	-10+ 6 (BAB)	1 (Dodge & Deflect)	4 (Str & Dex)		

CLEAR NOTES

Combat Notes & Modifiers

Uses CHA in place of STR when using Behemoth's Bosom

Cup Size: J

"Eh? A fun fact? Well... my boobs weigh five kilos..."

SKILLS

CLEAR SKILLS

Ranks Total: 42

		Total	Ranks	Ability	Trained	Misc
☆ ☐ Acrobatics ◆	DEX	5		3		2
☆ Appraise	INT	0		0		
☆ ☑ Bluff	CHA	6		6		
☆ ☑ Climb ◆	STR	1		1		
☆ ☑ Craft:	INT	0		0		
☆ ☐ Diplomacy	CHA	12	6	6		
☐ Disable Device ◆	DEX			3		
☆ ☐ Disguise	CHA	6		6		
☆ ☐ Escape Artist ◆	DEX	5		3		2
☆ ☐ Fly ◆	DEX	3		3		
☐ Handle Animal	CHA			6		
☆ ☐ Heal	WIS	-1		-1		
☆ ☑ Intimidate	CHA	6		6		
☑ Kn: History	INT	4	1	0	3	
☑ Kn: Local	INT	4	1	0	3	
☑ Kn: Planes	INT	4	1	0	3	
☑ Kn: Religion	INT	4	1	0	3	
☑ Kn: Dungeoneering	INT	4	1	0	3	
☑ Kn: Nature	INT	4	1	0	3	
☐ Linguistics	INT			0		
☆ ☑ Perception	WIS	6	6	-1	3	-2
☆ ☑ Perform: Dance	CHA	25	6	6	3	10
☑ Prof:	WIS			-1		
☆ ☑ Ride ◆	DEX	3		3		
☆ ☑ Sense Motive	WIS	14	6	-1	3	6
☐ Sleight of Hand ◆	DEX			3		
☐ Spellcraft	INT			0		
☆ ☑ Stealth ◆	DEX	3		3		
☆ ☑ Survival	WIS	12	6	-1	3	4
☆ ☑ Swim ◆	STR	1		1		
☑ Use Magic Device	CHA			6		
☑ Perform (Sex Acts)	CHA	27	6	6	3	12
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					

Mark a ☐ to show a class skill. *Class skills with ranks gain a +3 trained bonus.*
☆ Skill can be used untrained ◆ Armor check penalty applies

Experience: /
Slow ☐ Medium ☑ Fast ☐

	Base	Fly	Swim	Climb	Misc
Speed 30	30				

Init 3 = 3 (Dex Mod) + (Misc Mod)

Hero

SR

DR

Resistances

Pool Points

CLEAR STATS

FEATS & FEATURES

CLEAR FEATS & FEATURES

Class Features, Racial Traits, Feats, and Character Features

RACIAL ABILITIES

Charm Aura: Creatures within 30 ft must make a DCXX will save or be charmed Trivial opponents always fail

Level Drain: Creatures that engage in a sex act with a succubus must make a DCXX fortitude save or take 1d4 negative levels. Trivial opponents always fail.

Erotic Body: Charmed creatures adjacent to a succubus must roll a 1d2 upon taking a hostile action against her. On a 1, they act normally, on a 2 their action is sexual instead of violent.

Erotic Genius: A succubus receives a +2 racial bonus on all Perform (Dance), Perform (Sex Acts), Escape Artist, and Acrobatics checks.

TRAITS

Improv Expert: No penalty when wielding an Improvised Weapon

Savant: +2 to Perform (Sex Acts)

Skillful: +1 Skill Rank per Level

DRAWBACK

Oblivious: -2 to Sense Motive and Perception

ARMOR & WEAPONS

CLEAR ARMOR

	Armor Name & Description	AC Bonus	Max Dex	Penalty	Spell Fail	Type	Weight
Armor	Panties (+1 Light Fortification)	1					
Shield							

CLEAR WEAPONS

Weapon Name & Description	Attack Modifiers	Damage	Critical	Range	Type	Weight	Ammo & Notes
Slam	+13	1d8+10	19-20/x2	0	B	0.0	Natural Attack
Grapple	+13	-	-	0	-	0.0	Grapples Foe

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FEATS & SPECIAL ABILITIES

CLEAR FEATS & ABILITIES

NAME	USES/DAY	USED
FEATS		
Bonus: Cantrips (Perform Minor Magic Effects a Will)		
Level 1: Essence Eater (Level drain satiates hunger)		
Level 3: Violated Heroine (Stabilize at 0 HP, sex acts do		
cause you to take damage a 0 or negative HP)		
Level 5: Memory Exchange (Read memories of those		
you have sex with)		
Bonus 6: Veiled in Purity (+1 to DC of [Good] Blessings)		

FEATS & SPECIAL ABILITIES

CLEAR FEATS & ABILITIES

NAME	USES/DAY	USED
CLASS FEATURES		
Divine Aspect: Gain an aspect representing the nature		
of your goddess.		
Resist Influence: +1 to Saves against Charm/Compel		
Chakra Binds: Feet, Hands, Head		
Blood Weaving: Shape a blessing within your blood		

EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	OATHS			
	Oath of Charity: Azalea donates half of her			
	profits from adventuring to			
	charities, in the name of her			
	goddess. In return, she has			
	been granted boons...			
	OATH BOONS			
	Shielded Form: Divine Grace shields Azalea,			
	granting her +1 Deflection			
	Resilience: Azalea's body is blessed against			
	harm, giving her +2 Resistance to			
	all saves, and +1 Natural Armor			
	Enhanced Abilities: Azalea is gifted with divine			
	charm and grace, giving			
	+2 Enhancement to DEX			
	and CHA			
	Enhanced Arms: Any weapon Azalea wields			
	(including natural attacks)			
	becomes +1 Keen			
	Enhanced Armor: Any clothes or armor worn			
	by Azalea gains +1 Light			
	Fortification			

EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	ON PERSON			
	=Boots x1			
	=Floral Lace Black Panties x1			
	AT HOME			
	=House (1290gp)			
	=Armored Bikini (1710 gp) (As Full Plate)			
	=Bed of Goodreste: A bed that enables those			
	who use it to get a full rest			
	even if they spent all night			
	doing this and that.			
	(5000GP)			

WORN MAGIC ITEM EQUIPMENT

CLEAR

EQUIPMENT SLOTS FOR MAGIC ITEMS

BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS

CLEAR CONTAINERS

⌘	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY

CLEAR

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

CARRIED WEIGHT

CLEAR

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
0.0	0.0	0.0		0.0

TREASURE CARRIED

CLEAR

⌘	TREASURE	WEIGHT

LOADS & LIFT

CLEAR

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
44	88	132		132	264	660
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☑ MEDIUM ☐ HEAVY ☐

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SPELLS PER DAY

CLEAR

CLASS | LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL 25 | MEDIUM: 100FT + 10FT / LVL 100 | LONG: 400FT + 40FT / LVL 400

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

BLOODLINES & PATRONS

CLEAR

BLOODLINE/PATRON

BLOODLINE/PATRON

DOMAINS

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

DOMAIN

SUBDOMAIN

WIZARD SPECIALITY SCHOOL

SPECIALITY

FOCUSED

PROHIBITED

PROHIBITED

SPELLS PER DAY

CLEAR

CLASS | LEVEL

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL 25 | MEDIUM: 100FT + 10FT / LVL 100 | LONG: 400FT + 40FT / LVL 400

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
			DIVINE ASPECT						
			Gain 9 Points of Eidolon Evolutions. Changes on Level Up						
			1/day, temporarily swap out 6 points of evolutions for another						
			CURRENT EVOLUTIONS						
			Holy Sword User: All weapons wielded become Holy while using them	3 Points					
			See in Darkness: See perfectly in the dark	3 Points					
			Scent: Gain the Scent special sense.	1 Point					
			Skilled: +8 to Perform (Sex Acts)	1 Point					
			Skilled: +8 to Perform (Dance)	1 Point					
			BLESSINGS						
			See Quest for Current Blessings.						

CLEAR GROUP

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SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE