

Kazumi Kei

Female kitsune sorcerer 15 - CR 14

True Neutral Humanoid (Kitsune, Shapechanger); Deity: Shelyn; Age: 28; Height: 5' 2"; Weight: 100 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	8/12	-1/+1	
DEX DEXTERITY	13/17	+1/+3	
CON CONSTITUTION	14/18	+2/+4	
INT INTELLIGENCE	16	+3	
WIS WISDOM	10	0	
CHA CHARISMA	20/26	+5/+8	

Circlet of persuasion : +3 competence bonus on ability checks

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+14 =	+5	+4	+5			
REFLEX (DEXTERITY)	+13 =	+5	+3	+5			
WILL (WISDOM)	+14 =	+9		+5			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 20	=		+3		+2	+5		

Touch AC 18	Flat-Footed AC 17
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CM Bonus	+8 =	BAB	Strength	Size	Misc
		+7	+1	-	-

CM Defense	26 = 10	BAB	Strength	Dexterity	Size
		+7	+1	+3	-

HP	137	Total	Damage / Current HP

Grazed 102 Critical 34

Wounded 68 Disabled 0 to -4

Base Attack	+7
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Initiative	+3
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Speed	30 ft
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+2 dagger

Main hand: +10/+5, 1d4+3 Crit: 19-20/x2
Rng: 10'
Ranged: +12, 1d4+3 Light, P/S

Dagger

Main hand: +8/+3, 1d4+1 Crit: 19-20/x2
Rng: 10'
Ranged: +10, 1d4+1 Light, P/S



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+3	DEX (3)	-	
Appraise	+7	INT (3)	1	
Bluff	+21	CHA (8)	7	
Charming: +1 vs. characters who could be attracted to you				
Climb	+1	STR (1)	-	
Craft (calligraphy)	+11	INT (3)	3	
Craft (tattoo)	+13	INT (3)	5	
Diplomacy	+31	CHA (8)	10	
Charming: +1 vs. characters who could be attracted to you				
Disguise	+20	CHA (8)	9	
Realistic Likeness: +10 circumstance to fool others with impersonation				
Escape Artist	+3	DEX (3)	-	
Fly	+7	DEX (3)	1	
Heal	+0	WIS (0)	-	
Intimidate	+28	CHA (8)	10	
Knowledge (arcana)	+10	INT (3)	4	
Knowledge (nature)	+10	INT (3)	4	
Perception	+2	WIS (0)	2	
Perform (sing)	+12	CHA (8)	1	
Perform (string instruments)	+12	CHA (8)	1	
Perform (wind instruments)	+12	CHA (8)	1	
Profession (courtesan)	+4	WIS (0)	1	
Ride	+3	DEX (3)	-	
Sense Motive	+15	WIS (0)	10	
Spellcraft	+15	INT (3)	4	
Stealth	+3	DEX (3)	-	
Survival	+0	WIS (0)	-	
Swim	+1	STR (1)	-	
Use Magic Device	+15	CHA (8)	1	

Activated Abilities & Adjustments

Change Shape (Su): Human Form

Feats

Craft Wondrous Item
Eschew Materials
Greater Spell Focus (Enchantment)
Leadership (score 23)
Persuasive
Piercing Spell
Quicken Spell
Realistic Likeness
Simple Weapon Proficiency - All
Skill Focus (Diplomacy)
Spell Focus (Enchantment)
Spell Penetration

Traits

Charming
Focused Mind

Dagger

Main hand: **+8/+3, 1d4+1**

Crit: 19-20/x2

Rng: 10'

Ranged: **+10, 1d4+1**

Light, P/S

Gear

**Total Weight Carried: 14/130 lbs, Light Load
(Light: 43 lbs, Medium: 86 lbs, Heavy: 130 lbs)**

+2 dagger	1 lb
Amulet of natural armor +2	-
Artisan's outfit (Free)	-
Artisan's tools, masterwork (Craft [calligraphy]) <In:	5 lbs
Artisan's tools, masterwork (Craft [tattoo]) <In: Handy	5 lbs
Belt of physical perfection +4	1 lb
Boots of the cat	1 lb
Circlet of persuasion	-
Cloak of resistance +5	1 lb
Dagger	1 lb
Dagger	1 lb
Gloves of elvenkind	-
Handy haversack (5 @ 23.1 lbs)	5 lbs
Headband of alluring charisma +6	1 lb
Inquisitor's monocle	-
Money <In: Handy haversack (5 @ 23.1 lbs)>	3.1 lbs
Noble's outfit <In: Handy haversack (5 @ 23.1 lbs)>	10 lbs
Origami swarm <In: Handy haversack (5 @ 23.1 lbs)>	-
Ring of protection +5	-
Ring of sustenance	-
Robe of arcane heritage	1 lb
Sleeves of many garments	1 lb

Special Abilities

Bloodline Arcana: Fey (Ex)
Change Shape (Su)
Fey Magic (At will) (Su)
Woodland Stride (Ex)

Spell-Like Abilities

Fleeting Glance (19 rounds/day) (Sp)	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Laughing Touch (11/day) (Sp)	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Tracked Resources

+2 dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Origami swarm	<input type="checkbox"/>
Zone of Truth (2/day)	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common	Thassilonian
Shoanti	Varisian
Sylvan	

Experience & Wealth

Experience Points: **635000**/890,000

Current Cash: **155 gp**

Reputation: **Fame: 20, PP: 20, 300 miles.**

Spells & Powers

Sorcerer spells known (CL 15th; concentration +25)

Melee Touch +8 Ranged Touch +10

7th (5/day)—*limited wish, phase door, mass planar adaptation*^{APG} (DC 25)

6th (7/day)—*geas/quest, mislead* (DC 24), *symbol of persuasion* (DC 26), *true seeing*

5th (7/day)—*dominate person* (DC 27), *permanency, symbol of sleep* (DC 27), *teleport, tree stride*

4th (8/day)—*apparent treachery* (DC 26), *charm monster* (DC 24), *forgetful slumber*^{ARG} (DC 26), *poison* (DC 22), *summon monster IV*

3rd (8/day)—*deep slumber* (DC 25), *phantom steed, puzzle box* (DC 25), *stinking cloud* (DC 21), *summon monster III*

2nd (8/day)—*burning arc* (DC 20), *compel tongue* (DC 24), *glitterdust* (DC 20), *hideous laughter* (DC 24), *invisibility, levitate*

1st (8/day)—*charm person* (DC 21), *color spray* (DC 19), *entangle* (DC 19), *mage armor, magic missile, protection from evil*

0th (at will)—*daze* (DC 22), *detect magic, light, mage hand, mending, message, prestidigitation, read magic, sotto voce* (DC 18)

History

Homeland: Unusual Homeland (Forest)

Parents: Both Dead

Siblings: None

Circumstance of Birth : Progeny of Power

Sourcebooks Used

- **Advanced Player's Guide** - Planar Adaptation, Mass (spell)
- **Advanced Player's Guide / Ultimate Equipment** - Robe of arcane heritage (equipment)
- **Advanced Player's Guide Traits / Character Traits**
Web Enhancement - Charming (trait); Focused Mind (trait)
- **Advanced Race Guide** - Forgetful Slumber (spell); Gloves of elvenkind (equipment); Realistic Likeness (feat)
- **Advanced Race Guide / Bestiary 4 / Dragon Empires Gazetteer / Dragon Empires Primer / Inner Sea Races** - Kitsune (race)
- **Black Markets** - Compel Tongue (spell)
- **Faction Guide** - Sotto Voce (spell)
- **Humans of Golarion** - Burning Arc (spell)
- **Inner Sea Monster Codex** - Puzzle Box (spell)
- **Inner Sea Races / Inner Sea World Guide** - Shoanti (language); Thassilonian (language); Varisian (language)
- **Ultimate Equipment** - Boots of the cat (equipment); Inquisitor's monocle (equipment); Origami swarm (equipment); Sleeves of many garments (equipment)
- **Ultimate Magic** - Piercing Spell (feat)
- **Wrath of the Righteous** - Apparent Treachery (spell)