

## Kainros DuVaalo

**Player:** Du'Vall Gibson

**CG Shisk aasimar magaambya academic magus/oracle 1 - CL1**

**Deity:** Nethys

**Speed:** 20 ft., **Languages:** Common, Kibwani, Mwangi, Shisk

Hit Points	Focus Points	Hero Points
<b>17</b> 13	<b>3</b>	<b>3</b> 2

Str	Dex	Con	Int	Wis	Cha	
<b>+1</b>	<b>+2</b>	<b>+1</b>	<b>+2</b>	<b>+2</b>	<b>+2</b>	12 Str 14 Dex 12 Con 14 Int 14 Wis 14 Cha

<input type="checkbox"/>	<b>PERCEPTION</b>	<b>+5<sub>T</sub></b>	<b>= +3<sub>Base</sub> +2<sub>Wis</sub> +0<sub>Misc</sub></b>
<input type="checkbox"/>	<b>FORTITUDE</b>	<b>+15<sub>E</sub></b>	<b>= +14<sub>Base</sub> +1<sub>Con</sub> +0<sub>Misc</sub></b>
<input type="checkbox"/>	<b>REFLEX</b>	<b>+5<sub>T</sub></b>	<b>= +3<sub>Base</sub> +2<sub>Dex</sub> +0<sub>Misc</sub></b>
<input type="checkbox"/>	<b>WILL</b>	<b>+16<sub>E</sub></b>	<b>= +14<sub>Base</sub> +2<sub>Wis</sub> +0<sub>Misc</sub></b>
<input type="checkbox"/>	<b>AC</b>	<b>18<sub>T</sub></b>	<b>= +13<sub>Base</sub> +2<sub>Dex</sub> +3<sub>Misc</sub></b>

### Hide armor (Trained)

AC: +3, Max Dex: +2, Armor Check: -2, Speed: -5

### Activated Abilities & Adjustments

Component Substitution

#### Dagger (Trained)

Melee: **+5/+1/-3** (1d4+2 P, Crit ×2)

Ranged (10 ft.) : **+10/+2/-6** (1d4+2 P, Crit ×2)

Traits: versatile S, thrown 10 ft., agile, finesse

#### Longbow (Trained)

Ranged (100 ft.) : **+10/+0/-10** (1d8 P, Crit ×2 +1d10 P)

Traits: deadly d10, volley 30

### Special Abilities

**Arcane Cascade +1**

After you wield magic, you can enter a special stance to make your attacks more effective.

**Curse of Torrential Knowledge (Inactive)**

Knowledge pours through you, slowing your reactions.

**Darkvision**

See in darkness and dim light.

**Low-Light Vision**

See in dim light as if it were normal light.

**Spellstrike**

Cast and deliver a spell as part of a weapon or unarmed attack.

**Starlit Span**

You can make a ranged weapon or unarmed Strike as part of your Spellstrike.

### Feats

**Shisk Lore** [Ancestry Feats Selection]

You are trained in Shisk Lore and three other Lore skills of your choice.

**Recognize Spell**

Automatically identify some common spells. +1 circ to AC and save on crit success to identify.



### Skills

<input type="checkbox"/>	<b>+5<sub>T</sub></b>	<b>Academia Lore</b> <sub>int</sub>
<input type="checkbox"/>	<b>+0<sub>U</sub></b>	<b>Acrobatics</b> <sub>Dex</sub>
<input type="checkbox"/>	<b>+5<sub>T</sub></b>	<b>Arcana</b> <sub>int</sub>
<input type="checkbox"/>	<b>+5<sub>T</sub></b>	<b>Assassin Lore</b> <sub>int</sub>
<input type="checkbox"/>	<b>+2<sub>T</sub></b>	<b>Athletics</b> <sub>Str</sub>
<input type="checkbox"/>	<b>+2<sub>U</sub></b>	<b>Crafting</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+2<sub>U</sub></b>	<b>Deception</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+5<sub>T</sub></b>	<b>Diplomacy</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+2<sub>U</sub></b>	<b>Intimidation</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+5<sub>T</sub></b>	<b>Magaambya Lore</b> <sub>int</sub>
<input type="checkbox"/>	<b>+5<sub>T</sub></b>	<b>Martial Arts Lore</b> <sub>int</sub>
<input type="checkbox"/>	<b>+2<sub>U</sub></b>	<b>Medicine</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+5<sub>T</sub></b>	<b>Nature</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+5<sub>T</sub></b>	<b>Nethys Lore</b> <sub>int</sub>
<input type="checkbox"/>	<b>+5<sub>T</sub></b>	<b>Occultism</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+2<sub>U</sub></b>	<b>Performance</b> <sub>Cha</sub>
<input type="checkbox"/>	<b>+5<sub>T</sub></b>	<b>Religion</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+5<sub>T</sub></b>	<b>Shisk Lore</b> <sub>int</sub>
<input type="checkbox"/>	<b>+5<sub>T</sub></b>	<b>Society</b> <sub>Int</sub>
<input type="checkbox"/>	<b>+3<sub>T</sub></b>	<b>Stealth</b> <sub>Dex</sub>
<input type="checkbox"/>	<b>+5<sub>T</sub></b>	<b>Survival</b> <sub>Wis</sub>
<input type="checkbox"/>	<b>+0<sub>U</sub></b>	<b>Thievery</b> <sub>Dex</sub>

### Weapon Proficiencies

**Trained:** All Simple Weapons, All Martial Weapons, All Unarmed Attacks

### Armor Proficiencies

**Trained:** All Light Armor, All Medium Armor

## Spells

**Magus spells prepared** (DC 15, attack +5)

**1st**—*snowball*<sup>LOWG</sup>

**Cantrip (at will)**—*acid splash, gouging claw*<sup>SoM</sup>, *mage hand, ray of frost, telekinetic projectile*

**Oracle spells known** (DC 15, attack +5)

**1st (3/day)**—*heal, magic weapon, mending*

**Cantrip (at will)**—*detect magic, guidance, prestidigitation, protect companion*<sup>SoM</sup>, *read aura, shield, stabilize*

## Focus Spells

Brain Drain (1st)

Shooting Star (1st)

Word of Truth (1st)

## Innate Spells

Illusory Disguise (self only, 1/day) (1st)

## Tracked Resources

Arrows

Dagger

Healing potion, lesser (2d8+5)

Torch

## Gear (Encum: 6 bulk, Over: 11 bulk)

**Total Bulk Carried: 6.8, Unencumbered**

Backpack <Holds: 72 @ 1.1 blk> -

Bedroll <In: Backpack> L

Bilaage <In: Backpack> L

Chalk x10 <In: Backpack> -

Dagger L

Flint and steel <In: Backpack> -

Hat of disguise -

Healer's tools 1

Healing potion, lesser (2d8+5) L

Hide armor 2

Longbow 2.6

Money -

Rations (1 week) x2 <In: Backpack> 0.2

Repair kit 1

Rope (foot) x50 <In: Backpack> L

Soap <In: Backpack> -

Torch x5 <In: Backpack> 0.5

Waterskin <In: Backpack> L

## Experience & Wealth

Career Experience Points: 0 (0/0 to 2nd)

Current Cash: 3 gp, 7 sp

**Recognize Spell** (Background Selection, Feat)

**Traits:** General, Secret, Skill

**[reaction]**

**Prerequisites** trained in Arcana, Nature, Occultism, or Religion

**Trigger** A creature within line of sight casts a spell that you don't have prepared or in your spell repertoire, or a trap or similar object casts such a spell. You must be aware of the casting.

If you are trained in the appropriate skill for the spell's tradition and it's a common spell of 2nd level or lower, you automatically identify it (you still roll to attempt to get a critical success, but can't get a worse result than success). The highest level of spell you automatically identify increases to 4 if you're an expert, 6 if you're a master, and 10 if you're legendary. The GM rolls a secret Arcana, Nature, Occultism, or Religion check, whichever corresponds to the tradition of the spell being cast. If you're not trained in the skill, you can't get a result better than failure.

**Critical Success** You correctly recognize the spell and gain a +1 circumstance bonus to your saving throw or your AC against it.

**Success** You correctly recognize the spell.

**Failure** You fail to recognize the spell.

**Critical Failure** You misidentify the spell as another spell entirely, of the GM's choice.

**Arcane Cascade +1** (Class, Magus)

**Traits:** Concentrate, Magus, Stance

**[1 action]**

**Requirements** You used your most recent action to Cast a Spell or make a Spellstrike.

You divert a portion of the spell's magical power and keep it cycling through your body and weapon using specialized forms, breathing, or footwork. While you're in the stance, your melee Strikes deal 1 extra damage. This damage increases to 2 if you have weapon specialization and 3 if you have greater weapon specialization. Any Strike that benefits from this damage gains the arcane trait, making it magical. If your most recent spell before entering the stance was one that can deal damage, the damage from the stance is the same type that spell could deal (or one type of your choice if the spell couldn't deal damage, this stance's bonus damage depends on the spell's school.

- **Abjuration or Evocation** force
- **Conjuration or Transmutation** same type as your weapon or unarmed attack
- **Divination, Enchantment, or Illusion** mental
- **Necromancy** negative

**Appears In:** Secrets of Magic

**Curse of Torrential Knowledge (Inactive) (Oracle Mystery)**

**Traits:** Curse, Divine, Necromancy

You have a link to true divine knowledge, but your mortal mind struggles to process and act on what you know. Loose materials around you, such as dust, grains of rice, and droplets of water, slowly shift to form strange runes or faint indecipherable writing, and you sometimes speak unintelligible truths or statements in unknown languages without realizing it.

**Minor Curse** You take a –4 penalty to initiative, as trying to process a surge of information about what's happening around you slows your ability to respond to it.

**Moderate Curse** The flow of information through your mind grows. The attention you divert to process this huge influx of information means you are always flat-footed. At the start of each of your turns, you automatically make one check to Recall Knowledge as a free action. This uses a skill of your choice that has the Recall Knowledge action, using a result equal to 10 + your proficiency bonus in that skill (with no other bonuses, penalties, or modifiers).

**Major Curse (11th)** The massive flow of information clouding your mind overwhelms your ability to communicate with others. You can understand all languages, but you can't speak, use linguistic effects, or otherwise communicate with your allies. If you Cast a Spell with a verbal component, you must succeed at a DC 5 flat check or the spell is lost. You gain a +4 status bonus on saving throws against linguistic effects.

**Appears In:** Advanced Player's Guide

**Darkvision** (Race, Shisk)

A creature with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-level *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

**Low-Light Vision** (Ancestry Heritage Selection)

The creature can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

## Spellstrike

(Class, Magus)

[2 actions]

Frequency until recharged

You channel a spell into a punch or sword thrust to deliver a combined attack. You Cast a Spell that takes 1 or 2 actions to cast and requires a spell attack roll. The effects of the spell don't occur immediately but are imbued into your attack instead. Make a melee Strike with a weapon or unarmed attack. Your spell is coupled with your attack, using your attack roll result to determine the effects of both the Strike and the spell. This counts as two attacks for your multiple attack penalty, but you don't apply the penalty until after you've completed the Spellstrike. The infusion of spell energy grants your Strike the arcane trait, making it magical.

After you use Spellstrike, you can't do so again until you recharge your Spellstrike as a single action, which has the concentrate trait. You also recharge your Spellstrike when you cast a conflux spell (*Secrets of Magic* 40) that takes at least 1 action to cast; casting a focus spell of another type doesn't recharge your Spellstrike.

### Spellstrike Specifics

Though the base Spellstrike rules cover most spells, various modifications apply to more complicated spells when loaded into your fist, blade, or other attack.

**One Target:** The spell targets only the target of your Strike, even if it normally allows more targets. Some feats let you affect more creatures.

**Reach:** The coupled spell affects the target using the reach of the weapon or unarmed attack you make your Spellstrike with. For instance, *shocking grasp* would affect a creature beyond the reach of your hand if you used a weapon with reach, and *ray of frost* would affect only a creature in your weapon's reach, even though the spell's range is longer.

**Ancillary Effects:** Your spell still has any non-targeted effects that might affect creatures other than the target, as well as any ongoing effects starting from the moment you hit with the Strike. For example, *acid splash* would still deal its splash damage to creatures other than the target and *tanglefoot's* circumstance penalty would last for its normal duration. The spell takes effect after the Strike deals damage; if the Strike has other special effects, the GM determines whether they happen before or after the spell.

**Multiple Defenses:** Any additional rolls after the initial spell attack still happen normally, such as the Fortitude save attempted by the target of a *disintegrate* spell. Similarly, a spell that allows you to attack with it again on subsequent rounds would only combine a Strike with its initial attack roll, not with any later ones.

**Invalid or Immune Target:** If the target you hit wouldn't be a valid target for the spell, the spell is still expended but doesn't affect the target. If the target is immune to your attack but not the spell, it can still be affected by the spell.

**Variable Actions:** Some spells have different effects based on the number of actions you spend to cast them. You choose whether to use the effects of the 1- or 2-action version of the spell when you use Spellstrike. A spell has to take *exactly* 1 or 2 actions; you can't use Spellstrike with a spell that takes a free action, reaction, or 3 or more actions.

**Metamagic:** You typically can't use metamagic with Spellstrike because metamagic requires the next action you take to be Cast a Spell, and Spellstrike is a combined activity that doesn't qualify.

Appears In: Secrets of Magic

## Starlit Span

(Hybrid Study)

With magic, the sky's the limit, and you can't be bound by the confines of physical proximity. Your power reaches as far as your senses can perceive, transcending the space between you and your target even with spells that normally require direct physical contact.

When you use Spellstrike, you can make a ranged weapon or ranged unarmed Strike, as long as the target is within the first range increment of your ranged weapon or ranged unarmed attack. You can deliver the spell even if its range is shorter than the range increment of your ranged attack.

**Conflux Spell** *shooting star*

**Studious Spells** 7th: *darkvision*; 11th: *wall of wind*; 13th: *freedom of movement*

Appears In: Secrets of Magic

## Weapon Traits

### Agile

The multiple attack penalty you take with this weapon on the second attack on your turn is -4 instead of -5, and -8 instead of -10 on the third and subsequent attacks in the turn.

### Deadly d10

On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage. This increases to two dice if the weapon has a *greater striking* rune and three dice if the weapon has a *major striking* rune. For instance, a rapier with a *greater striking* rune deals 2d8 extra piercing damage on a critical hit. An ability that changes the size of the weapon's normal damage dice doesn't change the size of its deadly die.

### Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

### Nonlethal

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a -2 circumstance penalty.

### Thrown 10 ft.

You can throw this weapon as a ranged attack. A thrown weapon adds your Strength modifier to damage just like a melee weapon does. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment specified in the weapon's Range entry.

### Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage follows the same rules as a free-hand weapon.

### Versatile S

A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

### Volley 30

This ranged weapon is less effective at close distances. Your attacks against targets that are at a distance within the range listed take a -2 penalty.

## Gear

### Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

### Hat of disguise

**Traits:** Illusion, Invested, Magical

This ordinary-looking hat allows you to cloak yourself in illusions.

**Activate** 1 minute (Interact); **Frequency** once per day; **Effect** The hat casts a 1st-level *illusory disguise* spell on you. While setting up the disguise, you can magically alter the hat to appear as a comb, ribbon, helm, or other piece of headwear.

### Healing potion, lesser (2d8+5)

**Traits:** Consumable, Healing, Magical, Necromancy, Potion  
**[1 action]**

A healing potion is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *healing potion*, you regain the listed number of Hit Points.

#### Lesser

The potion restores 2d8+5 Hit Points.

### Torch

A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet). It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.