

Vahid Khann

Player: Abram

Male human (Keleshite) occultist (secret broker) 1, Dark Archive faction - CR 1/2

Chaotic Good Humanoid (Human); Deity: **Besmara**; Age: **31**; Height: **6' 1"**; Weight: **170 lb.**; Eyes: **Brown**; Hair: **Bald**; Skin: **Tan**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	13	+1	
CON CONSTITUTION	10	0	
INT INTELLIGENCE	14	+2	
WIS WISDOM	12	+1	
CHA CHARISMA	18	+4	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2	= +2					
REFLEX (DEXTERITY)	+1	=	+1				
WILL (WISDOM)	+3	= +2	+1				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 13	= +2		+1					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
11	12				

CM Bonus	BAB	Strength	Dexterity	Size
+0	= -	+0	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

CM Defense	BAB	Strength	Dexterity	Size
11	= 10	-	+0	+1

Base Attack	HP
+0	9

Anatomist: +1 trait bonus to confirm threats

Initiative	Damage / Current HP
+1	

Speed
30 / 20 ft

Trident

Main hand: **+0, 1d8** Crit: x2
Both hands: **+0, 1d8** Rng: 10'
1-hand, P, Brace

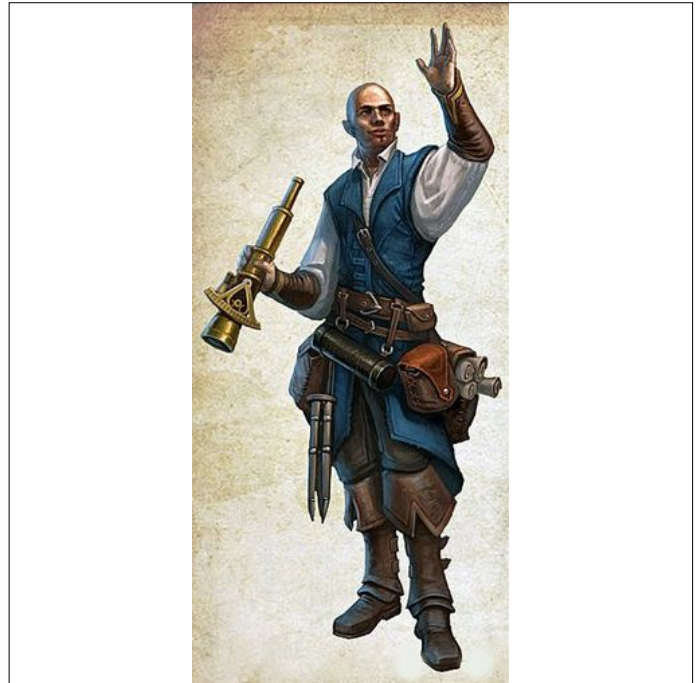
Ranged: **+1, 1d8**
Ranged, both hands: **+1, 1d8**
Anatomist: +1 trait bonus to confirm threats

Leather armor

+2

Max Dex: +6, Armor Check: -
Spell Fail: 10%, Light

Character Number: -



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	-2	DEX (1)	-	
Speed greater/less than 30 ft.: -4 to jump				
Appraise	+2	INT (2)	-	
Bluff	+5	CHA (4)	-	
Climb	-3	STR (0)	-	
Diplomacy	+6	CHA (4)	-	
Disguise	+4	CHA (4)	-	
Escape Artist	-2	DEX (1)	-	
Fly	-2	DEX (1)	-	
Heal	+1	WIS (1)	-	
Intimidate	+6	CHA (4)	-	
Knowledge (geography)	+6	INT (2)	1	
Linguistics	+6	INT (2)	1	
Perception	+5	WIS (1)	1	
Profession (fortune-teller)	+5	WIS (1)	1	
Ride	-2	DEX (1)	-	
Sense Motive	+1	WIS (1)	-	
Sleight of Hand	+2	DEX (1)	1	
Spellcraft	+6	INT (2)	1	
Stealth	-2	DEX (1)	-	
Survival	+1	WIS (1)	-	
Swim	-2	STR (0)	1	

Feats

Amateur Swashbuckler
Armor Proficiency (Light)
Armor Proficiency (Medium)

Feats

Martial Weapon Proficiency - All
Persuasive
Shield Proficiency
Simple Weapon Proficiency - All

Traits

Anatomist
Fast-Talker

Gear

**Total Weight Carried: 41.7/100 lbs, Medium Load
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)**

Backpack (empty)	2 lbs
Bedroll	5 lbs
Belt pouch (5 @ 2 lbs)	0.5 lbs
Dice <In: Belt pouch (5 @ 2 lbs)>	-
Explorer's outfit (Free)	-
Flint and steel <In: Belt pouch (5 @ 2 lbs)>	-
Fool's glow	1 lb
Fortune-teller's deck <In: Belt pouch (5 @ 2 lbs)>	0.5 lbs
Ink, black	-
Inkpen	-
Journal	1 lb
Leather armor	15 lbs
Marked cards <In: Belt pouch (5 @ 2 lbs)>	1 lb
Money	1.2 lbs
Occultist's implement (Spyglass) <In: Belt pouch (5 @ 2 lbs)>	0.5 lbs
Torch	1 lb
Trail rations x5	1 lb
Trident	4 lbs
Waterskin	4 lbs

Special Abilities

Deed: Dodging Panache +4 (Ex)
Divination (Spyglass)
Mental Focus (3/day) (Su)
Sudden Insight +1 (Sp)
Third Eye (Su)
Watchful Eye (10 minutes) (Sp)

Spell-Like Abilities

Share Memory (At will)

Tracked Resources

Fool's glow	<input type="checkbox"/>
Mental Focus (3/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mental Focus: Divination Assigned (3 focus)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Panache Pool (4/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Torch	<input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trident	<input type="checkbox"/>

Languages

Common	Skald
Kelish	Varisian
Osiriani	

Experience & Wealth

Experience Points: 0/3
Current Cash: **43 gp, 8 sp, 9 cp**
Dark Archive: **Fame: 0, PP: 0**

Spells & Powers

Occultist (Secret Broker) spells known (CL 1st; concentration +3)

Melee Touch +0 Ranged Touch +1

1st (2/day)—*psychic reading*^{OA}

0th (at will)—*know direction*

Background

Growing up in the cradle of the Kardaji Bay, Vahid Khann's childhood was pruned by a comprehensive worldview gifted to him by the rotating cast of sailors visiting Kelesh. For helping a captain track down some stolen cargo, Vahid was given a collapsible bronze spyglass; his window into distant beyond. His interest was peaked and he secured passage as a deckhand on a small merchant vessel. Onboard he learned to negotiate, honed the subtle art of reading people, and sharpened a silver tongue to a fine point. He has seen many cultures, witnessed powerful magics, and felt a strange presence emanating from his tarnished spyglass...

Sourcebooks Used

- **Advanced Class Guide** - Amateur Swashbuckler (feat); Deed: Dodging Panache (race option)
- **Advanced Player's Guide / Adventurer's Armory / Ultimate Equipment** - Marked cards (equipment)
- **Advanced Player's Guide / Ultimate Equipment** - Fortune-teller's deck (equipment)
- **Advanced Player's Guide Traits / Character Traits Web Enhancement** - Anatomist (trait); Fast-Talker (trait)
- **Hell's Vengeance** - Fool's glow (equipment)
- **Inner Sea Races / Inner Sea World Guide** - Kelish (language); Osiriani (language); Skald (language); Varisian (language)
- **Inner Sea Races / Inner Sea World Guide / People of the Sands** - Keleshite (race option)
- **Occult Adventures** - Divination (special ability); Occultist (class); Occultist's implement (equipment); Psychic Reading (spell); Watchful Eye (special ability)
- **Pathfinder Society Field Guide / Ultimate Equipment** - Journal (equipment)
- **Ultimate Equipment** - Dice (equipment)
- **Ultimate Intrigue** - Secret Broker (archetype)
- **Ultimate Magic** - Share Memory (spell)