

Zet



Human commoner 5/investigator 1 - CL6 - CR 5
 Neutral Good Humanoid (Human); Age: **18**; Height: **5' 4"**;
 Weight: **140 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	8	-1	
DEX DEXTERITY	12	+1	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	15	+2	
WIS WISDOM	10	0	
CHA CHARISMA	9	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2	=	+1	+1			
REFLEX (DEXTERITY)	+4	=	+3	+1			
WILL (WISDOM)	+3	=	+3				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14	=	+3		+1				

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
11	13				

CM Bonus	BAB	Strength	Size	Misc
+1	+2	-1	-	-

CM Defense	BAB	Strength	Dexterity	Size
12	= 10	+2	-1	+1

Base Attack	+2	HP	36
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Initiative	Damage / Current HP
+1	

Speed	30 ft
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Dagger

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

Studded leather

+3

Max Dex: +5, Armor Check: -1
 Spell Fail: 15%, Light

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+4	DEX (1)	1	
Appraise	+6	INT (2)	1	
Bluff	-1	CHA (-1)	-	
Climb	-2	STR (-1)	-	
Craft (alchemy)	+6	INT (2)	1	
<small>Alchemy: +1 competence bonus to create alchemical items</small>				
Diplomacy	-1	CHA (-1)	-	
Disguise	-1	CHA (-1)	-	
Escape Artist	+4	DEX (1)	1	
Fly	+0	DEX (1)	-	
Heal	+11	WIS (0)	6	
Intimidate	-1	CHA (-1)	-	
Knowledge (arcana)	+6	INT (2)	1	
Knowledge (dungeoneering)	+6	INT (2)	1	
Knowledge (engineering)	+6	INT (2)	1	
Knowledge (geography)	+6	INT (2)	1	
Knowledge (history)	+6	INT (2)	1	
Knowledge (local)	+6	INT (2)	1	
Knowledge (nature)	+6	INT (2)	1	
Knowledge (nobility)	+6	INT (2)	1	
Knowledge (planes)	+11	INT (2)	6	
Knowledge (religion)	+6	INT (2)	1	
Perception	+9	WIS (0)	6	
<small>Trapfinding: +1 to locate traps</small>				
Ride	+0	DEX (1)	-	
Sense Motive	+0	WIS (0)	-	
Stealth	+4	DEX (1)	1	
Survival	+1	WIS (0)	1	
Swim	+2	STR (-1)	1	

Feats

Armor Proficiency (Light)
 Healer's Hands (+6, 6/day) (Su)
 Incredible Healer
 Simple Weapon Proficiency - All
 Siphon Poison
 Toughness

Special Abilities

Alchemy +1 (Su)
 Inspiration (+1d6, 2/day) (Ex)
 Trapfinding +1

Gear

Total Weight Carried: 25/80 lbs, Light Load
(Light: 26 lbs, Medium: 53 lbs, Heavy: 80 lbs)

Dagger	1 lb
Healer's kit	1 lb
Investigator Starting Formula Book	3 lbs
Money	-
Studded leather	20 lbs

Tracked Resources

Dagger	<input type="checkbox"/>
Healer's kit	<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"/>
Healer's Hands (+6, 6/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Inspiration (+1d6, 2/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/>

Languages

Common

Sylvan

Spells & Powers

Investigator spells memorized (CL 1st; concentration +3)

Melee Touch +1 **Ranged Touch +3**

1st—*expeditious retreat*, *touch of the sea*^{APG} (DC 13)

Sourcebooks Used

- **Advanced Class Guide** - Heightened Awareness (spell); Investigator (class)
- **Advanced Player's Guide** - Touch of the Sea (spell)
- **Blood of the Ancients** - Incredible Healer (feat)
- **Champions of Purity** - Siphon Poison (feat)
- **Planar Adventures** - Healer's Hands (feat)

Experience & Wealth

Current Cash: **You have no money!**

Zet – Abilities & Gear

Healer's Hands (+6, 6/day) (Su) **Feat**

Your healing efforts are bolstered by positive energy.

Prerequisites: Heal 1 rank, Knowledge (planes) 1 rank.

Benefit: You can use the Heal skill to treat deadly wounds as a full-round action. You do not take a penalty for not using a healer's kit when treating deadly wounds this way, and you can do so on a given creature more than once per day. When treating deadly wounds this way, if your result exceeds the DC by 10 or more, add your ranks in Knowledge (planes) to the damage healed. These benefits do not apply to creatures that are not healed by positive energy.

You can use this feat's benefit a number of times per day equal to your ranks in Knowledge (planes).

Appears In : Planar Adventures

Incredible Healer **Feat**

You are able to treat deadly wounds with an almost supernatural skill.

Prerequisite: Heal 5 ranks.

Benefit: When you use the Heal skill to treat deadly wounds, the target heals a number of hit points equal to either the result of your Heal check or the normal amount, whichever is higher. A creature can still benefit from having deadly wounds treated no more than once per day.

Appears In : Blood of the Ancients

Siphon Poison **Feat**

You can remove poison from afflicted creatures.

Benefit: As a full-round action, you can remove an injury poison from a helpless or willing creature's bloodstream with a successful Heal check. The DC of this check is equal to the poison's DC. You can only draw out poison in this way within the first 2 rounds of when the target was poisoned. If the check is successful, the creature no longer suffers any additional effects from the poison. By performing this action, you do not risk poisoning yourself.

Appears In : Champions of Purity

Toughness **Feat**

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Alchemy +1 (Su) **Class Ability (Investigator)**

Alchemists are not only masters of creating mundane alchemical substances such as alchemist's fire and smokesticks, but also of fashioning magical potion-like extracts in which they can store spell effects. In effect, an alchemist prepares his spells by mixing ingredients into a number of extracts, and then "casts" his spells by drinking the extract. When an alchemist creates an extract or bomb, he infuses the concoction with a tiny fraction of his own magical power—this enables the creation of powerful effects, but also binds the effects to the creator.

When using Craft (alchemy) to create an alchemical item, an alchemist gains a competence bonus equal to his class level to the Craft (alchemy) check. In addition, an alchemist can use Craft (alchemy) to identify potions as if using *detect magic*. He must hold the potion for one round to make such a check.

Inspiration (+1d6, 2/day) (Ex) **Class Ability (Investigator)**

An investigator is beyond knowledgeable and skilled—he also possesses keen powers of observation and deduction that far surpass the abilities of others. An investigator typically uses these powers to aid in their investigations, but can also use these flashes of inspiration in other situations.

An investigator has the ability to augment skill checks and ability checks through his brilliant inspiration. The investigator has an inspiration pool equal to 1/2 his investigator level + his Intelligence modifier (minimum 1). An investigator's inspiration pool refreshes each day, typically after he gets a restful night's sleep. As a free action, he can expend one use of inspiration from his pool to add 1d6 to the result of that check, including any on which he takes 10 or 20. This choice is made after the check is rolled and before the results are revealed. An investigator can only use inspiration once per check or roll. The investigator can use inspiration on any Knowledge, Linguistics, or Spellcraft skill checks without expending a use of inspiration, provided he's trained in the skill.

Inspiration can also be used on attack rolls and saving throws, at the cost of expending two uses of inspiration each time from the investigator's pool. In the case of saving throws, using inspiration is an immediate action rather than a free action.

Trapfinding +1 **Class Ability (Investigator)**

A rogue adds 1/2 her level on Perception checks to locate traps and on Disable Device checks (minimum +1). A rogue can use Disable Device to disarm magic traps.

Cure Light Wounds**1****Pages in Spellbook** : 1 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Adept, Alchemist, Bard, Cleric, Druid, Inquisitor, Occultist, Paladin, Shaman, Spiritualist, Underterror Evolution, White Necromancer, Witch**School** conjuration (healing)**Casting Time** 1 action**Components** V, S**Range** touch**Target** creature touched**Duration** instantaneous**Saving Throw** Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Expeditious Retreat**1****Pages in Spellbook** : 1 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist, Bard, Bloodrager, Inquisitor, Magus, Medium, Mesmerist, Occultist, Psychic, Sorcerer, Spiritualist, Summoner, Summoner (Unchained), Wizard**School** transmutation**Casting Time** 1 action**Components** V, S**Range** personal**Target** you**Duration** 1 min./level (D)

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

Heightened Awareness**1****Pages in Spellbook** : 1 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist, Bard, Druid, Inquisitor, Medium, Mesmerist, Occultist, Psychic, Ranger, Shaman, Sorcerer, Wizard**School** divination**Casting Time** 1 action**Components** V, M/DF (a coffee bean)**Range** personal**Target** you**Duration** 10 minutes/level (D)

You enter a heightened state of awareness that allows you to notice more about your surroundings and recall information effortlessly. You gain a +2 competence bonus on Perception checks and on all Knowledge checks that you are trained in.

If this spell is active when you have to make an initiative check, you can instantly dismiss this spell and gain a +4 bonus on that check.

Appears in : Advanced Class Guide**Touch of the Sea****1****Pages in Spellbook** : 1 (Investigator Starting Formula Book)**Classes that cast this spell at this level** : Alchemist, Bloodrager, Druid, Sorcerer, Wizard**School** transmutation / water elemental**Casting Time** 1 action**Components** V, S, M (a fish scale)**Range** touch**Target** creature touched**Duration** 1 minute/level**Saving Throw** DC 13 Fortitude negates (harmless); **Spell Resistance** yes (harmless)

You cause webs to grow between the target's fingers and its feet to transform into flippers, granting a swim speed of 30 feet along with the standard +8 bonus on Swim checks and the ability to take 10 even if distracted or endangered. You can also use the run action while swimming, provided you swim in a straight line. This transformation causes any boots or gloves the target is wearing to meld into its form (although magic items with a continuous effect continue to function). This spell does not grant the target any ability to breathe water.

Appears in : Advanced Player's Guide

Title - Zet (Adventure Journal)

Date (game world): 0000/00/00; **Date (real world):** 2022/07/15

XP Reward: 23023 XP; **Net Cash:**

- no notes -