

Vysin Blynde

[Aasimar](#) (Peri-blood, Scion of Humanity) [Wizard](#) ([Teleportation](#)) 1

TN Medium Outsider(native), humanoid(human)

Age: 50 6'1" 120

Deity:

Initiative +4, Perception +2, Dark Vision 60'

Languages (7) Azlanti, Celestial, Common, Draconic, Elven, Gnome, Sylvan,

[SPOILER=COMBAT STATISTICS]

[b]DEFENSE[/b]

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 9 (1d6+3)

CMD 13 (10 +0 BaB, 0 STR, +3 DEX)

DR

Immune:

Resist: Acid, Cold, electricity 5

Vulnerable

Fort +3, Ref +3, Will +3

[b]OFFENSE[/b]

Speed 30 ft.

Melee

Ranged +3

Base Atk +0; CMB 0 (+0 BaB, +0 STR)

Atk Options

Special Actions:

Shift (Su) 5' LoS, No AoO, swift action as Dimension Door, 8/day

SLA: Pyrotechnics, 1/day

[b]SPELLS:[/b]

Spells per Day: 3/4/0/0/0/0/0/0/0/0

*-Arcane School

[b]1st Lvl:[/b] Obscuring Mist* (DC 15), Silent Image (DC 15)

[b]Cantrips[/b] Detect Magic, Mage Hand, Read Magic

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[spoiler=Abilities]

Attributes Str 11, Dex 17, Con 16, Int 20, Wis 13, Cha 18

[b]Feats: [/b]Scribe Scroll,

[b]Weapon Proficiency:[/b] All simple, martial.

[b]Armor Proficiency:[/b] All.

[b]Shield Proficiency:[/b] All, except tower shields.

[b]Traits:[/b]

Pathfinder Recruit: wayfinder, +1 trait initiative

[Courtesan](#)

Favored Class: Wizard: HP: Skills:1

Skills (2 class + 5 Int + 1 FC): 8

Total, Ranks, Attribute, Class, Other

Acrobatics (Dex)	+3,	0+3+0+0	
Appraise (Int)*	+5,	0+5+3+0	
Bluff (Cha)*	+4,	0+4+0+0	
Climb (Str)	+0,	0+0+0+0	
Craft (Alchemy) (Int)*	+5,	0+5+3+0	
Diplomacy (Cha)*	+10,	1+4+3+1	+1 trait
Disable Device (Dex)t	+3,	0+3+0+0	
Disguise (Cha)*	+4,	0+4+3+0	
Escape Artist (Dex)	+3,	0+3+0+0	
Fly (Dex)*	+3,	0+3+3+0	
Handle Animal (Cha)*t	+4,	0+4+3+0	
Heal (Wis)	+1,	0+1+0+0	
Intimidate (Cha)*	+4,	0+4+3+0	
Knowledge (arcana)*t	+9,	1+5+3+0	
Knowledge (dung)*t	+5,	0+5+3+0	
Knowledge (eng)*t	+5,	0+5+3+0	
Knowledge (geog)*t	+5,	0+5+3+0	
Knowledge (hist)*t	+5,	0+5+3+0	
Knowledge (local)*t	+5,	0+5+3+0	
Knowledge (nature)*t	+5,	0+5+3+0	
Knowledge (nobility)*t	+5,	0+5+3+0	
Knowledge (planes)*t	+5,	0+5+3+0	+2 race
Knowledge (religion)*t	+5,	0+5+3+0	
Linguistics (Int)*t	+10,	1+5+3+2	
Perception (Wis)	+2,	1+1+0+0	
Perform (Sing) (Cha)	+4,	0+4+0+0	
Prof (Courtesan) (Wis)*t	+1,	0+1+3+0	
Ride (Dex)*	+3,	0+3+3+0	
Sense Motive (Wis)*	+3,	1+1+0+1	+1 trait
Sleight of Hand (Dex)t	+3,	0+3+0+0	
Spellcraft (Int)*t	+11,	1+5+3+2	+2 race
Stealth (Dex)*	+7,	1+3+3+0	
Survival (Wis)	+1,	0+1+0+0	
Swim (Str)	+1,	1+0+0+0	
Use Magic Device (Cha)t	+4,	0+4+0+0	

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[spoiler=Special Abilities]

Arcane School Power: Shift (Su): Teleport swift action as dimension door, no AoO, range 5' LoS, usable 8/day

[b]Spells:[/b] DC 15+ spell level

Arcane School: Conjuratation(Teleportation)

Opposed Schools: Enchantment, Necromancy

[b]Book of Numbered Matter[/b]

[b]1st[/b] (8) Air Bubble, Endure Elements, Grease*, Mage Armor*, Magic Missile, Obscuring Mist*, Silent Image, Touch of the Sea

[b]Cantrips[/b] (18) Acid Splash*, Arcane Mark, Dancing Lights, Detect Magic, Detect Poison, Flare, Ghost Sound, Haunted Fey Aspect, Light, Mage Hand, Mending, Message, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Spark

Pages Used: 24/100

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[spoiler=Equipment]

[b]Containers:[b]

Worn:

Pockets:

Adventurer's Spellcraft Sash

Backpack

Total weight carried: 0 lbs LIGHT ENCUMBRANCE

Total spent: 0g

[b]Money[/b]

Platinum:

Gold:

Silver:

Copper:

Gems:

Total remaining

Starting Gold

[/spoiler]

[spoiler=Background]

Vysin grew up in coastal town with her father, a tavern-owner on the wharves. It wasn't what anyone would call a good upbringing, relegated to little more than child labor serving watered down ale to drunken sailors. He didn't talk often about her mum, just that she had such a lively and fiery spirit, and that she must have been a Celestial slumming on the material plane.

Of course serving ale and beer in a tavern wasn't exactly what she wanted for herself. She had managed to acquire a few castoff study materials over the years, enough to

teach herself the rudimentaries of arcane magic and several languages. Her father was hesitant at first, but once he saw the dedication she put into her studies, he did what any father could do, and arranged for her to receive an invitation to the Pathfinder Society. The Pathfinder Society was especially surprised that she was versed in Ancient Azlanti and knew how not to drown in water. Offered the opportunity to join the expedition, she couldn't say no.

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[spoiler=Appearance]

Vysin is a lithe young woman that dresses conservatively, but comfortably. She prefers to keep her red locks covered under a scarf. Customers have often commented on the liquid fire behind her green eyes. Vysin is tall for a human, standing just over six feet. [/spoiler]

[spoiler=Aasimar]

[url=<http://www.d20pfsrd.com/races/other-races/featured-races/arg-aasimar>]Aasimar[/url]

Alternate Trait: Scion of Humanity

Alternate Trait: Truespeaker

Variant Heritage: Peri-blooded

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