

## 7th Level Version

[url=https://imgur.com/YDJEvLZ]Elizabeth[/url]

[url=https://imgur.com/zz9rZxO]Elizabeth Kitsune Form[/url]

[b]Duchess Elizabeth Silvertail[/b]

Bearik's Daughter, Sister to Saren, Wife of Quince, Worshiper of Erastil

Arcanist 7 (Bloodline Arcanist: Kitsune Bloodline)---Paladin 6 (Divine Hunter/Oath of the People's Council Archetype)/Monk 1 (Scaled Fist Archetype)

Medium humanoid (Kitsune)

Initiative +8; Perception +16

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### DEFENSE

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AC 27, touch 27, flat-footed 21 (+4 Mage Armor, +6 Dex, +4 Shield, +7 Cha, +3 Ring, +3 Amulet)

HP 110/110(7d10+(4+9+8+6+7+6+7)(+63)

Fort +26, (Base +5, Con +7, Cha +9, Cloak +5)

Ref +22, (Base +2, Dex +6, Cha +9, Cloak +5)

Will +23; (Base +5, Wis +4, Cha +9, Cloak +5)

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### OFFENSE

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Speed 30ft

[dice=Flurry of Blows]1d20+14[/dice] [dice=damage + acid]1d6+8+1d6[/dice] [ooc]Dragon Style[/ooc]

[dice=Flurry of Blows]1d20+14[/dice] [dice=damage + acid]1d6+8+1d6[/dice]

[dice=+3 Greatsword]1d20+17[/dice][dice=+3 Greatsword 2]1d20+12[/dice] [dice=damage + acid]2d6+11+1d6[/dice][dice=damage 2 + acid]2d6+11+1d6[/dice]

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### STATISTICS

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Ability Score, Total, Starting Value, Racial, Wish, Item

STR 26 (+8), 21, -2, +3, +4

DEX 26 (+8), 18, +2, +2, +4

CON 24 (+7), 18, +0, +2, +4

INT 28 (+9), 22, +0, +2, +4

WIS 22 (+6), 16, +0, +2, +4

CHA 28 (+9), 19, +2, +3, +4

Base Atk +6/1 ; CMB +16; CMD 41

Traits:

[spoiler=Feats]

[url=https://www.d20pfsrd.com/feats/combat-feats/power-attack-combat/]Power Attack:[/url] 1st Level

[url=https://www.d20pfsrd.com/feats/general-feats/fox-shape/]Fox Shape:[/url] 3rd Level

[url=https://www.d20pfsrd.com/feats/combat-feats/combat-reflexes-combat/]Combat Reflexes:[/url] 5th Level

[url=https://www.d20pfsrd.com/feats/general-feats/swift-kitsune-shapechanger/]Swift Kitsune Shapechanger[/url] 7th Level

[url=https://www.d20pfsrd.com/feats/combat-feats/dragon-style-combat/]Dragon Style[/url] (Monk Bonus Feat)

[url=https://www.d20pfsrd.com/feats/combat-feats/stunning-fist-combat/]Stunning Fist:[/url] 2/day, Will DC 17 (Monk)

Flurry of Blows: -1/-1 (Monk)

Unarmed Strike: 1d6 damage (Monk)

Precise Shot (Divine Hunter)

[url=https://www.d20pfsrd.com/feats/racial-feats/magical-tail-kitsune/]Magic Tail 1[/url] (Wish)

[url=https://www.d20pfsrd.com/feats/racial-feats/magical-tail-kitsune/]Magic Tail 2[/url] (Wish)

[url=https://www.d20pfsrd.com/feats/racial-feats/magical-tail-kitsune/]Magic Tail 3[/url] (Wish)

[url=https://www.d20pfsrd.com/feats/racial-feats/magical-tail-kitsune/]Magic Tail 4[/url] (Wish)

[url=https://www.d20pfsrd.com/feats/racial-feats/magical-tail-kitsune/]Magic Tail 5[/url] (Wish)

[url=https://www.d20pfsrd.com/feats/racial-feats/magical-tail-kitsune/]Magic Tail 6[/url] (Wish)

[url=https://www.d20pfsrd.com/feats/racial-feats/magical-tail-kitsune/]Magic Tail 7[/url] (Wish)

[url=https://www.d20pfsrd.com/feats/racial-feats/magical-tail-kitsune/]Magic Tail 8[/url] (Wish)

[/spoiler]

[Spoiler=Skills]

[b]Paladin Skills:[/b] Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Linguistics (Int), Perception (Wis), and Perform (Cha).

[b]Arcanist Skills:[/b] Appraise (Int), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

[b]Monk Skills:[/b] The monk's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

(Ranks +3 CS +6 Stat)

[b]Adventuring Skills:[/b] 77

Acrobatics +18 (5 Ranks +3 CS +8 Dex +2 Kitsune)  
Bluff +17 (5 Ranks +3 CS +9 Cha)  
Climb +17 (1 Ranks +3 CS +8 Str +5 Gloves)  
Diplomacy +17 (5 Ranks +3 CS +9 Cha)  
Disable Device +9 (1 Ranks +8 Dex)  
Disguise +13 (1 Ranks +3 CS +9 Cha)  
Escape Artist +12 (1 Ranks +3 CS +8 Dex)  
Fly +12 (1 Ranks +3 CS +8 Dex)  
Heal +10 (1 Ranks +3 CS +6 Wis)  
Intimidate +17 (5 Ranks +3 CS +9 Cha)  
Knowledge (Arcana) +19 (7 Ranks +3 CS +9 Int)  
Knowledge Planes +19 (7 Ranks +3 CS +9 Int)  
Knowledge Religion +19 (7 Ranks +3 CS +9 Int)  
Perception +16 (7 Ranks +3 CS +6 Wis)  
Ride+12 (1 Ranks +3 CS +8 Dex)  
Sense Motive +14 (5 Ranks +3 CS +6 Wis)  
Spellcraft +19 (7 Ranks +3 CS +9 Int)  
Stealth +16 (5 Ranks +3 CS +8 Dex)  
Survival +10 (1 Ranks +3 CS +6 Wis)  
Swim +17 (1 Ranks +3 CS +8 Str +5 Gloves)  
Use Magic Device +17 (5 Ranks +3 CS +9 Cha)

[b]Background Skills[/b] 14

Appraise +13 (1 Ranks +3 CS +9 Int)  
Craft Armor +14 (2 Ranks +3 CS +9 Int)  
Craft Weapons +14 (2 Ranks +3 CS +9 Int)  
Handle Animal +14 (2 Ranks +3 CS +9 Cha)  
Knowledge History +13 (1 Ranks +3 CS +9 Int)  
Knowledge Nobility +13 (1 Ranks +3 CS +9 Int)  
Linguistics +13 (1 Ranks +3 CS +9 Int)  
Perform +14 (2 Ranks +3 CS +9 Cha)  
Sleight of Hand +13 (2 Ranks +3 CS +8 Dex)

Languages: Common, Draconic, Celestial, Elven, Sylvan

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EQUIPMENT

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[b]Ring of Protection +3[/b]- Wedding Band for Elizabeth. The ring is a band that is engraved with knotwork pattern on either end of the pattern facing each other are the head of a bear and a fox. The bear a symbol of House Medvyed and the Fox with obvious Kitsune connection.

[b]Ring of Wizardry[/b]- This ring was made for and given to Elizabeth as an engagement ring. It is a gold ring with a trio of diamonds the center one is larger than the one on either side.

[b]Cloak of Greenwatch (Resistance) +5[/b]

[url=https://www.d20pfsrd.com/magic-items/wondrous-items/r-z/robe-of-arcane-heritage/]Robe of Arcane Heritage[/url]

[url=https://www.d20pfsrd.com/magic-items/wondrous-items/e-g/gloves-deliquescent]

Deliquescent Gloves[/url] w/

[url=https://www.d20pfsrd.com/magic-items/wondrous-items/e-g/gloves-of-swimming-and-climbing]Swimming & Climbing[/url] enchantment.

[url=https://www.d20pfsrd.com/magic-items/rings/ring-of-evasion]Ring of Evasion[/url]

Belt of Physical Perfection +4 w- Healing Property- The healing property gives you 3 charges daily. It also gives you +2 on heal check. You can expend 1 charge for 2d8 healing, 2 charges for 3d8 healing or 3 charges for 4d8 healing. [ooc]3 Wishes Stacked[/ooc]

[url=https://www.d20pfsrd.com/magic-items/wondrous-items/h-l/headband-shifter-s]Shifter's Headband[/url] (+4 to Mental Stats) [ooc]3 Wishes Stacked[/ooc]

Amulet of Natural Armor +3

[url=https://www.d20pfsrd.com/magic-items/wondrous-items/r-z/shirt-unfettered]Unfettered Shirt[/url] combined with

[url=https://www.d20pfsrd.com/magic-items/wondrous-items/r-z/tunic-of-careful-casting]Tunic of Careful Casting[/url]

[url=https://www.d20pfsrd.com/magic-items/wondrous-items/e-g/goggles-treasure-hunter-s]Treasure Hunter's Goggles[/url] w/

[url=https://www.d20pfsrd.com/magic-items/wondrous-items/e-g/goggles-kinsight]Kinsight Goggles enchantment[/url]- Because each google is able to pull apart like a monocle. Elizabeth gave the other to Quince as a present. Being able to see through each other's eyes made wedding planning easy for the busy couple.

[url=https://www.d20pfsrd.com/magic-items/wondrous-items/r-z/shoes-of-lightning-leaping]Shoes of Lightning Leaping[/url]

[url=https://www.d20pfsrd.com/magic-items/wondrous-items/a-b/bracers-of-the-merciful-knight]Bracers of the Merciful Knight[/url]

[url=https://www.d20pfsrd.com/magic-items/wondrous-items/m-p/orb-of-golden-heaven]Orb of Golden Heaven[/url]

[url=https://www.d20pfsrd.com/magic-items/wondrous-items/h-l/ki-mat]Ki Mat[/url]

[url=https://www.d20pfsrd.com/magic-items/wondrous-items/m-p/martyr-s-tear]Martyr's Tear[/url]

[url=https://www.d20pfsrd.com/magic-items/wondrous-items/a-b/book-blessed/]Blessed Book[/url]

[url=https://www.d20pfsrd.com/magic-items/wondrous-items/a-b/bookplate-of-recall/]Bookplate of Recall[/url]

Wand of Cure Light Wounds 10/50

Eternal wand of mage armor CL 3, 3/day

Eternal wand of shield CL 3, 3/day

Wand of shield 23/50

Coin:

Weight:

CC:

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## CLASS INFORMATION

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### [Spoiler=Arcanist Abilities]

[b]Cantrips:[/b] Arcanists can prepare a number of cantrips, or 0-level spells, each day as noted on Table: Arcanist Spells Prepared. These spells are cast like any other spell, but they do not consume spell slots. As with her other spells, these spells are not expended when cast.

[b]Spellbook:[/b] An arcanist must study her spellbook each day to prepare her spells. She can't prepare any spell not recorded in her spellbook, except for read magic (which all arcanists can prepare from memory). An arcanist begins play with a spellbook containing all 0-level wizard/sorcerer spells plus three 1st-level spells of her choice. The arcanist also selects a number of additional 1st-level spells equal to her Intelligence modifier to add to the spellbook. At each new arcanist level, she gains two new spells of any spell level or levels that she can cast (based on her new arcanist level) for her spellbook. At any time, an arcanist can also add spells found in wizards' or other arcanists' spellbooks to her own.

[b]Arcane Reservoir (Su):[/b] 10/10 An arcanist has an innate pool of magical energy that she can draw upon to fuel her arcanist exploits and enhance her spells. The arcanist's arcane reservoir can hold a maximum amount of magical energy equal to  $3 + \text{the arcanist's level}$ . Each day, when preparing spells, the arcanist's arcane reservoir fills with raw magical energy, gaining a number of points equal to  $3 + \frac{1}{2} \text{ her arcanist level}$ . Any points she had from the previous day are lost. She can also regain these points through the consume spells class feature and some arcanist exploits. The arcane reservoir can never hold more points than the maximum amount noted above; points gained in excess of this total are lost. Points from the arcanist reservoir are used to fuel many of the arcanist's powers. In addition, the arcanist can expend 1 point from her arcane reservoir as a free action whenever she casts an arcanist spell. If she does, she can choose to increase the caster level by 1 or increase the spell's DC by 1. She can expend no more than 1 point from her reservoir on a given spell in this way.

[b]Arcanist Exploits:[/b] By bending and sometimes even breaking the rules of magic, the arcanist learns to exploit gaps and exceptions in the laws of magic. Some of these exploits allow her to break down various forms of magic, adding their essence to her arcane reservoir. At 1st level and every 2 levels thereafter, the arcanist learns a new arcane exploit selected from the following list. An arcanist exploit cannot be selected more than once. Once an arcanist exploit has been selected, it cannot be changed. Most arcanist exploits require the arcanist to expend points from her arcane reservoir to function. Unless otherwise noted, the saving throw DC for an arcanist exploit is equal to  $10 + \frac{1}{2} \text{ the arcanist's level} + \text{the arcanist's Charisma modifier}$ .

1- Arcanist exploit: Quick Study (5th Level)

2- Arcanist exploit: Item Crafting (Arms and Armor) (7th Level)

[b]Consume Spells (Su):[/b] At 1st level, an arcanist can expend an available arcanist spell slot as a move action, making it unavailable for the rest of the day, just as if she had used it to cast a spell. She can use this ability a number of times per day equal to her Charisma modifier

(minimum 1). Doing this adds a number of points to her arcane reservoir equal to the level of the spell slot consumed. She cannot consume cantrips (0 level spells) in this way. Points gained in excess of the reservoir's maximum are lost.

[b]Blood Arcanist:[/b] Though most arcanists possess only a rudimentary innate arcane gift, the blood arcanist has the full power of a bloodline to draw upon. The blood arcanist is an archetype of the arcanist class.

[b]Bloodline:[/b] A blood arcanist selects one bloodline from those available through the sorcerer bloodline class feature. The blood arcanist gains the bloodline arcana and bloodline powers of that bloodline, treating her arcanist level as her sorcerer level. The blood arcanist does not gain the class skill, bonus feats, or bonus spells from her bloodline. If the blood arcanist takes levels in another class that grants a bloodline, the bloodlines must be the same type, even if that means that the bloodline of one of her classes must change. Subject to GM discretion, the blood arcanist can change her former bloodline to make them conform. This ability replaces the arcanist exploits gained at 1st, 3rd, 9th, and 15th levels, as well as magical supremacy. A blood arcanist cannot select the bloodline development arcanist exploit.

[b]Kitsune Bloodline:[/b] One of your ancestors was a kitsune who achieved the apex of their race's mystical powers. Your sorcerous abilities stem from the same font of mystic power, allowing you to effortlessly dominate the minds of your enemies with powerful enchantments and illusions.

[b]Bloodline Arcana:[/b] Whenever you cast an enchantment or illusion spell, creatures targeted by or that interact with your spell suffer a –2 penalty on their saving throw if you have won them over with Diplomacy or fooled them with Bluff in the past 24 hours.

[b]Bloodline Powers:[/b] You manifest mystical powers that allow you to befuddle and outwit your enemies with magic.

[b]Foxfire (Sp):[/b] At 1st level, as a standard action, you can create up to four eerie spheres of light that function as dancing lights. While in possession of one or more of these spheres, you can attack one target within 30 feet as a ranged touch attack by directing a sphere at it. This sphere deals 1d6 points of fire damage. Whether or not the sphere hits, it disappears as if its duration ended. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

[b]Shift Form (Su):[/b] At 3rd level, you gain the ability to change shape (as the spell alter self) for a number of minutes per day equal to your sorcerer level. These minutes need not be consecutive.

[b]Potent Illusions (Su):[/b] Robe of Arcane Heritage- At 9th level, any illusion spell that you cast with a duration of concentration lasts an additional number of rounds equal to half your sorcerer level. Additionally, when casting an illusion spell you can expend two spell slots of the spell's

level (including level adjustments from metamagic) as a free action in order to imbed an illusion within your illusion. Effectively, if a creature disbelieves the illusion, it sees a second, identical illusion in its place, which it must attempt to disbelieve separately. You cannot imbed more than two illusions into a spell using this ability or any similar one.[/spoiler]

[spoiler=Arcanist Spells]

[b]Cantrips[/b]

Consume Spells

Arcanist exploit: Quick Study

Arcanist exploit: Item Crafting (Arms and Armor)

[b]Spellbook[/b]

O-level Prepare:6 Cast:Infinite DC: 19

Resistance

Acid Splash

Drench

Detect Fiendish Presence

Detect Magic (P)

Detect Poison

Read Magic (P)

Daze

Breeze

Dancing Lights

Flare

Light

Penumbra

Ray of Frost (P)

Scoop

Spark

Ghost Sound

Haunted Fey Aspect (P)

Bleed

Disrupt Undead

Touch of Fatigue

Jolt (P)

Mage Hand

Mending

Open/Close

Root

Scrivener's Chant

Arcane Mark

Prestidigitation (P)

1-level Prepare: 5 Cast: 14 DC: 20

Mage Armor  
True Strike (P)  
Charm Person  
Magic Missile (P)  
Blend  
Vanish (P)  
Feather Fall  
Erase  
Jump  
Ray of Enfeeblement  
Interrogation (P)  
Burning Hands  
Mage Armor  
Shield  
Chill Touch  
Comprehend Languages  
Grease  
Secluded Grimoire

2-level Prepare: 3 Cast: 6 DC: 21

Glitterdust (P)  
Blur (P)  
Create Pit  
Scorching Ray (P)

3-level Prepare: 2 Cast: 5 DC: 22

Dispel magic  
Displacement  
Mad Monkeys  
Tongues  
Vampiric touch  
Fireball (P)  
Fly (P)

4-level Prepare: 0 Cast: 0 DC:

Bestow Curse  
Dimension Door  
Phantasmal Killer  
Fire Shield

5-level Prepare: 0 Cast: 0 DC:

Dominate Person  
Waves of Fatigue



6-level Prepare: 0 Cast: 0 DC:  
Guards and Wards

7-level Prepare: 0 Cast: 0 DC:  
Limited Wish  
Reverse Gravity

8-level Prepare: 0 Cast: 0 DC:  
Gate

9-level Prepare: 0 Cast: 0 DC:  
Wish

[b]Magic Tail Spells[/b] Twice/Day  
Disguise Self  
Charm Person  
Misdirection  
Invisibility  
Suggestion  
Displacement  
Confusion  
Dominate Person[/spoiler]

[spoiler=Paladin Abilities]

[b]Aura of good:[/b] The power of a paladin's aura of good (see the [detect good](https://www.d20pfsrd.com/magic/all-spells/d/detect-good) spell) is equal to her paladin level.

[b]Detect Evil:[/b] At will, a paladin can use detect evil, as the spell. A paladin can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the paladin does not detect evil in any other object or individual within range.

[b]Divine grace:[/b] At 2nd level, a paladin gains a bonus equal to her Charisma bonus (if any) on all Saving Throws.

[b]Lay on Hands (Su):[/b] 14/day (3 + 9 Cha + 2 Bracers), 3d6 Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin can heal 1d6 hit points of damage for every two paladin levels she possesses. Using this ability is a standard action, unless the paladin targets herself, in which case it is a swift action. Despite the name of this ability, a paladin only needs one free hand to use this ability. Alternatively, a paladin can use this healing power to deal damage to undead creatures,

dealing 1d6 points of damage for every two levels the paladin possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

[b]Divine Health (Ex):[/b] At 3rd level, a paladin is immune to all diseases, including supernatural and magical diseases, including mummy rot.

[b]Mercy (Su):[/b] At 3rd level, and every three levels thereafter, a paladin can select one mercy. Each mercy adds an effect to the paladin's lay on hands ability. Whenever the paladin uses lay on hands to heal damage to one target, the target also receives the additional effects from all of the mercies possessed by the paladin. A mercy can remove a condition caused by a curse, disease, or poison without curing the affliction. Such conditions return after 1 hour unless the mercy actually removes the affliction that causes the condition. [i]Shaken[/i]

[b]Channel Positive Energy (Su):[/b] When a paladin reaches 4th level, she gains the supernatural ability to channel positive energy like a cleric. Using this ability consumes two uses of her lay on hands ability. A paladin uses her level as her effective cleric level when channeling positive energy. This is a Charisma-based ability.

[b]Spellcasting[/b] Beginning at 4th level, a paladin gains the ability to cast a small number of divine spells which are drawn from the paladin spell list. A paladin must choose and prepare her spells in advance. To prepare or cast a spell, a paladin must have a Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a paladin's spell is 10 + the spell level + the paladin's Charisma modifier. Like other spellcasters, a paladin can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on Table: Paladin. In addition, she receives bonus spells per day if she has a high Charisma score (see Table: Ability Modifiers and Bonus Spells). When Table: Paladin indicates that the paladin gets 0 spells per day of a given spell level, she

[b]Precise Shot:[/b] The Divine Hunter gains Precise Shot as a bonus feat at 1st level, even if she doesn't meet the prerequisites. This ability replaces her heavy armor proficiency.

[b]Shared Precision (Su):[/b] At 3rd level, when a divine hunter hits a creature with a ranged attack, she grants her allies within 10 feet of her the benefit of the Precise Shot feat against that target until the start of her next turn. Her allies must remain within 10 feet of her, and must be able both to see and hear the divine hunter to gain this benefit. This ability replaces Aura of Courage.

[b]Stirring Monologue (Su):[/b] 17 rounds per day, +1 attack and damage. At 1st level, the paladin can deliver a stirring monologue on the ideals of justice and fairness, motivating allies and persuading others. This functions as bardic performance as per a bard of her paladin level using Perform (oratory). All the effects are language-dependent even if they would not normally be. The paladin gains the following performances at the indicated levels: inspire courage (1st), fascinate (4th), inspire competence (5th), suggestion (7th), dirge of dread

(10th), inspire greatness (13th), frightening tune (16th), and mass suggestion (19th). This ability replaces smite evil.[/spoiler]

[spoiler=Paladin Spells]

1st Level 3/3

Spells Prepared

1- Sun Metal

2- Blessing of the Watch

3- Horn of Pursuit[/spoiler]

[spoiler=Monk Abilities]

[b]Flurry of Blows (Ex):[/b] Starting at 1st level, a monk can make a flurry of blows as a full-attack action. When doing so, he may make one additional attack, taking a –2 penalty on all of his attack rolls, as if using the Two-Weapon Fighting feat. These attacks can be any combination of unarmed strikes and attacks with a monk special weapon (he does not need to use two weapons to utilize this ability). For the purpose of these attacks, the monk's base attack bonus from his monk class levels is equal to his monk level. For all other purposes, such as qualifying for a feat or a prestige class, the monk uses his normal base attack bonus. At 8th level, the monk can make two additional attacks when he uses flurry of blows, as if using Improved Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat). At 15th level, the monk can make three additional attacks using flurry of blows, as if using Greater Two-Weapon Fighting (even if the monk does not meet the prerequisites for the feat). A monk applies his full Strength bonus to his damage rolls for all successful attacks made with flurry of blows, whether the attacks are made with an off-hand or with a weapon wielded in both hands. A monk may substitute disarm, sunder, and trip combat maneuvers for unarmed attacks as part of a flurry of blows. A monk cannot use any weapon other than an unarmed strike or a special monk weapon as part of a flurry of blows. A monk with natural weapons cannot use such weapons as part of a flurry of blows, nor can he make natural attacks in addition to his flurry of blows attacks.

[b]AC Bonus (Ex):[/b] When unarmored and unencumbered, the monk adds his Wisdom bonus (if any) to his AC and his CMD. In addition, a monk gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every four monk levels thereafter, up to a maximum of +5 at 20th level. These bonuses to AC apply even against touch attacks or when the monk is flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any armor, when he carries a shield, or when he carries a medium or heavy load.

[b]Scaled Fist:[/b] Steeped in traditions that trace their origins to the warrior-monks who trained under the tutelage of draconic masters, scaled fists eschew passive introspection in favor of unshakable confidence. Scaled fists learn to combine brutal intimidation with the brazen ferocity of an ancient wyrm to devastate their foes.

[b]Draconic Might:[/b] Any of the scaled fist's class abilities that make calculations based on her Wisdom (including bonus feats with DCs or uses per day, such as Stunning Fist, but not Wisdom-based skills or Will saving throws) are instead based on her Charisma.[/spoiler]

[spoiler=Kitsune Racial Traits]

Ability Score Modifiers: Kitsune are agile and companionable, but tend to be physically weak. They gain +2 Dexterity, +2 Charisma, and –2 Strength.

Size: Kitsune are Medium creatures and thus have no bonuses or penalties due to their size.

Type: Kitsune are humanoids with the kitsune and shapechanger subtypes.

Base Speed: Kitsune have a base speed of 30 feet.

Languages: Kitsune begin play speaking Common and Sylvan. Kitsune with high Intelligence scores can choose from the following: any human language, Aklo, Celestial, Elven, Gnome, and Tengu. See the Linguistics skill page for more information about these languages.

Feat and Skill Racial Traits

[b]Agile (Ex):[/b] Kitsune receive a +2 racial bonus on Acrobatics checks.

[b]Change Shape (Su):[/b] A kitsune can assume the appearance of a specific single human form of the same sex. The kitsune always takes this specific form when she uses this ability. A kitsune in human form cannot use her bite attack, but gains a +10 racial bonus on Disguise checks made to appear human. Changing shape is a standard action. This ability otherwise functions as alter self, except that the kitsune does not adjust her ability scores and can remain in this form indefinitely.

[b]Kitsune Magic (Ex/Sp):[/b] Kitsune add +1 to the DC of any saving throws against enchantment spells that they cast. Kitsune with a Charisma score of 11 or higher gain the following spell-like ability: 3/day—dancing lights (caster level equals the kitsune's level).

[b]Natural Weapons (Ex):[/b] In her natural form, a kitsune has a bite attack that deals 1d4 points of damage.

[b]Low-Light Vision:[/b] Kitsune can see twice as far as humans in conditions of dim light.[/spoiler]

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Previous Version

[b]Duchess Elizabeth Silvertail[/b]

Bearik's Daughter, Sister to Saren, Wife of Quince, Worshiper of Erastil

Sorcerer 5 (Kitsune Bloodline)/Paladin 4 (Divine Hunter archetype) with Oath of the People's Council/Monk 1 (Scaled Fist, Larina)

Medium humanoid (Human)

Initiative +6; Perception +?

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## DEFENSE

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AC 31, touch 23, flat-footed 25 (+4 Mage Armor, +6 Dex, +4 Shield, +7 Cha)

HP 59/59(4d10+1d8(4+9+8+6+7))(+25)

Fort +21, (Base +4, Con +5, Cha +7, Cloak +5)

Ref +20, (Base +2, Dex +6, Cha +7, Cloak +5)

Will +23; (Base +4, Wis +7, Cha +7, Cloak +5)

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## OFFENSE

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Speed 30ft

[dice=Flurry of Blows]1d20+9[/dice] [dice=damage]1d6+9[/dice] [ooc]Dragon Style[/ooc]

[dice=Flurry of Blows]1d20+9[/dice] [dice=damage]1d6+6[/dice]

[dice=+3 Greatsword]1d20+13[/dice] [dice=damage]2d6+9[/dice]

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## STATISTICS

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Ability Score, Total, Starting Value, Racial, Wish

STR 22 (+6), 21, -2, +3

DEX 22 (+6), 18, +2, +2

CON 20 (+5), 18, +0, +2

INT 24 (+7), 22, +0, +2

WIS 18 (+4), 16, +0, +2

CHA 24 (+7), 19, +2, +3

Base Atk +4 ; CMB +10; CMD 26

Traits:

Feats:

Bonus Monk Feat:

[url=https://www.d20pfsrd.com/feats/combat-feats/dragon-style-combat]Dragon Style[/url]

Stunning Fist: 2/day, Will DC 19,

Flurry of Blows: -1/-1

Unarmed Strike: 1d6 damage

[url=https://www.d20pfsrd.com/feats/racial-feats/magical-tail-kitsune/]Magic Tail[/url] (Wish)

Paladin skills: e Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (nobility) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Linguistics, Perception, and Perform.

Sorcerer skills: The sorcerer's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Disguise, Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).

Monk skills:

The monk's class skills are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), and Swim (Str).

Skills:

Appraise (Int),  
Bluff (Cha),  
Craft (Int),  
Disguise + (  
Fly (Dex),  
Intimidate (Cha),  
Disguise +10,  
Disable Device +14,  
Heal +9,  
Knowledge (Arcana) +12,  
Knowledge (Planes) +12,  
Perfrom +14, (4 ranks, +7 Cha, +3 CS)  
Perception +9,  
Sense Motive +9,  
Spellcraft +12, Stealth +14  
Use Magic Device (Cha)

Languages: Common, Draconic, Celestial, Elven, Sylvan

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## EQUIPMENT

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Gear:

Ring of Protection +3 18,000gp Wedding Band for Elizabeth. The ring is a band that is engraved with knotwork pattern on either end of the pattern facing each other are the head of a bear and a fox. The bear a symbol of House Medvyed and the Fox with obvious Kitsune connection.  
Minor Ring of Spell Storing This ring was made for and given to Elizabeth as an engagement ring. It is a gold ring with a trio of diamonds the center one is larger than the one on either side.  
Cloak of Greenwatch, Resist +5

[url=https://www.d20pfsrd.com/magic-items/wondrous-items/r-z/robe-of-arcane-heritage/]Robe of Arcane Heritage[/url]  
[url=https://www.d20pfsrd.com/magic-items/wondrous-items/e-g/gloves-deliquescent]Deliquescent Gloves[/url] w/  
[url=https://www.d20pfsrd.com/magic-items/wondrous-items/e-g/gloves-of-swimming-and-climbing]Swimming & Climbing[/url] enchantment.  
[url=https://www.d20pfsrd.com/magic-items/rings/ring-of-evasion]Ring of Evasion[/url]  
Belt of Physical Perfection +4 w- Healing Property- The healing property gives you 3 charges daily. It also gives you +2 on heal check. You can expend 1 charge for 2d8 healing, 2 charges for 3d8 healing or 3 charges for 4d8 healing. [ooc]3 Wishes Stacked[/ooc]  
[url=https://www.d20pfsrd.com/magic-items/wondrous-items/h-l/headband-shifter-s]Shifter's Headband[/url] (+4 to Mental Stats) [ooc]3 Wishes Stacked[/ooc]  
Amulet of Natural Armor +3  
[url=https://www.d20pfsrd.com/magic-items/wondrous-items/r-z/shirt-unfettered]Unfettered Shirt[/url] combined with  
[url=https://www.d20pfsrd.com/magic-items/wondrous-items/r-z/tunic-of-careful-casting]Tunic of Careful Casting[/url]  
[url=https://www.d20pfsrd.com/magic-items/wondrous-items/m-p/orb-of-golden-heaven]Orb of Golden Heaven[/url]  
[url=https://www.d20pfsrd.com/magic-items/wondrous-items/h-l/ki-mat]Ki Mat[/url]  
[url=https://www.d20pfsrd.com/magic-items/wondrous-items/m-p/martyr-s-tear]Martyr's Tear[/url]  
[url=https://www.d20pfsrd.com/magic-items/rings/ring-of-wizardry]Ring of Wizardry[/url]  
[url=https://www.d20pfsrd.com/magic-items/rods/rod-of-splendor]Rod of Splendor[/url]  
[url=https://www.d20pfsrd.com/magic-items/wondrous-items/a-b/book-blessed/]Blessed Book[/url]  
[url=https://www.d20pfsrd.com/magic-items/wondrous-items/a-b/bookplate-of-recall/]Bookplate of Recall[/url]  
Wand of Cure Light Wounds 10/50  
Eternal wand of mage armor CL 3, 3/day  
Eternal wand of shield CL 3, 3/day  
Wand of shield 23/50  
Coin:  
Weight:  
CC:

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## OTHER INFORMATION

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Class Abilities  
Paladin:

Aura of good,  
detect evil,

[b]Stirring Monologue (Su):[/b] 17 rounds per day, +1 attack and damage.

At 1st level, the paladin can deliver a stirring monologue on the ideals of justice and fairness, motivating allies and persuading others. This functions as bardic performance as per a bard of her paladin level using Perform (oratory). All the effects are language-dependent even if they would not normally be. Inspire courage (1st), fascinate (4th), inspire competence (5th)...

This ability replaces smite evil.

[b]Divine grace[/b]

divine health: immune to all diseases.

mercy: Shaken

lay on hands: 9/day, 2d6

Channel positive energy: Using this ability consumes two uses of her lay on hands ability.

30-foot radius centered on the cleric, 2d6, Will DC 19.

[b]Precise Shot:[/b] gains Precise Shot as a bonus feat at 1st level, even if she doesn't meet the prerequisites. This ability replaces her heavy armor proficiency.

[b]Shared Precision (Su)[/b]

At 3rd level, when a divine hunter hits a creature with a ranged attack, she grants her allies within 10 feet of her the benefit of the Precise Shot feat against that target until the start of her next turn. Her allies must remain within 10 feet of her, and must be able both to see and hear the divine hunter to gain this benefit.

This ability replaces Aura of Courage.

[b]Sorcerer:[/b]

cantrips,

eschew materials

Kitsune Bloodline:

Bonus Spells: silent image (3rd), invisibility (5th), major image (7th), ...

[b]Bloodline Arcana:[/b] Whenever you cast an enchantment or illusion spell, creatures targeted by or that interact with your spell suffer a –2 penalty on their saving throw if you have won them over with Diplomacy or fooled them with Bluff in the past 24 hours.

[b]Bloodline Powers:[/b] You manifest mystical powers that allow you to befuddle and outwit your enemies with magic.

[b]Foxfire (Sp):[/b] At 1st level, as a standard action, you can create up to four eerie spheres of light that function as dancing lights. While in possession of one or more of these spheres, you can attack one target within 30 feet as a ranged touch attack by directing a sphere at it. This sphere deals 1d6 points of fire damage. Whether or not the sphere hits, it disappears as if its duration ended. You can use this ability a number of times per day equal to 3 + your Charisma modifier.



[b]Shift Form (Su):[/b] At 3rd level, you gain the ability to change shape (as the spell alter self) for a number of minutes per day equal to your sorcerer level. These minutes need not be consecutive.

[b]Cantrips[/b]

Consume Spells

Arcanist exploit: Quick Study

Arcanist exploit: Item Crafting (Arms and Armor)

[b]Spellbook[/b]

O-level Prepare:6 Cast:Infinite DC: 17

Resistance

Acid Splash

Drench

Detect Fiendish Presence

Detect Magic (P)

Detect Poison

Read Magic (P)

Daze

Breeze

Dancing Lights

Flare

Light

Penumbra

Ray of Frost (P)

Scoop

Spark

Ghost Sound

Haunted Fey Aspect (P)

Bleed

Disrupt Undead

Touch of Fatigue

Jolt (P)

Mage Hand

Mending

Open/Close

Root

Scrivener's Chant

Arcane Mark

Prestidigitation (P)

1-level Prepare: 5 Cast: 4 DC: 18

Mage Armor

True Strike (P)  
Charm Person  
Magic Missile (P)  
Blend  
Vanish (P)  
Feather Fall  
Erase  
Jump  
Ray of Enfeeblement  
Interrogation (P)  
Burning Hands  
Mage Armor  
Shield  
Chill Touch  
Comprehend Languages  
Grease  
Secluded Grimoire

2-level Prepare: 3 Cast: 3 DC: 19

Glitterdust (P)  
Blur (P)  
Create Pit  
Scorching Ray (P)

3-level Prepare: 0 Cast: 0 DC:

Dispel magic  
Displacement  
Mad Monkeys  
Tongues  
Vampiric touch  
Fireball  
Fly

4-level Prepare: 0 Cast: 0 DC:

Bestow Curse  
Dimension Door  
Phantasmal Killer  
Fire Shield

5-level Prepare: 0 Cast: 0 DC:

Dominate Person  
Waves of Fatigue

6-level Prepare: 0 Cast: 0 DC:

## Guards and Wards

7-level Prepare: 0 Cast: 0 DC:

Limited Wish

Reverse Gravity

8-level Prepare: 0 Cast: 0 DC:

Gate

9-level Prepare: 0 Cast: 0 DC:

Wish

## Magic Tail Spells Twice/Day

Disguise Self

Charm Person

Misdirection

Invisibility

Suggestion

Displacement

Confusion

Dominate Person

## [b]Kitsune Standard Racial Traits[/b]

Ability Score Modifiers: Kitsune are agile and companionable, but tend to be physically weak. They gain +2 Dexterity, +2 Charisma, and –2 Strength.

Size: Kitsune are Medium creatures and thus have no bonuses or penalties due to their size.

Type: Kitsune are humanoids with the kitsune and shapechanger subtypes.

Base Speed: Kitsune have a base speed of 30 feet.

Languages: Kitsune begin play speaking Common and Sylvan. Kitsune with high Intelligence scores can choose from the following: any human language, Aklo, Celestial, Elven, Gnome, and Tengu. See the Linguistics skill page for more information about these languages.

## Feat and Skill Racial Traits

[b]Agile (Ex):[/b] Kitsune receive a +2 racial bonus on Acrobatics checks.

## Magical Racial Traits

[b]Change Shape (Su):[/b] A kitsune can assume the appearance of a specific single human form of the same sex. The kitsune always takes this specific form when she uses this ability. A kitsune in human form cannot use her bite attack, but gains a +10 racial bonus on Disguise checks made to appear human. Changing shape is a standard action. This ability otherwise functions as alter self, except that the kitsune does not adjust her ability scores and can remain in this form indefinitely.

[b]Kitsune Magic (Ex/Sp):[/b] Kitsune add +1 to the DC of any saving throws against enchantment spells that they cast. Kitsune with a Charisma score of 11 or higher gain the following spell-like ability: 3/day—dancing lights (caster level equals the kitsune's level).  
Offense Racial Traits

[b]Natural Weapons (Ex):[/b] In her natural form, a kitsune has a bite attack that deals 1d4 points of damage.  
Senses Racial Traits

[b]Low-Light Vision:[/b] Kitsune can see twice as far as humans in conditions of dim light.

[Spoiler=Downtime Notes]After the year of down time and likely the Troll War she understands that a ruler is needed to stay for more than one reason. So she knew you would want to investigate and she would stay home and be the ruler. She knows duty from before and knowing how strongly you hold to it she will too.

I know these are some big overarching ideas. She enjoys many things and you might find her appearing at night, getting a message from her or something along those lines. She has reformed herself around you more than you might know. She loves sex and everything that comes with it. As I have said she knows duty and how to be a noble or royal for that matter. She likes to take naps in the afternoon sun. She loves to transform into a fox and go for a nightly run. She is a person that can be pleased easily and enjoys company of friends and family. She is not a very complex person and she doesn't want to be.

Would she be chomping at the bit for action: No. She would be fine staying home and dealing with royal problems than going out adventuring. When out in the field you will likely see her at the back of the group well away from the fighting, though pity the fool that thinks she is doing that for being a coward. Or even say anything like that.

She is really rather low key. Any drama that came from her previous life was because of her sleeping around... she has you for that and is great with it.

To answer your pressing question above. She wanted to be explicitly asked to come. Sure she was at the meeting but a girl likes to be wanted.

Quote:

So how eager for action is Elizabeth in the sense of seeing the world and going on adventures. She is acting pretty low key. She didn't pick up on the fact she had been invited, she didn't hesitate but it felt more like if you want me there I will go. I know that she and Jorne both have a "retraining" or whatever going on based in part on the "imprint." Likewise in the Varnhold game she really let others (Quince would have backed her play if she wanted to go) tell her to stay home. Was that something she was just okay with or would she have been chomping at the bit for action?[/spoiler]

[spoiler=36 Wishes]

[s]1- Cloak of Resistance +5[/s]

[s]2- [url=https://www.d20pfsrd.com/magic-items/wondrous-items/r-z/robe-of-arcane-heritage/]Robe of Arcane Heritage[/url][[/s]

[s]3- [url=https://www.d20pfsrd.com/magic-items/wondrous-items/e-g/gloves-deliquestent]Deliquescent Gloves[/url] w/

[url=https://www.d20pfsrd.com/magic-items/wondrous-items/e-g/gloves-of-swimming-and-climbing]Swimming & Climbing[/url] enchantment.[/s]

[s]4- [url=https://www.d20pfsrd.com/magic-items/rings/ring-of-evasion]Ring of Evasion[/url]

5- Belt of Physical Perfection +4 w- Healing Property- The healing property gives you 3 charges daily. It also gives you +2 on heal check. You can expend 1 charge for 2d8 healing, 2 charges for 3d8 healing or 3 charges for 4d8 healing. [ooc]3 Wishes Stacked[/ooc]

6- [url=https://www.d20pfsrd.com/magic-items/wondrous-items/h-l/headband-shifter-s]Shifter's Headband[/url] (+4 to Mental Stats) [ooc]3 Wishes Stacked[/ooc]

7- Amulet of Natural Armor +3[/s]

8- [url=/url]

9- [url=https://www.d20pfsrd.com/feats/racial-feats/magical-tail-kitsune]Magic Tail Feat: Disguise Self[/url]

10- [url=https://www.d20pfsrd.com/feats/racial-feats/magical-tail-kitsune]Magic Tail Feat: Charm Person[/url]

11- [url=https://www.d20pfsrd.com/feats/racial-feats/magical-tail-kitsune]Magic Tail Feat: Misdirection[/url]

12- [url=https://www.d20pfsrd.com/feats/racial-feats/magical-tail-kitsune]Magic Tail Feat: Invisibility[/url]

13- [url=https://www.d20pfsrd.com/feats/racial-feats/magical-tail-kitsune]Magic Tail Feat: Suggestion[/url]

14- [url=https://www.d20pfsrd.com/feats/racial-feats/magical-tail-kitsune]Magic Tail Feat: Displacement[/url]

15- [url=https://www.d20pfsrd.com/feats/racial-feats/magical-tail-kitsune]Magic Tail Feat: Confusion[/url]

16- [url=https://www.d20pfsrd.com/feats/racial-feats/magical-tail-kitsune]Magic Tail Feat: Dominate Person[/url]

17- [url=https://www.d20pfsrd.com/magic-items/wondrous-items/r-z/shirt-unfettered]Unfettered Shirt[/url] combined with

[url=https://www.d20pfsrd.com/magic-items/wondrous-items/r-z/tunic-of-careful-casting]Tunic of Careful Casting[/url]

18- [url=https://www.d20pfsrd.com/magic-items/wondrous-items/m-p/orb-of-golden-heaven]Orb of Golden Heaven[/url]

19- [url=https://www.d20pfsrd.com/magic-items/wondrous-items/h-l/ki-mat]Ki Mat[/url]

20- [url=https://www.d20pfsrd.com/magic-items/wondrous-items/m-p/martyr-s-tear]Martyr's Tear[/url]

21- [url=https://www.d20pfsrd.com/magic-items/rings/ring-of-wizardry]Ring of Wizardry[/url]

22- [url=https://www.d20pfsrd.com/magic-items/rods/rod-of-splendor]Rod of Splendor[/url]

23- Stats

24- Stats

25- Stats

26- Stats

27- Stats

28- Stats

29- Stats

30- Stats

31- Stats

32- Stats

33- Stats

34- Stats

35- Stats

36- Stats

[/spoiler]

<https://imgur.com/zz9rZxO>

Wishes Used: Ability Scores (14),

Elizabeth Silvertail  
Kitsume

# Sorcerer with Kitsune Bloodline/Paladin (Divine Hunter) Oath of the People's Council

Diety: Erastil

## STATISTICS

Final, base, wishes, magic item

Str 30, 21, +3, +6

Dex 26, 18, +2, +6

Con 26, 18, +2, +6

Int 24, 16, +2, +6

Wis 30, 22, +2, +6

Cha 28, 19, +3, +6

Ranger 5/Sorcerer 5

Medium humanoid (Human)

Initiative +4; Perception +9

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## DEFENSE

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AC 18, touch 14, flat-footed 14 (+4 Armor, +4 Dex)

HP 53/53(5d10(10+9+10+10+9)+5)

Fort +6, Ref +8, Will +5;

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## OFFENSE

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Speed 30ft

Melee +10 1d6+2 per blade



Ranged +9 1d4+2

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## STATISTICS

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Strength 18 (+4), Dexterity 18 (+4), Constitution 12 (+1), Intelligence 19 (+4), Wisdom 12 (+1), Charisma 14 (+2)

Base Atk +5 ; CMB +9; CMD 21

Traits: Clever Wordplay (bluff), Dirty Fighter, Rostlander

Feats: Two-Weapon Fighting, Weapon Finesse, Craft Wondrous Items, Silent Spell

Skills: Acrobatics +14, Bluff +12, Disguise +10, Disable Device +14, Heal +9, Knowledge (Arcana) +12, Knowledge (Local) +12, Knowledge (Planes) +12, Perception +9, Sense Motive +9, Spellcraft +12, Stealth +14

Languages: Common, Draconic, Celestial, Elven, Sylvan

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## EQUIPMENT

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Gear: +1 Shadow Mithril chainshirt, +1 Mithril Butterfly Sword, 20 daggers, Rogue's Kit (extra paid for masterwork thieves tools), Cat burglar's boots, Spellguard Bracers, Wand of decompose corpse (45 Charges), Wand of Cure Light Wounds (10 charges)

Coin: 845gp

Weight:

CC:

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## OTHER INFORMATION

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### *Class Abilities*

Studied Stalker

Track

Slayer Talent: Trapfinding

Butterfly's Kiss

Slayer Talent: Foil Scrutiny

2nd studied target

Arcane Reservoir 5/8

Arcanist exploit: Aspect of Innocences

Cantrips

Consume Spells

Arcanist exploit: Quick Study

Arcanist exploit: Item Crafting (Arms and Armor)

### *Spellbook*

O-level Prepare:6 Cast:Infinite DC: 14

Resistance

Acid Splash

Drench

Detect Fiendish Presence

Detect Magic (P)

Detect Poison

Read Magic (P)

Daze

Breeze

Dancing Lights

Flare

Light

Penumbra

Ray of Frost (P)

Scoop

Spark

Ghost Sound

Haunted Fey Aspect (P)

Bleed

Disrupt Undead

Touch of Fatigue

Jolt (P)

Mage Hand

Mending

Open/Close

Root

Scrivener's Chant

Arcane Mark

Prestidigitation (P)

1-level Prepare: 5 Cast: 4

Mage Armor

True Strike (P)

Charm Person

Magic Missile (P)

Blend

Vanish (P)

Feather Fall

Erase

Jump

Ray of Enfeeblement

Interrogation (P)

2-level Prepare: 3 Cast: 3

Glitterdust (P)

Blur

Invisibility (P)

Scorching Ray (P)