

Iradli "El Guapo"

Player: Mike

Male Half-Elf Wizard 1 - CR 1/2

Chaotic Good Humanoid (Elf, Human); Age: 30; Height: 5' 8"; Weight: 190lb.; Eyes: Green; Hair: Dark Brown

Ability	Score	Modifier	Temporary
STR STRENGTH	7	-2	
DEX DEXTERITY	15/16	+2/+3	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	15	+2	
WIS WISDOM	12	+1	
CHA CHARISMA	10	0	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+2 =		+2				Elven Immunities: +2 vs. enchantments
REFLEX (DEXTERITY)	+3 =		+3				Elven Immunities: +2 vs. enchantments
WILL (WISDOM)	+3 =	+2	+1				Elven Immunities: +2 vs. enchantments

Elven Immunities		Elven Immunities - Sleep							
Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 14 =				+3			+1		
Touch AC 14									
CM Bonus -2 =		-		-2			-		-
CM Defense 12 = 10									
Base Attack									
Initiative									
Speed									

Dagger	
Main hand: -2, 1d4-2	Crit: 19-20/x2 Rng: 10' Light, P/S
Ranged: +3, 1d4-2	
Light crossbow	
Ranged: +1, 1d8	Crit: 19-20/x2 Rng: 80' 2-hand, P
Ranged, both hands: +3, 1d8	
Masterwork Quarterstaff	
Both hands: -1, 1d6-2	Crit: x2
Double: -5 (Off: -9), 1d6-2/1d6-1	Double, B, Monk



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+0	DEX (3)	-	
Speed less than 30' : -4 jump				
Appraise	+2	INT (2)	-	
Bluff	+0	CHA (0)	-	
Climb	-5	STR (-2)	-	
Diplomacy	+0	CHA (0)	-	
Disable Device	-	DEX (3)	-	
Disguise	+0	CHA (0)	-	
Escape Artist	+0	DEX (3)	-	
Fly	+0	DEX (3)	-	
Handle Animal	-	CHA (0)	-	
Heal	+1	WIS (1)	-	
Intimidate	+0	CHA (0)	-	
Knowledge (arcana)	+6	INT (2)	1	
Knowledge (dungeoneering)	+6	INT (2)	1	
Knowledge (history)	+6	INT (2)	1	
Knowledge (local)	+6	INT (2)	1	
Linguistics	-	INT (2)	-	
Perception	+3	WIS (1)	-	
Ride	+0	DEX (3)	-	
Sense Motive	+1	WIS (1)	-	
Sleight of Hand	-	DEX (3)	-	
Spellcraft	+9	INT (2)	1	
Stealth	+0	DEX (3)	-	
Survival	+1	WIS (1)	-	
Swim	-5	STR (-2)	-	
Use Magic Device	-	CHA (0)	-	

Feats

Scribe Scroll
Skill Focus (Spellcraft)
Spell Penetration
Wizard Weapon Proficiencies

Unarmed strike

Main hand: **-2, 1d3-2**

Crit: x2
Light, B, Nonlethal

Gear

**Total Weight Carried: 32.5/70lbs, Medium Load
(Light: 23lbs, Medium: 46lbs, Heavy: 70lbs)**

Artisan's outfit (Free)	-
Backpack (6 @ 12.5 lbs)	2 lbs
Bread <In: Backpack (6 @ 12.5 lbs)>	0.5 lbs
Bullseye lantern <In: Backpack (6 @ 12.5 lbs)>	3 lbs
Crossbow bolts x20	0.1 lbs
Dagger	1 lb
Healer's kit (10/10 uses remaining) <In: Backpack (6 @ 1 lb)>	1 lb
Light crossbow	4 lbs
Masterwork Quarterstaff	4 lbs
Oil <In: Backpack (6 @ 12.5 lbs)>	1 lb
Potion of bull's strength	-
Potion of cure light wounds	-
Potion of undetectable alignment	-
Ring of protection +1	-
Spell component pouch	2 lbs
Spellbook <In: Backpack (6 @ 12.5 lbs)>	3 lbs
Staff	5 lbs
Tsuto's journal (worth 0 gp)	-
Waterskin <In: Backpack (6 @ 12.5 lbs)>	4 lbs

Special Abilities

Arcane Bond (Staff) (1/day) (Sp)
Elf Blood
Enchantment
Low-Light Vision
Necromancy
Physical Enhancement +1 (Dexterity) (Su)
Telekinetic Fist (5/day) (Sp)
Transmutation

Tracked Resources

Arcane Bond (Staff) (1/day) (Sp)	<input type="checkbox"/>
Crossbow bolts	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Healer's kit (10/10 uses remaining)	<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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Potion of bull's strength	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Potion of undetectable alignment	<input type="checkbox"/>
Telekinetic Fist (5/day) (Sp)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Languages

Common
Elven

Goblin
Halfling

Experience & Wealth

Experience Points: **1691**/2000
Current Cash: **2 PP, 43 GP, 8 SP, 8 CP**

Spells & Powers

Wizard Spell DC: 12 + spell level

CL: 1 (vs. SR: +3, Concentration: +3)
Melee Touch -2 Ranged Touch +3
Maximum Wizard spells per day: **3/*x0; 2x1**
Wizard 0: Ray of Frost, Prestidigitation (DC 12), Detect Magic
Wizard 1: Magic Missile, Mage Armor, Enlarge Person (DC 13)

Iraddi "El Guapo" – Abilities & Gear

Scribe Scroll Feat

You can create magic scrolls.

Prerequisite: Caster level 1st.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Magic Items for more information.

Skill Focus (Spellcraft) Feat

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Spell Penetration Feat

Your spells break through spell resistance more easily than most.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Elf Blood Racial Ability (Half-Elf)

You are counted as both elven and human for any effect relating to race.

Elven Immunities Racial Ability (Half-Elf)

+2 save bonus vs Enchantments.

Elven Immunities - Sleep Unknown

You are immune to magic sleep effects.

Low-Light Vision Racial Ability, Senses

See twice as far as a human in low light, distinguishing color and detail.

Arcane Bond (Staff) (1/day) (Sp) Class Ability (Wizard)

Wizards who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork quality. Weapons acquired at 1st level are not made of any special material. If the object is an amulet or ring, it must be worn to have effect, while staves, wands, and weapons must be held in one hand. If a wizard attempts to cast a spell without his bonded object worn or in hand, he must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. If the object is a ring or amulet, it occupies the ring or neck slot accordingly.

A bonded object can be used once per day to cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by the wizard, including casting time, duration, and other effects dependent on the wizard's level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from the wizard's opposition schools (see arcane school).

A wizard can add additional magic abilities to his bonded object as if he has the required item creation feats and if he meets the level prerequisites of the feat. For example, a wizard with a bonded dagger must be at least 5th level to add magic abilities to the dagger (see the Craft Magic Arms and Armor feat in Chapter 5). If the bonded object is a wand, it loses its wand abilities when its last charge is consumed, but it is not destroyed and it retains all of its bonded object properties and can be used to craft a new wand. The magic properties of a bonded object, including any magic abilities added to the object, only function for the wizard who owns it. If a bonded object's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type.

If a bonded object is damaged, it is restored to full hit points the next time the wizard prepares his spells. If the object of an arcane bond is lost or destroyed, it can be replaced after 1 week in a special ritual that costs 200 gp per wizard level plus the cost of the masterwork item. This ritual takes 8 hours to complete. Items replaced in this way do not possess any of the additional enchantments of the previous bonded item. A wizard can designate an existing magic item as his bonded item. This functions in the same way as replacing a lost or destroyed item except that the new magic item retains its abilities while gaining the benefits and drawbacks of becoming a bonded item.

Note: If your bonded object does not have any other powers or properties yet, there are power-less versions of the wand, staff, ring, and amulet available on the magic tab.

Enchantment Class Ability (Wizard)

You must spend 2 slots to cast spells from the Enchantment school.

Necromancy Class Ability (Wizard)

You must spend 2 slots to cast spells from the Necromancy school.

Physical Enhancement +1 (Dexterity) (Su) Class Ability (Wizard)

You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells. At 20th level, this bonus applies to two physical ability scores of your choice.

Telekinetic Fist (5/day) (Sp) Class Ability (Wizard)

As a standard action you can strike with a telekinetic fist, targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Iradi "El Guapo" – Abilities & Gear

Transmutation

Class Ability (Wizard)

Transmuters use magic to change the world around them.

Ring of protection +1

Ring

This ring offers continual magical protection in the form of a deflection bonus of +1 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 1,000 gp

Staff

Staff

This is for Wizards who have chosen a staff as the bonded object for their Arcane Bond ability, but have not yet enchanted that item. This staff has no capabilities or powers. If you have enchanted your staff, select it as a normal magic item.

Detect Magic	Wizard 0	Prestidigitation	Wizard 0
<p>School: Divination</p> <p>Components: V, S</p> <p>Casting Time : 1 action</p> <p>Range: 60 ft.</p> <p>Area: Cone-shaped emanation</p> <p>Duration: Concentration, up to 1 min./level (D)</p> <p>Save: None</p> <p>Resistance: No</p> <p>You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.</p> <p><i>1st Round:</i> Presence or absence of magical auras.</p> <p><i>2nd Round:</i> Number of different magical auras and the power of the most potent aura.</p> <p><i>3rd Round:</i> The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).</p> <p>Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.</p> <p><i>Aura Strength:</i> An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, <i>detect magic</i> indicates the stronger of the two.</p> <p><i>Lingering Aura:</i> A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If <i>detect magic</i> is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:</p> <p>Original Strength - Duration of Lingering Aura</p> <p>Faint - 1d6 rounds</p> <p>Moderate - 1d6 minutes</p> <p>Strong - 1d6 x 10 minutes</p> <p>Overwhelming - 1d6 days</p> <p>Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.</p> <p><i>Detect magic</i> can be made permanent with a <i>permanency</i> spell.</p>		<p>School: Universal</p> <p>Components: V, S</p> <p>Casting Time : 1 action</p> <p>Range: 10 ft.</p> <p>Target: See text</p> <p>Effect: See text</p> <p>Area: See text</p> <p>Duration: 1 hour</p> <p>Save: DC 12 See text</p> <p>Resistance: No</p> <p>Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters.</p> <p>Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.</p>	
		Ray of Frost	Wizard 0
		<p>School: Evocation / Water Elemental [Cold]</p> <p>Components: V, S</p> <p>Casting Time : 1 action</p> <p>Range: Close (25 + 5 ft./2 levels)</p> <p>Effect: Ray</p> <p>Duration: Instantaneous</p> <p>Save: None</p> <p>Resistance: Yes</p> <p>A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.</p>	
		Enlarge Person	Wizard 1
		<p>School: Transmutation</p> <p>Components: V, S, M (powdered iron)</p> <p>Casting Time : 1 round</p> <p>Range: Close (25 + 5 ft./2 levels)</p> <p>Target: One humanoid creature</p> <p>Duration: 1 min./level (D)</p> <p>Save: DC 13 Fortitude negates</p> <p>Resistance: Yes</p> <p>This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack.</p> <p>Enlarge person counters and dispels reduce person.</p> <p>Enlarge person can be made permanent with a permanency spell.</p>	

Mage Armor

Wizard 1

School: Conjuration (Creation) [Force]

Components: V, S, F (a piece of cured leather)

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 hour/level (D)

Save: Will negates (harmless)

Resistance: No

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Magic Missile

Wizard 1

School: Evocation [Force]

Components: V, S

Casting Time: 1 action

Range: Medium (100 + 10 ft./level)

Target: Up to five creatures, no two of which can be more than 15 ft. apart

Duration: Instantaneous

Save: None

Resistance: Yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage. The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell. For every two caster levels beyond 1st, you gain an additional missile - two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.