

Caldurel Runalvarin

Character Name	Conjurer 4
CLASS	
4 (3)	9000 / 15000
Character Level (CR)	EXP/NEXT LEVEL

Skylar

Player Name	Elf / Humanoid
RACE	
142	Male
AGE	GENDER

Yuelral

Deity	Medium / 5 ft.
SIZE / FACE	
Hazel	
EYES	

Kyonin

Region	6' 3" / 139 lbs.
HEIGHT / WEIGHT	
Platinum, Long	
HAIR	

Chaotic Good

Alignment	Low-Light Vision
VISION	
Points	



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR	15	+2	15	+2			28				Walk 30 ft.
DEX	18	+4	18	+4			AC	14	10	14	
CON	13	+1	13	+1			INITIATIVE	+4	+4	+0	
INT	20	+5	20	+5			Encumbrance	Light			
WIS	14	+2	14	+2							
CHA	10	+0	10	+0							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE	+2	+1	+1	+0	+0	+0	
REFLEX	+5	+1	+4	+0	+0	+0	
WILL	+6	+4	+2	+0	+0	+0	

Conditional Save Modifiers:
+2 vs. enchantment spells and effects

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
RANGED	+6	+2	+4	+0	+0	0	
CMB	+4	+2	+2	+0			
CMB	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN	
CMD	18	18	18	18	18	18	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+4	1d3+2	20/x2	5 ft.
Special Properties:				

*Forest's Whisper	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	P	M	20/x3	5 ft.
Ammunition: Arrow					
Range: 30 ft.	To Hit: +8				
TH	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.
Dam	+8	+6	+4	+2	+0
TH	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2
Dam	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.
TH	-2	-4	-6	-8	-10
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2
Ammunition: Arrow (Whistling)					
Range: 30 ft.	To Hit: +8				
TH	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.
Dam	+8	+6	+4	+2	+0
TH	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2
Dam	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.
TH	-2	-4	-6	-8	-10
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2
Ammunition: Grappling Arrow (A small grappling hook designed to be tied to a silk rope and fired from a bow. When fired, it has a range increment of 30 feet.)					
Range: 30 ft.	To Hit: +8				
TH	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.
Dam	+8	+6	+4	+2	+0
TH	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2
Dam	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.
TH	-2	-4	-6	-8	-10
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2
Special Properties: (Masterwork Composite Longbow STR (+2)), Strength bonus to damage					

Oil (1 Pint Flask)	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped	F	M	20/x2	5 ft.
TH	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
Dam	+6	+4	+2	+0	-2
TH	1d6	1d6	1d6	1d6	1d6
Special Properties: Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite					

Longsword	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	19-20/x2	5 ft.
TH	To Hit	Dam	To Hit	Dam	
1H-P	+4	1d8+2	2W-P-(OH)	-2	1d8+2
1H-O	+0	1d8+1	2W-P-(OL)	+0	1d8+2
2H	+4	1d8+3	2W-OH	-6	1d8+1

TOTAL SKILLPOINTS: 28		SKILLS		MAX RANKS: 4/4		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	4	=	4	
✓	Appraise	INT	10	=	5	+ 2 + 3
✓	Bluff	CHA	0	=	0	
✓	Climb	STR	2	=	2	
	Craft (Books)	INT	9	=	5	+ 1 + 3
	Craft (Bows)	INT	12	=	5	+ 4 + 3
✓	Craft (Untrained)	INT	5	=	5	
✓	Diplomacy	CHA	1	=	0	+ 1
✓	Disguise	CHA	0	=	0	
✓	Escape Artist	DEX	4	=	4	
✓	Fly	DEX	8	=	4	+ 1 + 3
	Handle Animal	CHA	2	=	0	+ 2
✓	Heal	WIS	2	=	2	
✓	Intimidate	CHA	0	=	0	
	Knowledge (Arcana)	INT	12	=	5	+ 4 + 3
	Knowledge (Geography)	INT	9	=	5	+ 1 + 3
	Knowledge (History)	INT	9	=	5	+ 1 + 3
	Linguistics(Azlanti)	INT	9	=	5	+ 1 + 3
✓	Perception	WIS	6	=	2	+ 2 + 2
✓	Perform (Untrained)	CHA	0	=	0	
✓	Ride	DEX	6	=	4	+ 2
✓	Sense Motive	WIS	2	=	2	
	Spellcraft	INT	12	=	5	+ 4 + 3
	Spellcraft (Identify magic item)	INT	14	=	5	+ 4 + 5
✓	Stealth	DEX	5	=	4	+ 1
✓	Survival	WIS	3	=	2	+ 1
✓	Swim	STR	2	=	2	
				=		
					=	

*: weapon is equipped

1H-P: One handed, in primary hand. **1H-O**: One handed, in off hand. **2H**: Two handed. **2W-P-(OH)**: 2 weapons, primary hand (off hand weapon is heavy). **2W-P-(OL)**: 2 weapons, primary hand (off hand weapon is light). **2W-OH**: 2 weapons, off hand.

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Forest's Whisper	Equipped	1	3 / 600	
(Masterwork Composite Longbow STR (+2)), Strength bonus to damage4.75 lbs., 10 Arrow, 5 Arrow (Whistling), 5 Grappling Arrow				
Grappling Arrow	Carried	5	0.5 (2.5) / 1 (5)	
A small grappling hook designed to be tied to a silk rope and fired from a bow. When fired, it has a range increment of 30 feet.				
Grappling Arrow	Forest's Whisper	5	0.5 (2.5) / 1 (5)	
A small grappling hook designed to be tied to a silk rope and fired from a bow. When fired, it has a range increment of 30 feet.				
Ring of Sustenance	Equipped	1	0 / 2,500	
This ring continually provides its wearer with life-sustaining nourishment.				
Arrow	Carried	10	0.1 (1.5) / 0.1 (0.5)	
Arrow	Forest's Whisper	10	0.1 (1.5) / 0.1 (0.5)	
Arrow	Handy Haversack	10	0.1 (1.5) / 0.1 (0.5)	
Outfit (Explorer's)				
Equipped		1	8 / 0	
Handy Haversack	Equipped	1	5 / 2,000	
86.77 lbs., 3 Spellbook, 2 Scroll Case, 2 Rope (Silk/50 ft.), 1 Artisan's Tools (Bows/Masterwork), 1 Artisan's Tools (Books/Masterwork), 1 Bedroll, 1 Blanket (Winter), 5 Candle, 5 Chalk (1 Piece), 1 Ink (1 oz. Vial), 1 Inkpen, 1 Lamp (Common), 1 Mug or Tankard (Clay), 5 Oil (1 Pint Flask), 1 Sealing Wax, 2 Soap (per lb.), 1 Waterskin (Filled), 1 Spell Component Pouch, 1 Scale (Merchant's), 2 String (50 ft.), 1 Twine (50 ft.), 1 Sewing Needle, 1 Thread (50 ft.), 1 Tea Set (Ceremony), 5 Arrow (Whistling), 10 Arrow, 3 Journal, 4 Powder, 3 Vial, 4 Potion of Cure Light Wounds, 12 Elven Wine, 2 Ink Pouch, 3 Potion of Cure Moderate Wounds				
Spellbook	Handy Haversack	3	3 (9) / 15 (45)	
Scroll Case	Handy Haversack	2	0.5 (1) / 1 (2)	
0.02 lbs., 10 Parchment (Sheet), 2 Scroll (Shocking Grasp)				
Parchment (Sheet)	Scroll Case	10	0 (0) / 0.2 (2)	
Scroll (Shocking Grasp)	Scroll Case	2	0 (0) / 25 (50)	
Rope (Silk/50 ft.)	Handy Haversack	2	5 (10) / 10 (20)	
4 hp, DC 24 Strength check to burst				
Artisan's Tools (Bows/Masterwork)	Handy Haversack	1	5 / 55	
Artisan's Tools (Books/Masterwork)	Handy Haversack	1	5 / 55	
Bedroll	Handy Haversack	1	5 / 0.1	
Blanket (Winter)	Handy Haversack	1	3 / 0.5	
Candle	Handy Haversack	5	0 (0) / 0 (0.1)	
Increases light level (5') for 1 hr.Duration: 1 hr., Increases light level by one step: 5 ft.				
Chalk (1 Piece)	Handy Haversack	5	0 (0) / 0 (0.1)	
Ink (1 oz. Vial)	Handy Haversack	1	0 / 8	
Inkpen	Handy Haversack	1	0 / 0.1	
Lamp (Common)	Handy Haversack	1	1 / 0.1	
Bright illumination (15'), shadowy illumination (30'), 6 hr./pintBright Illumination: 15 ft., Duration: 6 hr./pint, Shadowy Illumination: 30 ft.				
Mug or Tankard (Clay)	Handy Haversack	1	1 / 0	
Oil (1 Pint Flask)	Handy Haversack	5	1 (5) / 0.1 (0.5)	
Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite				
Sealing Wax	Handy Haversack	1	1 / 1	
Soap (per lb.)	Handy Haversack	2	1 (2) / 0.5 (1)	
Waterskin (Filled)	Handy Haversack	1	4 / 1	
Spell Component Pouch	Equipped	1	2 / 5	
Spell Component Pouch	Handy Haversack	1	2 / 5	
Scale (Merchant's)	Handy Haversack	1	1 / 2	
+2 to appraise items valued by weight				
String (50 ft.)	Handy Haversack	2	0.5 (1) / 0 (0)	
Twine (50 ft.)	Handy Haversack	1	0.5 / 0	
Sewing Needle	Handy Haversack	1	0 / 0.5	
Thread (50 ft.)	Handy Haversack	1	0.5 / 0	
Tea Set (Ceremony)	Handy Haversack	1	5 / 25	
Arrow (Whistling)	Carried	5	0.1 (0.8) / 0.1 (0.5)	
TOTAL WEIGHT CARRIED/VALUE				
		37.54 lbs.	7,957.9gp	

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Arrow (Whistling)	Forest's Whisper	5	0.1 (0.8) / 0.1 (0.5)	
Arrow (Whistling)	Handy Haversack	5	0.1 (0.8) / 0.1 (0.5)	
Journal	Handy Haversack	3	1 (3) / 10 (30)	
a blank, lightweight book with an oilskin cover. It has 50 paper pages.				
Powder	Handy Haversack	4	0.5 (2) / 0 (0)	
Throwing a bag of powder into a square is an attack against AC 5, and momentarily reveals whether an invisible creature is there.				
Powder	Belt Pouch	1	0.5 / 0	
Throwing a bag of powder into a square is an attack against AC 5, and momentarily reveals whether an invisible creature is there.				
Vial	Handy Haversack	3	0 (0) / 1 (3)	
Vial	Belt Pouch	2	0 (0) / 1 (2)	
Potion of Cure Light Wounds	Handy Haversack	4	0 (0) / 50 (200)	
Cures 1d8+1 points of damage				
Elven Wine	Handy Haversack	12	1.5 (18) / 10 (120)	
(Wine (Fine/Bottle))				
Ink Pouch	Handy Haversack	2	0 (0) / 8 (16)	
(Ink (1 oz Vial))				
Potion of Cure Moderate Wounds	Handy Haversack	3	0 (0) / 300 (900)	
Cures 2d8+3 points of damage				
Belt Pouch	Equipped	1	0.5 / 1	
4.54 lbs., 1 Flint and Steel, 1 Whetstone, 1 Whistle, Signal, 1 Powder, 2 Vial, 1 Magnet, 1 Marbles, 15 Coin (Silver Piece), 12 Coin (Copper Piece)				
Flint and Steel	Belt Pouch	1	0 / 1	
Whetstone	Belt Pouch	1	1 / 0	
Whistle, Signal	Belt Pouch	1	0 / 0.8	
Magnet	Belt Pouch	1	0.5 / 0.5	
Marbles	Belt Pouch	1	2 / 0.1	
Pathfinder Pouch	Equipped	1	1 / 1,000	
3.48 lbs., 1 White Pearl, 139 Coin (Gold Piece), 30 Coin (Silver Piece), 5 Coin (Copper Piece), 2 Silver Nosering, 1 Silver Armband				
Silver Nosering	Pathfinder Pouch	2	0 (0) / 10 (20)	
(Jewelry)				
Silver Armband	Pathfinder Pouch	1	0 / 100	
(Jewelry)				
Longsword	Carried	1	4 / 15	
Pack animal, donkey/mule		1	600 / 8	
295 lbs., 1 Saddle (Pack), 1 Barrel				
Pack animal, donkey/mule		1	600 / 8	
265 lbs., 1 Saddle (Pack)				
Saddle (Pack)	Pack animal, donkey/mule	1	15 / 5	
250 lbs., 25 Feed (Per Day)				
Saddle (Pack)	Pack animal, donkey/mule	1	15 / 5	
250 lbs., 25 Feed (Per Day)				
Feed (Per Day)	Saddle (Pack)	50	10 (500) / 0.1 (2.5)	
Barrel				
34 lbs., 1 Saddlebags, 1 Saddle (Riding), 1 Bit and Bridle				
Saddlebags	Horse (Light/Combat Trained)	1	8 / 4	
Saddle (Riding)	Horse (Light/Combat Trained)	1	25 / 10	
Bit and Bridle	Horse (Light/Combat Trained)	1	1 / 2	
TOTAL WEIGHT CARRIED/VALUE		37.54 lbs.	7,957.9gp	

WEIGHT ALLOWANCE					
Light	66	Medium	133	Heavy	200
Lift over head	200	Lift off ground	400	Push / Drag	1000
MONEY					
Coin (Gold Piece): 139[Pathfinder Pouch]					
Coin (Silver Piece): 30[Pathfinder Pouch]					
Coin (Silver Piece): 15[Belt Pouch]					
Coin (Copper Piece): 5[Pathfinder Pouch]					
Coin (Copper Piece): 12[Belt Pouch]					
1 x White Pearl (100) [Pathfinder Pouch]					
					Total= 243.7 gp
MAGIC					
Languages					
Azlanti, Celestial, Common, Draconic, Elven, Gnome, Goblin, Sylvan					
Other Companions					
Traits					
Focused Mind			[Paizo Inc. - Advanced Player's Guide, p.329]		
Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand. You gain a +2 trait bonus on concentration checks.					
Rich Parents			[Paizo Inc. - Advanced Player's Guide, p.330]		
You were born into a rich family, perhaps even the nobility. Your starting cash increases to 900 gp.					
Special Qualities					
Arcane Bond (Su)			[Paizo Inc. - Core Rulebook, p.78]		
You have selected to establish a powerful arcane bond with an object.					
Arcane School			[Paizo Inc. - Core Rulebook]		
Bonded Object			[Paizo Inc. - Core Rulebook, p.78]		
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. When attempting to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell (DC 20 + the spell's level). A ring or amulet 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 Feats). 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.					
Bonus Arcane School Power Use			[Paizo Inc. - Advanced Race Guide]		
Select one arcane school power at 1st level that is normally usable a number of times per day equal to 3 + the wizard's Intelligence modifier. The wizard adds +1/2 to the number of uses per day of that arcane school power.					
Cantrips			[Paizo Inc. - Core Rulebook, p.79]		
You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.					
Conjuration School			[Paizo Inc. - Core Rulebook, p.80]		
You have chosen to specialize in conjuration spells.					

Elven Immunities (Ex)	[Paizo Inc. - Core Rulebook, p.22]
Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.	
Elven Magic (Ex)	[Paizo Inc. - Core Rulebook, p.22]
Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.	
Enchantment Opposition School	[Paizo Inc. - Core Rulebook, p.78]
You have chosen enchantment spells as an opposition school. Preparing an enchantment spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an enchantment spell as a prerequisite.	
Keen Senses (Ex)	[Paizo Inc. - Core Rulebook, p.22]
Elves receive a +2 bonus on Perception skill checks.	
Low-Light Vision (Ex)	[Paizo Inc. - Bestiary]
You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
Necromancy Opposition School	[Paizo Inc. - Core Rulebook, p.78]
You have chosen necromancy spells as an opposition school. Preparing an necromancy spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an necromancy spell as a prerequisite.	
Weapon Familiarity (Ex)	[Paizo Inc. - Core Rulebook, p.22]
Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.	

Feats	
Craft Wondrous Item	[Paizo Inc. - Core Rulebook, p.120]
You can create wondrous items, a type of magic item.	
You can create a wide variety of magic wondrous items. Crafting a wondrous item takes 1 day for each 1,000 gp in its price. To create a wondrous item, you must use up raw materials costing half of its base price. See the magic item creation rules in Chapter 15 for more information. You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.	
Weapon Focus (Longbow)	[Paizo Inc. - Core Rulebook, p.136]
You are especially good at using your chosen weapon.	
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
Scribe Scroll	[Paizo Inc. - Core Rulebook, p.132]
You can create magic scrolls.	
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 Chapter 15 for more information.	

Proficiencies
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Grapple, Longbow, Longsword, Quarterstaff, Rapier, Shortbow, Spells (Ray), Spells (Touch), Splash Weapon, Unarmed Strike

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4+0	5+1	3+1	—	—	—	—	—	—	—
Concentration	+11									

LEVEL 0 / Per Day:4+0 / Caster Level:4

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ *Acid Splash	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.239
[V, S] TARGET: One missile of acid; EFFECT: You fire a small orb of acid at the target dealing 1d3 points of acid damage. [SR:No]					
☐☐☐☐☐ Arcane Mark	Universal	1 standard action	Permanent	Touch	CR:p.244
[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; EFFECT: This spell allows you to inscribe your personal rune or mark. [SR:No]					
☐☐☐☐☐ Bleed	Necromancy	1 standard action	Instantaneous	Close (35 ft.)	CR:p.249
[V, S] TARGET: One living creature; EFFECT: You cause a living creature that is below 0 hit points but stabilized to resume dying. [SR:Yes; DC:15, Will negates]					
☐☐☐☐☐ Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (140 ft.)	CR:p.263
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: You create up to four lights that resemble lanterns or torches. [SR:No]					
☐☐☐☐☐ Detect Magic	Divination	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]					
☐☐☐☐☐ Detect Poison	Divination	1 standard action	Instantaneous	Close (35 ft.)	CR:p.268
[V, S] TARGET: Or Area one creature, one object, or a 5-ft. cube; EFFECT: You determine whether a creature, object, or area has been poisoned or is poisonous. [SR:No]					
☐☐☐☐☐ Disrupt Undead	Necromancy	1 standard action	Instantaneous	Close (35 ft.)	CR:p.273
[V, S] TARGET: Ray; EFFECT: You direct a ray of positive energy dealing 1d6 points of damage to Undead. [SR:Yes]					
☐☐☐☐☐ Flare	Evocation [Light]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.284
[V] TARGET: Burst of light; EFFECT: This cantrip creates a burst of light. [SR:Yes; DC:15, Fortitude negates]					
☐☐☐☐☐ Ghost Sound	Illusion (Fgment)	1 standard action	4 rounds [D]	Close (35 ft.)	CR:p.289
[V, S, M] TARGET: Illusory sounds; EFFECT: Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. [SR:No; DC:15, Will disbelief]					
☐☐☐☐☐ Haunted Fey Aspect	Illusion (Glamer)	1 standard action	4 rounds [D]	Personal	UC:p.230
[S] TARGET: You; EFFECT: You surround yourself with disturbing illusions.					
☐☐☐☐☐ Light	Evocation [Light, WoodSchool]	1 standard action	40 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes a touched object to glow like a torch. [SR:No]					
☐☐☐☐☐ Mage Hand	Transmutation	1 standard action	Concentration	Close (35 ft.)	CR:p.306
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; EFFECT: You point your finger at an object and can lift it and move it at will from a distance. [SR:No]					
☐☐☐☐☐ Mending	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 4 lb.; EFFECT: This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
☐☐☐☐☐ Message	Transmutation, AirSchool [Language-Deper]	1 standard action	40 minutes	Medium (140 ft.)	CR:p.313
[V, S, F] TARGET: 4 creatures; EFFECT: You can whisper messages and receive whispered replies. [SR:No]					
☐☐☐☐☐ Open/Close	Transmutation	1 standard action	Instantaneous	Close (35 ft.)	CR:p.317
[V, S, F] TARGET: Object weighing up to 30 lbs. or portal that can be opened or closed; EFFECT: You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container. [SR:Yes (object); DC:15, Will negates (object)]					
☐☐☐☐☐ Prestidigitation	Universal	1 standard action	1 hour	10 ft.	CR:p.325
[V, S] TARGET: See text; EFFECT: Prestidigitations are minor tricks that novice spellcasters use for practice. [SR:No; DC:15, See text]					
☐☐☐☐☐ Ray of Frost	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.330
[V, S] TARGET: Ray; EFFECT: A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage. [SR:Yes]					
☐☐☐☐☐ Read Magic	Divination	1 standard action	40 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					
☐☐☐☐☐ Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR:Yes (harmless); DC:15, Will negates (harmless)]					
☐☐☐☐☐ Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (35 ft.)	APG:p.246
[V or S] TARGET: one Fine object; EFFECT: Ignites flammable objects. [SR:Yes (object); DC:15, Fortitude negates (object)]					

LEVEL 1 / Per Day:5+1 / Caster Level:4

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ *Abundant Ammunition	Conjuration (Summoning)	1 standard action	4 minutes		UC:p.222
[V, S, M/DF] TARGET: one container touched; EFFECT: Replaces nonmagical ammunition every round. [SR:No]					
☐☐☐☐☐ Enlarge Person	Transmutation	1 round	4 minutes [D]	Close (35 ft.)	CR:p.277
[V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. [SR:Yes; DC:16, Fortitude negates]					
☐☐☐☐☐ *Grease	Conjuration, EarthSchool (Creation)	1 standard action	4 minutes [D]	Close (35 ft.)	CR:p.291
[V, S, M] TARGET: One object or 10-ft. square; EFFECT: A grease spell covers a solid surface with a layer of slippery grease. [SR:No; DC:16, See text]					
☐☐☐☐☐ Identify	Divination	1 standard action	12 rounds [D]	60 ft.	CR:p.299
[V, S, M] TARGET: Cone-shaped emanation; EFFECT: This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. [SR:No]					
☐☐☐☐☐ *Mage Armor	Conjuration (Creation) [Force]	1 standard action	4 hours [D]	Touch	CR:p.306
[V, S, F] TARGET: Creature touched; EFFECT: An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. [SR:No; DC:16, Will negates (harmless)]					
☐☐☐☐☐ Magic Missile	Evocation [Force]	1 standard action	Instantaneous	Medium (140 ft.)	CR:p.309
[V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; EFFECT: 2 missiles that do 1d4+1 damage each. [SR:Yes]					
☐☐☐☐☐ *Mount	Conjuration (Summoning)	1 round	8 hours [D]	Close (35 ft.)	CR:p.315
[V, S, M] TARGET: One mount; EFFECT: You summon a light horse or a pony [your choice] to serve you as a mount. [SR:No]					
☐☐☐☐☐ *Obscuring Mist	Conjuration, WaterSchool (Creation)	1 standard action	4 minutes [D]	20 ft.	CR:p.317
[V, S] TARGET: Cloud spreads in 20-ft. radius from you, 20 ft. high; EFFECT: A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]					
☐☐☐☐☐ Shocking Grasp	Evocation, AirSchool [Electricity, MetalSchool]	1 standard action	Instantaneous	Touch	CR:p.343
[V, S] TARGET: Creature or object touched; EFFECT: Your successful melee touch attack deals 4d6 points of electricity damage. [SR:Yes]					
☐☐☐☐☐ *Snowball	Conjuration (Creation) [Cold,Water]	1 standard action	Instantaneous	Close (35 ft.)	POTN:p.26
[V,S] TARGET: One ball of ice and snow; EFFECT: You conjure a ball of packed ice and snow that you can throw at a single target as a ranged touch attack. The snowball deals 4d6 points of cold damage on a successful hit, and the target must make a successful Fortitude saving throw or be staggered for 1 round. [SR:No; DC:16, Fortitude partial]					
☐☐☐☐☐ *Summon Monster I	Conjuration (Summoning)	1 round	4 rounds [D]	Close (35 ft.)	CR:p.350
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell summons an extraplanar creature. [SR:No]					
☐☐☐☐☐ *Unseen Servant	Conjuration (Creation)	1 standard action	4 hours	Close (35 ft.)	CR:p.364
[V, S, M] TARGET: One invisible, mindless, shapeless servant; EFFECT: An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. [SR:No]					

LEVEL 2 / Per Day:3+1 / Caster Level:4

Name	School	Time	Duration	Range	Source
☐☐☐☐☐ *Acid Arrow	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	2 rounds	Long (560 ft.)	CR:p.239
[V, S, M, F] TARGET: One arrow of acid; EFFECT: An arrow of acid springs from your hand and speeds to its target dealing 2d4 points of acid damage. [SR:No]					
☐☐☐☐☐ Continual Flame	Evocation [Light]	1 standard action	Permanent	Touch	CR:p.260
[V, S, M] TARGET: Object touched; EFFECT: A flame, equivalent in brightness to a torch, springs forth from an object that you touch. [SR:No]					
☐☐☐☐☐ Invisibility	Illusion (Glamer)	1 standard action	4 minutes [D]	Personal or touch	CR:p.301
[V, S, M/DF] TARGET: You or a creature or object weighing no more than 400 lbs.; EFFECT: The creature or object touched becomes invisible. [SR:Yes (harmless) or yes (harmless, object); DC:17, Will negates (harmless) or Will negates (harmless, object)]					

* =Domain/Speciality Spell

Wizard Spells

☐☐☐☐☐ Knock	Transmutation	1 standard action	Instantaneous; see text	Medium (140 ft.)	CR:p.303
[V] TARGET: One door, box, or chest with an area of up to 40 sq. ft.; EFFECT: Knock opens stuck, barred, or locked doors, as well as those subject to hold portal or arcane lock. [SR:No]					
☐☐☐☐☐ *Stone Call	Conjuration, EarthSchool (Creation) [Earth]	1 standard action	4 rounds	Medium (140 ft.)	APG:p.247
[V, S, DF] TARGET: cylinder 40; EFFECT: 2d6 damage to all creatures in area. [SR:No]					
☐☐☐☐☐ *Summon Monster II	Conjuration, AirSchool, EarthSchool, FireSchool	1 round	4 rounds [D]	Close (35 ft.)	CR:p.352
[V, S, F/DF] TARGET: One summoned creature; EFFECT: This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list. [SR:No]					
☐☐☐☐☐ *Summon Swarm	Conjuration (Summoning)	1 round	Concentration + 2 rounds	Close (35 ft.)	CR:p.354
[V, S, M/DF] TARGET: One swarm of bats, rats, or spiders; EFFECT: You summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area. [SR:No]					
☐☐☐☐☐ *Web	Conjuration (Creation) [WoodSchool]	1 standard action	40 minutes [D]	Medium (140 ft.)	CR:p.368
[V, S, M] TARGET: Webs in a 20-ft.-radius spread; EFFECT: Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. [SR:No; DC:17, Reflex negates; see text]					
* =Domain/Specialty Spell					

Prepared Spell List: Prepared Spells

Wizard		
Level 0	Level 1	Level 2
☐Detect Magic ☐Mage Hand ☐Message ☐Prestidigitation (DC:15)	☐Enlarge Person (DC:16) ☐*Mage Armor (DC:16) ☐Magic Missile ☐*Snowball (DC:16) ☐☐*Summon Monster I	☐*Acid Arrow ☐*Stone Call ☐*Summon Monster II ☐*Web (DC:17)

Spell Book: Spellbook

Wizard		
Level 0	Level 1	Level 2
☐Bleed (DC:15) ☐Disrupt Undead ☐Spark (DC:15) ☐Ghost Sound (DC:15) ☐Open/Close (DC:15) ☐Detect Magic ☐Light ☐Resistance (DC:15) ☐Haunted Fey Aspect ☐Detect Poison ☐*Acid Splash ☐Mage Hand ☐Message ☐Prestidigitation (DC:15) ☐Mending (DC:15) ☐Ray of Frost ☐Read Magic ☐Flare (DC:15) ☐Arcane Mark ☐Dancing Lights	☐*Abundant Ammunition ☐Enlarge Person (DC:16) ☐*Grease (DC:16) ☐Identify ☐*Mage Armor (DC:16) ☐Magic Missile ☐*Mount ☐*Obscuring Mist ☐Shocking Grasp ☐*Snowball (DC:16) ☐*Summon Monster I ☐*Unseen Servant	☐*Acid Arrow ☐Continual Flame ☐Invisibility (DC:17) ☐Knock ☐*Stone Call ☐*Summon Monster II ☐*Summon Swarm ☐*Web (DC:17)

Caldurel Runalvarin

Elf

RACE

142

AGE

Male

GENDER

Low-Light Vision

VISION

Chaotic Good

ALIGNMENT

DOMINANT HAND

6' 3"

HEIGHT

139 lbs.

WEIGHT

Hazel

EYE COLOUR

Pale

SKIN COLOUR

Platinum, Long

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

Kyonin

REGION

Yuelral

DEITY

Humanoid

Race Type

Race Sub Type

Description:
Biography:



Notes:

Spell Purchases:

Abundant Ammunition - 1
Shield - 1
Snowball - 1
Unseen Servant - 1
Continual Flame - 2
Invisibility - 2
Knock - 2
Web - 2

Spark - 0
Sotto Voice - 0
Haunted Fey Aspect - 0
Continual Flame - 2