

Caldurel Runalvarin

Character Name

Conjurer 4

CLASS

4 (3)

Character Level (CR)

9000 / 15000

EXP/NEXT LEVEL

Skylar

Player Name

Elf / Humanoid

RACE

142

AGE

Male

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

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	15	+2	15	+2		
DEX Dexterity	18	+4	18	+4		
CON Constitution	13	+1	13	+1		
INT Intelligence	20	+5	20	+5		
WIS Wisdom	14	+2	14	+2		
CHA Charisma	10	+0	10	+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+2	= +1	+1	+0	+0	+0	
REFLEX (dexterity)	+5	= +1	+4	+0	+0	+0	
WILL (wisdom)	+6	= +4	+2	+0	+0	+0	

Conditional Save Modifiers:

+2 vs. enchantment spells and effects

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

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

HP hit points	28	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	Walk 30 ft.																						
AC armor class	14	FLAT	10	TOUCH	14	BASE	10	ARMOR BONUS	0	SHIELD BONUS	0	STAT	4	SIZE	0	NATURAL ARMOR	0	DEFLEC-TION	0	DODGE	0	Morale	0	Insight	0	Sacred	0	Profane	0	MISC	0
INITIATIVE modifier	+4	TOTAL	+4	DEX MODIFIER	+0	MISC MODIFIER		MISS CHANCE		Arcane Spell Failure	0	ARMOR CHECK PENALTY	+0	SPELL RESIST	0	ACID RESIST		COLD RESIST		ELECT. RESIST		FIRE RESIST									
Encumbrance	Light																														

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 (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	4	=	2 + 2			

*Forest's Whisper			HAND	TYPE	SIZE	CRITICAL	REACH
			Both	P	M	20/x3	5 ft.
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		Damage: 1d8+2			
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.		
TH	+8	+6	+4	+2	+0		
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2		
	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		Damage: 1d8+2			
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.		
TH	+8	+6	+4	+2	+0		
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2		
	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							
Range: 30 ft.		To Hit: +8		Damage: 1d8+2			
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.		
TH	+8	+6	+4	+2	+0		
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2		
	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: 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
	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.
	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		

\*: 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.

✓	Swim	STR	2	=	2		
				=	+	+	
				=	+	+	
✓: can be used untrained. X: exclusive skills. *: Skill Mastery.							

Acid Dart									
Uses per day		□□□□□ □□□							
<b>Acid Dart (Sp):</b> As a standard action, you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6+2 points of acid damage. You can use this ability 8 times per day. [Paizo Inc. - Core Rulebook, p.80]									

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Forest's Whisper	Equipped	1	3 / 600	
Strength bonus to damage4.75 lbs., 5 Grappling Arrow, 5 Arrow (Whistling), 10 Arrow				
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.				
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)	
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)	
Ring of Sustenance	Equipped	1	0 / 2,500	
This ring continually provides its wearer with life-sustaining nourishment.				
Outfit (Explorer's)	Equipped	1	8 / 0	
Handy Haversack	Equipped	1	5 / 2,000	
89.17 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, 20 Coin (Silver Piece), 2 Potion of Cure Light Wounds, 12 Elven Wine, 2 Ink Pouch, 3 Potion of Cure Moderate Wounds, 100 Coin (Gold Piece)				
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	
Journal	Handy Haversack	3	1 (3) / 10 (30)	
a blank, lightweight book with an oilskin cover. It has 50 paper pages.				
TOTAL WEIGHT CARRIED/VALUE		32.79 lbs.	7,693.4gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT / COST		
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	2	0 (0) / 50 (100)		
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		
1.08 lbs., 1 White Pearl, 39 Coin (Gold Piece), 10 Coin (Silver Piece), 5 Coin (Copper Piece)					
Longsword	Carried	1	4 / 15		
Horse (Light/Combat Trained)		1	1,200 / 110		
Pack animal, donkey/mule		1	600 / 8		
45 lbs., 1 Barrel, 1 Saddle (Pack)					
TOTAL WEIGHT CARRIED/VALUE		32.79 lbs.	7,693.4gp		
WEIGHT ALLOWANCE					
Light	66	Medium	133	Heavy	200
Lift over head	200	Lift off ground	400	Push / Drag	1000
MONEY					
Coin (Gold Piece): 100[Handy Haversack]					
Coin (Gold Piece): 39[Pathfinder Pouch]					
Coin (Silver Piece): 20[Handy Haversack]					
Coin (Silver Piece): 10[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 Attacks					
Acid Dart (Sp)		[Paizo Inc. - Core Rulebook, p.80]			
As a standard action, you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6+2 points of acid damage. You can use this ability 8 times per day.					
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]			

<b>Bonded Object</b> <span style="float: right;">[Paizo Inc. - Core Rulebook, p.78]</span> 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.	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.
<div> <div>Feats</div> <div> <b>Craft Wondrous Item</b> <span style="float: right;">[Paizo Inc. - Core Rulebook, p.120]</span>            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.         </div> </div> <div> <div>Weapon Focus (Longbow)</div> <div> <b>Weapon Focus (Longbow)</b> <span style="float: right;">[Paizo Inc. - Core Rulebook, p.136]</span>            You are especially good at using your chosen weapon.            You gain a +1 bonus on all attack rolls you make using the selected weapon.         </div> </div> <div> <div>Scribe Scroll</div> <div> <b>Scribe Scroll</b> <span style="float: right;">[Paizo Inc. - Core Rulebook, p.132]</span>            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.         </div> </div>	
<div> <div>Bonus Arcane School Power Use</div> <div> <b>Bonus Arcane School Power Use</b> <span style="float: right;">[Paizo Inc. - Advanced Race Guide]</span>            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.         </div> </div> <div> <div>Cantrips</div> <div> <b>Cantrips</b> <span style="float: right;">[Paizo Inc. - Core Rulebook, p.79]</span>            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.         </div> </div> <div> <div>Conjuration School</div> <div> <b>Conjuration School</b> <span style="float: right;">[Paizo Inc. - Core Rulebook, p.80]</span>            You have chosen to specialize in conjuration spells.         </div> </div> <div> <div>Elven Immunities (Ex)</div> <div> <b>Elven Immunities (Ex)</b> <span style="float: right;">[Paizo Inc. - Core Rulebook, p.22]</span>            Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.         </div> </div> <div> <div>Elven Magic (Ex)</div> <div> <b>Elven Magic (Ex)</b> <span style="float: right;">[Paizo Inc. - Core Rulebook, p.22]</span>            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.         </div> </div> <div> <div>Enchantment Opposition School</div> <div> <b>Enchantment Opposition School</b> <span style="float: right;">[Paizo Inc. - Core Rulebook, p.78]</span>            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.         </div> </div> <div> <div>Keen Senses (Ex)</div> <div> <b>Keen Senses (Ex)</b> <span style="float: right;">[Paizo Inc. - Core Rulebook, p.22]</span>            Elves receive a +2 bonus on Perception skill checks.         </div> </div> <div> <div>Low-Light Vision (Ex)</div> <div> <b>Low-Light Vision (Ex)</b> <span style="float: right;">[Paizo Inc. - Bestiary]</span>            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.         </div> </div> <div> <div>Necromancy Opposition School</div> <div> <b>Necromancy Opposition School</b> <span style="float: right;">[Paizo Inc. - Core Rulebook, p.78]</span>            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.         </div> </div> <div> <div>Summoner's Charm (Su)</div> <div> <b>Summoner's Charm (Su)</b> <span style="float: right;">[Paizo Inc. - Core Rulebook, p.80]</span>            When casting Conjuration (summoning) spells the duration is increased by 2 rounds.         </div> </div> <div> <div>Weapon Familiarity (Ex)</div> <div> <b>Weapon Familiarity (Ex)</b> <span style="float: right;">[Paizo Inc. - Core Rulebook, p.22]</span> </div> </div>	<div> <div>Proficiencies</div> <div>           Club, Heavy Crossbow, Light Crossbow, Dagger, Grapple, Longbow, Longsword, Quarterstaff, Rapier, Shortbow, Ray Spells, Touch Spells, Splash Weapon, Unarmed Strike         </div> </div>

# 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
☐☐☐☐☐ <b>*Acid Splash</b>	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.239
[V, S] TARGET: One missile of acid; <b>EFFECT:</b> You fire a small orb of acid at the target dealing 1d3 points of acid damage. [SR:No]					
☐☐☐☐☐ <b>Arcane Mark</b>	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.; <b>EFFECT:</b> This spell allows you to inscribe your personal rune or mark. [SR:No]					
☐☐☐☐☐ <b>Bleed</b>	Necromancy	1 standard action	Instantaneous	Close (35 ft.)	CR:p.249
[V, S] TARGET: One living creature; <b>EFFECT:</b> You cause a living creature that is below 0 hit points but stabilized to resume dying. [SR:Yes; DC:15, Will negates]					
☐☐☐☐☐ <b>Dancing Lights</b>	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; <b>EFFECT:</b> You create up to four lights that resemble lanterns or torches. [SR:No]					
☐☐☐☐☐ <b>Detect Magic</b>	Divination	1 standard action	Concentration, up to 4 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; <b>EFFECT:</b> You detect magical auras. [SR:No]					
☐☐☐☐☐ <b>Detect Poison</b>	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; <b>EFFECT:</b> You determine whether a creature, object, or area has been poisoned or is poisonous. [SR:No]					
☐☐☐☐☐ <b>Disrupt Undead</b>	Necromancy	1 standard action	Instantaneous	Close (35 ft.)	CR:p.273
[V, S] TARGET: Ray; <b>EFFECT:</b> You direct a ray of positive energy dealing 1d6 points of damage to Undead. [SR:Yes]					
☐☐☐☐☐ <b>Flare</b>	Evocation [Light]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.284
[V] TARGET: Burst of light; <b>EFFECT:</b> This cantrip creates a burst of light. [SR:Yes; DC:15, Fortitude negates]					
☐☐☐☐☐ <b>Ghost Sound</b>	Illusion (Fgment)	1 standard action	4 rounds [D]	Close (35 ft.)	CR:p.289
[V, S, M] TARGET: Illusory sounds; <b>EFFECT:</b> 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]					
☐☐☐☐☐ <b>Haunted Fey Aspect</b>	Illusion (Glamer)	1 standard action	4 rounds [D]	Personal	UC:p.230
[S] TARGET: You; <b>EFFECT:</b> You surround yourself with disturbing illusions.					
☐☐☐☐☐ <b>Light</b>	Evocation [Light, WoodSchool]	1 standard action	40 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; <b>EFFECT:</b> This spell causes a touched object to glow like a torch. [SR:No]					
☐☐☐☐☐ <b>Mage Hand</b>	Transmutation	1 standard action	Concentration	Close (35 ft.)	CR:p.306
[V, S] TARGET: One nonmagical, unattended object weighing up to 5 lbs.; <b>EFFECT:</b> You point your finger at an object and can lift it and move it at will from a distance. [SR:No]					
☐☐☐☐☐ <b>Mending</b>	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
[V, S] TARGET: One object of up to 4 lb.; <b>EFFECT:</b> This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]					
☐☐☐☐☐ <b>Message</b>	Transmutation, AirSchool [Language-Deper]	1 standard action	40 minutes	Medium (140 ft.)	CR:p.313
[V, S, F] TARGET: 4 creatures; <b>EFFECT:</b> You can whisper messages and receive whispered replies. [SR:No]					
☐☐☐☐☐ <b>Open/Close</b>	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; <b>EFFECT:</b> 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)]					
☐☐☐☐☐ <b>Prestidigitation</b>	Universal	1 standard action	1 hour	10 ft.	CR:p.325
[V, S] TARGET: See text; <b>EFFECT:</b> Prestidigitations are minor tricks that novice spellcasters use for practice. [SR:No; DC:15, See text]					
☐☐☐☐☐ <b>Ray of Frost</b>	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (35 ft.)	CR:p.330
[V, S] TARGET: Ray; <b>EFFECT:</b> A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage. [SR:Yes]					
☐☐☐☐☐ <b>Read Magic</b>	Divination	1 standard action	40 minutes	Personal	CR:p.330
[V, S, F] TARGET: You; <b>EFFECT:</b> You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.					
☐☐☐☐☐ <b>Resistance</b>	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; <b>EFFECT:</b> 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)]					
☐☐☐☐☐ <b>Spark</b>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (35 ft.)	APG:p.246
[V or S] TARGET: one Fine object; <b>EFFECT:</b> 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
☐☐☐☐☐ <b>*Abundant Ammunition</b>	Conjuration (Summoning)	1 standard action	4 minutes		UC:p.222
[V, S, M/DF] TARGET: one container touched; <b>EFFECT:</b> Replaces nonmagical ammunition every round. [SR:No]					
☐☐☐☐☐ <b>Enlarge Person</b>	Transmutation	1 round	4 minutes [D]	Close (35 ft.)	CR:p.277
[V, S, M] TARGET: One humanoid creature; <b>EFFECT:</b> This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. [SR:Yes; DC:16, Fortitude negates]					
☐☐☐☐☐ <b>*Grease</b>	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; <b>EFFECT:</b> A grease spell covers a solid surface with a layer of slippery grease. [SR:No; DC:16, See text]					
☐☐☐☐☐ <b>Identify</b>	Divination	1 standard action	12 rounds [D]	60 ft.	CR:p.299
[V, S, M] TARGET: Cone-shaped emanation; <b>EFFECT:</b> 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]					
☐☐☐☐☐ <b>*Mage Armor</b>	Conjuration (Creation) [Force]	1 standard action	4 hours [D]	Touch	CR:p.306
[V, S, F] TARGET: Creature touched; <b>EFFECT:</b> 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)]					
☐☐☐☐☐ <b>Magic Missile</b>	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; <b>EFFECT:</b> 2 missiles that do 1d4+1 damage each. [SR:Yes]					
☐☐☐☐☐ <b>*Mount</b>	Conjuration (Summoning)	1 round	8 hours [D]	Close (35 ft.)	CR:p.315
[V, S, M] TARGET: One mount; <b>EFFECT:</b> You summon a light horse or a pony [your choice] to serve you as a mount. [SR:No]					
☐☐☐☐☐ <b>*Obscuring Mist</b>	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; <b>EFFECT:</b> A misty, stationary vapor arises around you obscuring all sight, including darkvision, beyond 5 feet. [SR:No]					
☐☐☐☐☐ <b>Shocking Grasp</b>	Evocation, AirSchool [Electricity, MetalSchool]	1 standard action	Instantaneous	Touch	CR:p.343
[V, S] TARGET: Creature or object touched; <b>EFFECT:</b> Your successful melee touch attack deals 4d6 points of electricity damage. [SR:Yes]					
☐☐☐☐☐ <b>*Snowball</b>	Conjuration (Creation) [Cold,Water]	1 standard action	Instantaneous	Close (35 ft.)	POTN:p.26
[V,S] TARGET: One ball of ice and snow; <b>EFFECT:</b> 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]					
☐☐☐☐☐ <b>*Summon Monster I</b>	Conjuration (Summoning)	1 round	6 rounds [D]	Close (35 ft.)	CR:p.350
[V, S, F/DF] TARGET: One summoned creature; <b>EFFECT:</b> This spell summons an extraplanar creature. [SR:No]					
☐☐☐☐☐ <b>*Unseen Servant</b>	Conjuration (Creation)	1 standard action	4 hours	Close (35 ft.)	CR:p.364
[V, S, M] TARGET: One invisible, mindless, shapeless servant; <b>EFFECT:</b> 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
☐☐☐☐☐ <b>*Acid Arrow</b>	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	2 rounds	Long (560 ft.)	CR:p.239
[V, S, M, F] TARGET: One arrow of acid; <b>EFFECT:</b> An arrow of acid springs from your hand and speeds to its target dealing 2d4 points of acid damage. [SR:No]					
☐☐☐☐☐ <b>Continual Flame</b>	Evocation [Light]	1 standard action	Permanent	Touch	CR:p.260
[V, S, M] TARGET: Object touched; <b>EFFECT:</b> A flame, equivalent in brightness to a torch, springs forth from an object that you touch. [SR:No]					
☐☐☐☐☐ <b>Invisibility</b>	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.; <b>EFFECT:</b> 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

<div><div></div><div></div><div></div><div></div></div> <b>Knock</b>	<b>Transmutation</b>	1 standard action	Instantaneous; see text	Medium (140 ft.)	CR:p.303
[V] <b>TARGET:</b> One door, box, or chest with an area of up to 40 sq. ft.; <b>EFFECT:</b> Knock opens stuck, barred, or locked doors, as well as those subject to hold portal or arcane lock. [SR:No]					
<div><div></div><div></div><div></div><div></div></div> <b>*Summon Monster II</b>	<b>Conjuration, AirSchool, EarthSchool, FireSchool</b>	1 round	6 rounds [D]	Close (35 ft.)	CR:p.352
[V, S, F/DF] <b>TARGET:</b> One summoned creature; <b>EFFECT:</b> 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]					
<div><div></div><div></div><div></div><div></div></div> <b>*Web</b>	<b>Conjuration (Creation) [WoodSchool]</b>	1 standard action	40 minutes [D]	Medium (140 ft.)	CR:p.368
[V, S, M] <b>TARGET:</b> Webs in a 20-ft.-radius spread; <b>EFFECT:</b> 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/Speciality Spell					

Prepared Spell List: Prepared Spells

Wizard		
Level 0	Level 1	Level 2
<div><div></div> Detect Magic</div> <div><div></div> Mending (DC:15)</div> <div><div></div> Message</div> <div><div></div> Prestidigitation (DC:15)</div>	<div><div></div> Magic Missile</div> <div><div></div> *Snowball (DC:16)</div> <div><div></div> *Summon Monster I</div>	<div><div><div></div><div></div></div> *Acid Arrow</div>

Spell Book: Spellbook

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

# 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