

Character Name	
Conjurer 3	
CLASS	
3 (2)	5000 / 9000
Character Level (CR)	EXP/NEXT LEVEL

Player Name	
Elf / Humanoid	
RACE	
142	Male
AGE	GENDER

Deity
Medium / 5 ft.
SIZE / FACE
Hazel
EYES

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

Alignment

Low-Light Vision

VISION

Points



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP										SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																	
STR Strength	15	+2	15	+2			HP hit points	23																					Walk 30 ft.																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																															
DEX Dexterity	18	+4	18	+4			AC armor class	14	:	10	:	14	=	10	+	0	+	0	+	4	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0	+	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)	+5	+3	+2	+0	+0	+0	

+2 vs. enchantment spells and effects

	TOTAL		BASE ATTACK BONUS		STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	=	+1	+	+2	+0	+0	+0	
RANGED attack bonus	+5	=	+1	+	+4	+0	+0	+0	
CMB attack bonus	+3	=	+1	+	+2	+0			
	GRAPPLE	TRIP	DISARM		SUNDER		BULL RUSH		OVERRUN
CMB	+3	+3	+3		+3		+3		+3
CMD	17	17	17		17		17		17

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3+2	20/x2	5 ft.
Special Properties:				

*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: +7		Damage: 1d8+2	
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.
TH	+7	+5	+3	+1	-1
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.
TH	-3	-5	-7	-9	-11
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2
Ammunition: Arrow (Whistling)					
Range: 30 ft.		To Hit: +7		Damage: 1d8+2	
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.
TH	+7	+5	+3	+1	-1
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.
TH	-3	-5	-7	-9	-11
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2
Ammunition: Arrow					
Range: 30 ft.		To Hit: +7		Damage: 1d8+2	
	110 ft.	220 ft.	330 ft.	440 ft.	550 ft.
TH	+7	+5	+3	+1	-1
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2
	660 ft.	770 ft.	880 ft.	990 ft.	1100 ft.
TH	-3	-5	-7	-9	-11
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2
Special Properties: Strenath 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.		
	+5	+3	+1	-1		-3		
Dam	1d6	1d6	1d6	1d6		1d6		

Special Properties: Thrown splash weapon see p.202, full-round action to prepare, 50% chance to ignite

TOTAL SKILLPOINTS: 18		SKILLS		MAX RANKS: 3/3			
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Acrobatics	DEX	4	= 4			
✓	Appraise	INT	8	= 4	+ 1	+ 3	
✓	Bluff	CHA	0	= 0			
✓	Climb	STR	2	= 2			
✓	Craft (Books)	INT	8	= 4	+ 1	+ 3	
✓	Craft (Bows)	INT	10	= 4	+ 3	+ 3	
✓	Craft (Untrained)	INT	4	= 4			
✓	Diplomacy	CHA	0	= 0			
✓	Disguise	CHA	0	= 0			
✓	Escape Artist	DEX	4	= 4			
✓	Fly	DEX	8	= 4	+ 1	+ 3	
✓	Heal	WIS	2	= 2			
✓	Intimidate	CHA	0	= 0			
	Knowledge (Arcana)	INT	10	= 4	+ 3	+ 3	
	Linguistics(Azlant)	INT	8	= 4	+ 1	+ 3	
✓	Perception	WIS	6	= 2	+ 2	+ 2	
✓	Perform (Untrained)	CHA	0	= 0			
✓	Ride	DEX	5	= 4	+ 1		
✓	Sense Motive	WIS	2	= 2			
	Spellcraft	INT	10	= 4	+ 3	+ 3	
	Spellcraft (Identify magic item)	INT	12	= 4	+ 3	+ 5	
✓	Stealth	DEX	5	= 4	+ 1		
✓	Survival	WIS	3	= 2	+ 1		
✓	Swim	STR	2	= 2			
				=		+	
					+		+

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

Longsword				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit		Dam		
1H-P	+3	1d8+2	2W-P-(OH)	-3		1d8+2		
1H-O	-1	1d8+1	2W-P-(OL)	-1		1d8+2		
2H	+3	1d8+3	2W-OH	-7		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.

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
69.45 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, 15 Coin (Gold Piece), 20 Coin (Silver Piece)			
Spellbook	Handy Haversack	3	3 (9) / 15 (45)
Scroll Case	Handy Haversack	2	0.5 (1) / 1 (2)
0 lbs., 10 Parchment (Sheet)			
Parchment (Sheet)	Scroll Case	10	0 (0) / 0.2 (2)
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
TOTAL WEIGHT CARRIED/VALUE	31.93 lbs.		5,389.4gp

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
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)
Belt Pouch	Equipped	1	0.5 / 1
4.68 lbs., 1 Flint and Steel, 1 Whetstone, 1 Whistle, Signal, 1 Powder, 2 Vial, 1 Magnet, 1 Marbles, 7 Coin (Gold Piece), 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
Longsword	Carried	1	4 / 15
TOTAL WEIGHT CARRIED/VALUE	31.93 lbs.		5,389.4gp
WEIGHT ALLOWANCE			
Light 66	Medium 133	Heavy 200	
Lift over head 200	Lift off ground 400	Push / Drag 1000	
MONEY			
Coin (Gold Piece): 15[Handy Haversack]			
Coin (Gold Piece): 7[Belt Pouch]			
Coin (Silver Piece): 20[Handy Haversack]			
Coin (Silver Piece): 15[Belt Pouch]			
Coin (Copper Piece): 12[Belt Pouch]			
Total= 25.6 gp			
MAGIC			
Languages			
Azlanti, Celestial, Common, Draconic, Elven, Gnome, 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.

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.

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

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.

Wizard Spells

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

LEVEL 0 / Per Day:4+0 / Caster Level:3

Name	School	Time	Duration	Range	Source
□□□□□ *Acid Splash	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (30 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 (30 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:14, Will negates]					
□□□□□ Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (130 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 3 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 (30 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 (30 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 (30 ft.)	CR:p.284
[V] TARGET: Burst of light; EFFECT: This cantrip creates a burst of light. [SR:Yes; DC:14, Fortitude negates]					
□□□□□ Ghost Sound	Illusion (Figment)	1 standard action	3 rounds [D]	Close (30 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:14, Will disbelief]					
□□□□□ Haunted Fey Aspect	Illusion (Glamer)	1 standard action	3 rounds [D]	Personal	UC:p.230
[S] TARGET: You; EFFECT: You surround yourself with disturbing illusions.					
□□□□□ Light	Evocation [Light, WoodSchool]	1 standard action	30 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 (30 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 3 lb.; EFFECT: This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:14, Will negates (harmless, object)]					
□□□□□ Message	Transmutation, AirSchool [Language-Deper]	1 standard action	30 minutes	Medium (130 ft.)	CR:p.313
[V, S, F] TARGET: 3 creatures; EFFECT: You can whisper messages and receive whispered replies. [SR:No]					
□□□□□ Open/Close	Transmutation	1 standard action	Instantaneous	Close (30 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:14, 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:14, See text]					
□□□□□ Ray of Frost	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (30 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	30 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:14, Will negates (harmless)]					
□□□□□ Spark	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (30 ft.)	APG:p.246
[V or S] TARGET: one Fine object; EFFECT: Ignites flammable objects. [SR:Yes (object); DC:14, Fortitude negates (object)]					

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

Name	School	Time	Duration	Range	Source
□□□□□ *Abundant Ammunition	Conjuration (Summoning)	1 standard action	3 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	3 minutes [D]	Close (30 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:15, Fortitude negates]					
□□□□□ *Grease	Conjuration, EarthSchool (Creation)	1 standard action	3 minutes [D]	Close (30 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:15, See text]					
□□□□□ Identify	Divination	1 standard action	9 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	3 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:15, Will negates (harmless)]					
□□□□□ Magic Missile	Evocation [Force]	1 standard action	Instantaneous	Medium (130 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	6 hours [D]	Close (30 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	3 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 3d6 points of electricity damage. [SR:Yes]					
□□□□□ *Snowball	Conjuration (Creation) [Cold,Water]	1 standard action	Instantaneous	Close (30 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 3d6 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:15, Fortitude partial]					
□□□□□ *Summon Monster I	Conjuration (Summoning)	1 round	3 rounds [D]	Close (30 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	3 hours	Close (30 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:2+1 / Caster Level:3

Name	School	Time	Duration	Range	Source
□□□□□ *Acid Arrow	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	2 rounds	Long (520 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]					
* =Domain/Specialty Spell					

Wizard Spells

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 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]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Invisibility	Illusion (Glamer)	1 standard action	3 minutes [D]	Personal or touch	CR:p.301
[V, S, M/DF] TARGET: You or a creature or object weighing no more than 300 lbs.; EFFECT: The creature or object touched becomes invisible. [SR:Yes (harmless) or yes (harmless, object); DC:16, Will negates (harmless) or Will negates (harmless, object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Knock	Transmutation	1 standard action	Instantaneous; see text	Medium (130 ft.)	CR:p.303
[V] TARGET: One door, box, or chest with an area of up to 30 sq. ft.; EFFECT: Knock opens stuck, barred, or locked doors, as well as those subject to hold portal or arcane lock. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> *Summon Monster II	Conjuration, AirSchool, EarthSchool, FireSchool	1 round	3 rounds [D]	Close (30 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]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> *Web	Conjuration (Creation) [WoodSchool]	1 standard action	30 minutes [D]	Medium (130 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:16, Reflex negates; see text]					
* =Domain/Speciality Spell					

Spell Book: Spellbook

Wizard

Level 0	Level 1	Level 2
<input type="checkbox"/> Bleed (DC:14) <input type="checkbox"/> Disrupt Undead <input type="checkbox"/> Ghost Sound (DC:14) <input type="checkbox"/> Haunted Fey Aspect <input type="checkbox"/> Mage Hand <input type="checkbox"/> Arcane Mark <input type="checkbox"/> Light <input type="checkbox"/> Prestidigitation (DC:14) <input type="checkbox"/> Flare (DC:14) <input type="checkbox"/> Detect Poison <input type="checkbox"/> Message <input type="checkbox"/> Mending (DC:14) <input type="checkbox"/> Open/Close (DC:14) <input type="checkbox"/> Dancing Lights <input type="checkbox"/> Resistance (DC:14) <input type="checkbox"/> *Acid Splash <input type="checkbox"/> Ray of Frost <input type="checkbox"/> Spark (DC:14) <input type="checkbox"/> Detect Magic <input type="checkbox"/> Read Magic	<input type="checkbox"/> *Abundant Ammunition <input type="checkbox"/> Enlarge Person (DC:15) <input type="checkbox"/> *Grease (DC:15) <input type="checkbox"/> Identify <input type="checkbox"/> *Mage Armor (DC:15) <input type="checkbox"/> Magic Missile <input type="checkbox"/> *Mount <input type="checkbox"/> *Obscuring Mist <input type="checkbox"/> Shocking Grasp <input type="checkbox"/> *Snowball (DC:15) <input type="checkbox"/> *Summon Monster I <input type="checkbox"/> *Unseen Servant	<input type="checkbox"/> *Acid Arrow <input type="checkbox"/> Continual Flame <input type="checkbox"/> Invisibility (DC:16) <input type="checkbox"/> Knock <input type="checkbox"/> *Summon Monster II <input type="checkbox"/> *Web (DC:16)

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

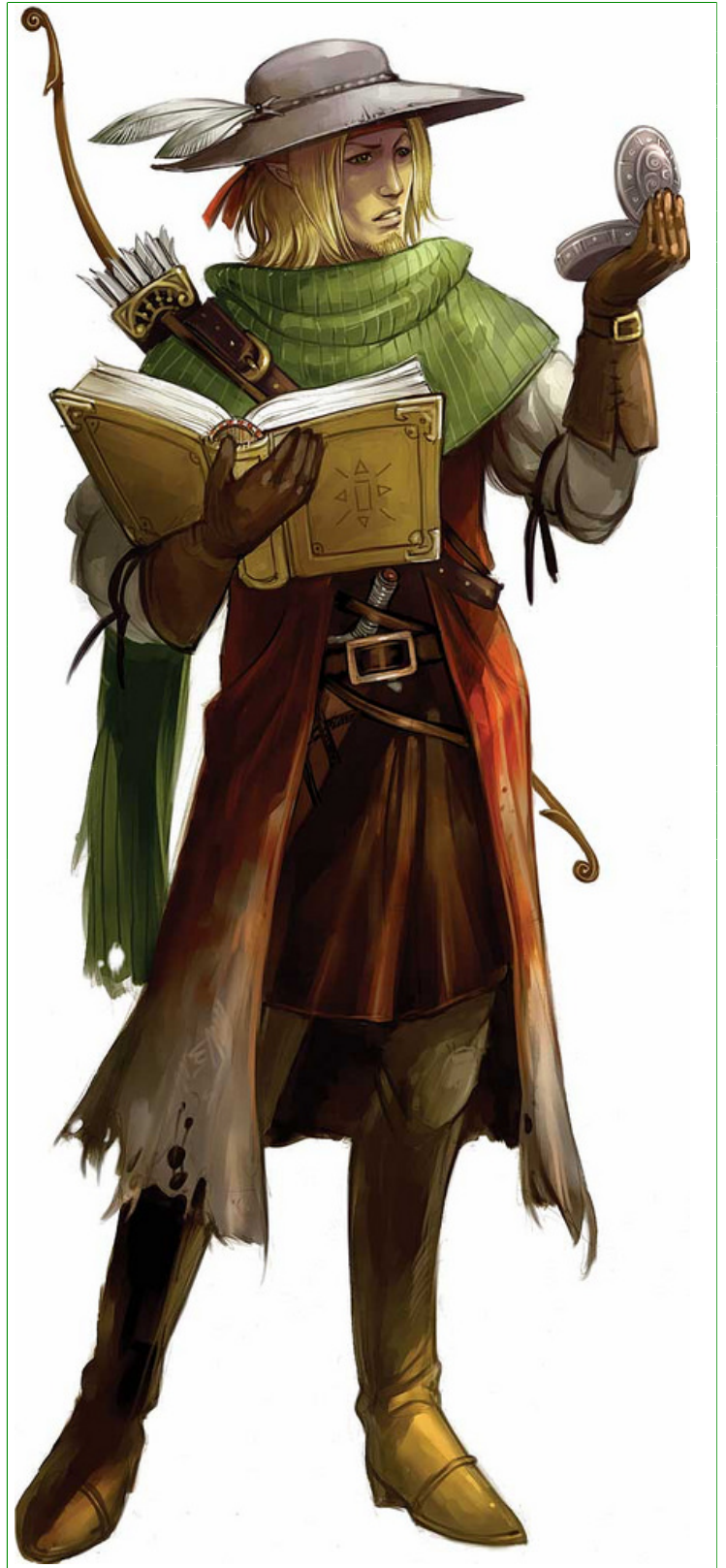
PERSONALITY TRAITS

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