

Character Name

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	8	-1	8	-1		
DEX Dexterity	16	+3	16	+3		
CON Constitution	10	+0	10	+0		
INT Intelligence	21	+5	21	+5		
WIS Wisdom	10	+0	10	+0		
CHA Charisma	10	+0	10	+0		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+4	= +2	+0	+2	+0	+0	
REFLEX (dexterity)	+7	= +2	+3	+2	+0	+0	
WILL (wisdom)	+7	= +5	+0	+2	+0	+0	

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	=	+3	-1	+0	+0	+0	
RANGED attack bonus	+6	=	+3	+3	+0	+0	+0	
CMB attack bonus	+2	=	+3	-1	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRR
CMB	+2	+2	+2	+2	+2	+2
CMD	16	16	16	16	16	16

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

*: 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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Ring of Protection +1		+1		+0	0

Player Name	
Draw Noble / Humanoid	

WOUNDS/CURRENT HP

HP hit points	24								
AC armor class	14	:	11	:	14	=	10	+	0
	TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS
INITIATIVE modifier	+3	=	+3	+	+0				
	TOTAL		DEX MODIFIER		MISC MODIFIER				
Encumbrance	Light								

EYES

HAIR

SPEED

SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
								Walk 30 ft.			
0	+	0	+	3	+	0	+	0	+	0	+
ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLECTION	
								DODGE		Morale	
								Insight		Sacred	
								Profane		MISC	
MISS CHANCE		Arcane Spell		ARMOR CHECK		SPELL RESIST		ACID RESIST		COLD RESIST	
								ELECT. RESIST		FIRE RESIST	

TOTAL SKILLPOINTS: 42		SKILLS		MAX RANKS: 6/6		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	5	= 3	+ 2	
✓	Appraise	INT	5	= 5		
✓	Bluff	CHA	5	= 0	+ 5	
✓	Climb	STR	0	= -1	+ 1	
✓	Craft (Untrained)	INT	5	= 5		
✓	Diplomacy	CHA	0	= 0		
✓	Disguise	CHA	0	= 0		
✓	Escape Artist	DEX	3	= 3		
✓	Fly	DEX	8	= 3	+ 2	+ 3
✓	Heal	WIS	0	= 0		
✓	Intimidate	CHA	5	= 0	+ 5	
	Knowledge (Arcana)	INT	10	= 5	+ 2	+ 3
	Knowledge (Planes)	INT	10	= 5	+ 2	+ 3
	Linguistics (Giant, Orc)	INT	10	= 5	+ 2	+ 3
✓	Perception	WIS	8	= 0	+ 6	+ 2
✓	Perform (Untrained)	CHA	0	= 0		
✓	Ride	DEX	3	= 3		
✓	Sense Motive	WIS	0	= 0		
	Spellcraft	INT	14	= 5	+ 6	+ 3
✓	Stealth	DEX	10	= 3	+ 4	+ 3
✓	Survival	WIS	0	= 0		
✓	Swim	STR	4	= -1	+ 5	
	Use Magic Device	CHA	2	= 0	+ 2	
				=	+	+
				=	+	+

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

Uses per day

Force Missile (Sp): As a standard action you can unleash a force missile that automatically strikes a foe, as Magic Missile. The force missile deals 1d4+3 points of damage. This is a force effect. You can use this ability 8 times per day. [Paizo Inc. - Core Rulebook, p.81]

EQUIPMENT				
ITEM	LOCATION	QTY	WT / COST	
Amulet of Spell Cunning	Equipped	1	1 / 10,000	
Ring of Protection +1	Equipped	1	0 / 2,000	
Cloak of Resistance +2	Equipped	1	1 / 4,000	
Spellbook (Wizard's/Blank)	Carried	1	3 / 15	
TOTAL WEIGHT CARRIED/VALUE		5 lbs.	16,015gp	
WEIGHT ALLOWANCE				
Light 26	Medium 53	Heavy 80		
Lift over head 80	Lift off ground 160	Push / Drag 400		
MONEY				
				Total= 0 gp
MAGIC				
Languages				
Abyssal, Common, Draconic, Drow Sign Language, Elven, Giant, Goblin, Orc, Undercommon				
Other Companions				
Special Attacks				
Force Missile (Sp)		[Paizo Inc. - Core Rulebook, p.81]		
As a standard action you can unleash a force missile that automatically strikes a foe, as Magic Missile. The force missile deals 1d4+3 points of damage. This is a force effect. You can use this ability 8 times per day.				
Intense Spells (Su)		[Paizo Inc. - Core Rulebook, p.81]		
Whenever you cast an evocation spell that deals hit point damage, add +3 to the damage. This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This bonus damage is not increased by Empower Spell or similar effects. This damage is of the same type as the spell.				
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.				
Bonus Feats		[Paizo Inc. - Core Rulebook]		
At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat. At each such opportunity, he can choose a metamagic feat, an item creation feat, or Spell Mastery. The wizard must still meet all prerequisites for a bonus feat, including caster level minimums. These bonus feats are in addition to the feats that a character of any class gets from advancing levels. The wizard is not limited to the categories of item creation feats, metamagic feats, or Spell Mastery when choosing those feats.				

Bonus Wizard Arcane Power Times		[Paizo Inc. - Advanced Race Guide, p.104]
Wizard: 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.		
Darkvision (Ex)		[Paizo Inc. - Bestiary]
Range 120 ft.; Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise-invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.		
Drow Immunities (Ex)		[Paizo Inc. - Bestiary]
Drow are immune to magic sleep effects and get a +2 racial bonus to saves against enchantment spells.		
Evocation School		[Paizo Inc. - Core Rulebook, p.81]
You have chosen to specialize in evocation spells.		
Keen Senses (Ex)		[Paizo Inc. - Bestiary]
Drow receive a +2 racial bonus on Perception checks.		
Metal Opposition School		[Paizo Inc. - Ultimate Magic, p.87]
You have chosen metal spells as an opposition school. Preparing a metal 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 a metal spell as a prerequisite.		
Poison Use (Ex)		[Paizo Inc. - Bestiary]
Drow are skilled in the use of poison and never risk accidentally poisoning themselves.		
Spell-Like Abilities (Sp)		[Paizo Inc. - Bestiary, p.103]
Drow nobles can use dancing lights At Will, deeper darkness At Will, , detect magic At Will and faerie fire At Will . They also can use Dispel Magic 1/day , Divine Favor , Suggestion .		
Weapon Familiarity (Ex)		[Paizo Inc. - Bestiary]
Drow are proficient with the hand crossbow, rapier, and short sword.		
Wood Opposition School		[Paizo Inc. - Ultimate Magic, p.88]
You have chosen wood spells as an opposition school. Preparing a wood 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 a wood spell as a prerequisite.		

Feats	
Arcane Talent	[Paizo Inc. - Advanced Player's Guide, p.151]
Magic is in your blood, and at your fingertips. Choose a 0-level spell from the sorcerer/wizard spell list. You can cast this spell three times per day as a spell-like ability. The caster level is equal to your character level. The save DC is 10	
Combat Casting	[Paizo Inc. - Core Rulebook, p.119]
You are adept at spellcasting when threatened or distracted. You get a +4 bonus on concentration checks made to cast a spell or use a spell-like ability when casting on the defensive or while grappled.	
Experimental Spellcaster (Wizard)	[Paizo Inc. - Ultimate Magic, p.166]
Learn some words of power	
Extend Spell	[Paizo Inc. - Core Rulebook, p.123]
You can make your spells last twice as long. An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.	
Experimental Spellcaster First	[Paizo Inc. - Ultimate Magic]
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 (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Grapple, Quarterstaff, Rapier, Spells (Ray), Spells (Touch), Splash Weapon, Sword (Short), Unarmed Strike	

Innate Racial Spells

Name	School	Time	Duration	Range	Source
At Will Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (160 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]					
At Will Deeper Darkness	Evocation [Darkness]	1 standard action	6 minutes [D]	Touch	CR:p.265
[V, M/DF] TARGET: Object touched; EFFECT: This spell functions as darkness, except that objects radiate darkness in a 60-foot radius and the light level is lowered by two steps. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Magic	Divination	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]					
<input type="checkbox"/> Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (160 ft.)	CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. [SR:No]					
<input type="checkbox"/> Divine Favor	Evocation	1 standard action	1 minute	Personal	CR:p.273
[V, S, DF] TARGET: You; EFFECT: Calling upon the strength and wisdom of a deity, you gain a +2 luck bonus on attack and weapon damage rolls.					
At Will Faerie Fire	Evocation [Light]	1 standard action	6 minutes [D]	Long (640 ft.)	CR:p.280
[V, S, DF] TARGET: Creatures and objects within a 5-ft.-radius burst; EFFECT: A pale glow surrounds and outlines the subjects who shed light as candles. [SR:Yes]					
<input type="checkbox"/> Suggestion	Enchantment (Compulsion) [Language-Deper]	1 standard action	6 hours or until completed	Close (40 ft.)	CR:p.350
[V, M] TARGET: One living creature; EFFECT: You influence the actions of the target creature by suggesting a course of activity. [SR:Yes; DC:13, Will negates]					

* =Domain/Speciality Spell

Innate

At Will [Dancing Lights](#)
 At Will [Deeper Darkness](#)
☐☐☐ [Detect Magic](#)
☐ [Dispel Magic](#)
☐ [Divine Favor](#)
 At Will [Faerie Fire](#)
☐ [Suggestion](#) (DC:13)

Pharaun Do'rahel

Drow Noble

RACE

93

AGE

Male

GENDER

Darkvision (120 ft.)

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:
Biography: