

Sameron Kent

RC

Estlore

Chaotic Neutral

NAME	Evo2		2000	Human	Medium	5' 7"	138 lbs.	VISION	
CLASS	2		5000	18	Male	Gray	White, Short	POINTS	
Character Level	NEXT LEVEL		AGE	GENDER		EYES	HAIR	POINTS	

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	20	+5	20	+5	20	+5
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	13	+1	13	+1	13	+1

HP hit points	15	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
AC armor class	16	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE
INITIATIVE modifier	+2	TOTAL	+2	DEX MODIFIER	+0	MISC MODIFIER			
BASE ATTACK bonus	+1								

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+1	+0	+1	+0	+0	+0		
REFLEX (dexterity)	+2	+0	+2	+0	+0	+0		
WILL (wisdom)	+3	+3	+0	+0	+0	+0		

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

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH/OVERRUN
Offense	+1	+1	+1	+1	+1
Defense	13	13	13	13	13

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+1	1d3	20/x2	5 ft.

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH	
	Carried	PS	M	19-20/x2	5 ft.		
To Hit	Dam	To Hit	Dam				
1H-P	+1	1d4	2W-P-(OH)	-5	1d4		
1H-O	-3	1d4	2W-P-(OL)	-3	1d4		
2H	+1	1d4	2W-OH	-7	1d4		
TH	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
	+3	+1	-1	-3	-5		
Dam	1d4	1d4	1d4	1d4	1d4		

Quarterstaff		HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B/B	M	20/x2	5 ft.	
TOTAL ATTACK BONUS	DAMAGE					
+1	1d6					

Special Properties

*: 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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	2/2
Acrobatics	DEX	2	= 2	+ +	
Appraise	INT	9	= 5 + 1.0	+ 3	
Bluff	CHA	1	= 1	+ +	
Climb	STR	0	= 0	+ +	
Craft (Alchemy)	INT	10	= 5 + 2.0	+ 3	
Craft (Untrained)	INT	5	= 5	+ +	
Diplomacy	CHA	1	= 1	+ +	
Disguise	CHA	1	= 1	+ +	
Escape Artist	DEX	2	= 2	+ +	
Fly	DEX	2	= 2	+ +	
Heal	WIS	0	= 0	+ +	
Intimidate	CHA	1	= 1	+ +	
Knowledge (Arcana)	INT	10	= 5 + 2.0	+ 3	
Knowledge (Engineering)	INT	10	= 5 + 2.0	+ 3	
Knowledge (History)	INT	10	= 5 + 2.0	+ 3	
Knowledge (Local)	INT	10	= 5 + 2.0	+ 3	
Knowledge (Nobility)	INT	10	= 5 + 2.0	+ 3	
Knowledge (Planes)	INT	9	= 5 + 1.0	+ 3	
Linguistics	INT	10	= 5 + 2.0	+ 3	
Perception	WIS	0	= 0	+ +	
Perform (Untrained)	CHA	1	= 1	+ +	
Ride	DEX	2	= 2	+ +	
Sense Motive	WIS	0	= 0	+ +	
Spellcraft	INT	14	= 5 + 2.0	+ 7	
Stealth	DEX	2	= 2	+ +	
Survival	WIS	0	= 0	+ +	
Swim	STR	0	= 0	+ +	

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Academy Ring (Bonded) <small>(Ring (Bonded)). 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.</small>	Equipped	1	0.0	0.0
Adventurer's Kit (Standard) <small>4 lbs., 1 Coffee (1/5 lb), 1 Ink (1 oz. Vial), 1 Inkpen, 10 Parchment (Sheet), 1 Percolator, 1 Spellbook (Wizard's) Backpack, Bedroll, Belt Pouch, Flint & Steel, Hooded Lantern with three pints of Oil, Trail Rations for seven days, Sack, and Waterskin</small>	Horse (Light)	1	24.0	16.0
Bit and Bridle	Horse (Light)	1	1.0	2.0
Choice Writing Materials <small>Suitable for scribing scrolls.</small>	Spell Component Pouch	2	0.0 (0.0)	12.5 (25.0)
Coffee (1/5 lb)	Adventurer's Kit (Standard)	1	1.0	10.0
Dagger	Carried	3	1.0 (3.0)	2.0 (6.0)
Horse (Light) <small>54 lbs., 1 Bit and Bridle, 1 Adventurer's Kit (Standard), 1 Saddle (Riding)</small>		1	0.0	75.0
Ink (1 oz. Vial)	Adventurer's Kit (Standard)	1	0.0	8.0
Inkpen	Adventurer's Kit (Standard)	1	0.0	0.1
Scholar's Outfit	Equipped	1	6.0	0.0
Parchment (Sheet)	Adventurer's Kit (Standard)	10	0.0 (0.0)	0.2 (2.0)
Percolator	Adventurer's Kit (Standard)	1	0.0	1.0
Potion of Cure Light Wounds <small>Cures 1d8+1 points of damage</small>	Equipped	1	0.0	50.0
Quarterstaff	Carried	1	4.0	0.0
Saddle (Riding)	Horse (Light)	1	25.0	10.0
Scroll (Burning Hands)	Equipped	1	0.01	25.0
Spell Component Pouch <small>0 lbs., 2 Choice Writing Materials</small>	Equipped	1	2.0	5.0
Spellbook (Wizard's)	Adventurer's Kit (Standard)	1	3.0	15.0
TOTAL WEIGHT CARRIED/VALUE			9.01 lbs.	250.1 gp

WEIGHT ALLOWANCE			
Light	33	Medium	66
Lift over head	100	Lift off ground	200
		Heavy	100
		Push / Drag	500

Traits	
Classically Schooled <small>Your apprenticeship or early education was particularly focused on the direct application of magic.</small>	[Paizo Publishing - Pathfinder Roleplaying Game Character Traits, p.5]
Noble Born (Kent) <small>Noble Born of the family of Kent and may speak Sylvan.</small>	[Paizo Publishing - Pathfinder Roleplaying Game Character Traits, p.6]

Special Attacks	
Force Missile (Sp) <small>As a standard action you can unleash a force missile that automatically strikes a foe, as Magic Missile. The force missile deals 1d4+1 points of damage. This is a force effect. You can use this ability 8 times per day.</small>	[Paizo Publishing - Core Rulebook, p.81]
Intense Spells (Su) <small>Whenever you cast an evocation spell that hot point deals damage, add +1 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.</small>	[Paizo Publishing - Core Rulebook, p.81]

Special Qualities	
Abjuration Opposition School <small>You have chosen abjuration spells as an opposition school. Preparing an abjuration 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 abjuration spell as a prerequisite.</small>	[Paizo Publishing - Core Rulebook, p.78]
Arcane Bond (Su) <small>You have selected to establish a powerful arcane bond with an object.</small>	[Paizo Publishing - Core Rulebook, p.78]
Bonded Object <small>Objects that are the subject of an arcane bond must be an 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 wielded. 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.</small>	[Paizo Publishing - Core Rulebook, p.78]
Bonus Feat <small>Humans select one extra feat at 1st level.</small>	[Paizo Publishing - Core Rulebook]
Cantrips <small>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.</small>	[Paizo Publishing - Core Rulebook, p.79]
Enchantment Opposition School <small>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.</small>	[Paizo Publishing - Core Rulebook, p.78]
Evocation School <small>You have chosen to specialize in evocation spells.</small>	[Paizo Publishing - Core Rulebook, p.81]
Skilled <small>Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.</small>	[Paizo Publishing - Core Rulebook]

Feats	
Skill Focus (Spellcraft) <small>You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.</small>	[Paizo Publishing - Core Rulebook, p.134]
Toughness <small>Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).</small>	[Paizo Publishing - Core Rulebook, p.135]
Scribe Scroll <small>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.</small>	[Paizo Publishing - Core Rulebook, p.132]

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff, Spells (Ray), Spells (Touch), Unarmed Strike

LANGUAGES
Abyssal, Canthelese, Common, Draconic, Goblin, Infernal, Rothan, Sundastian (Elven), Sylvan, Versonan

TEMPLATES

Wizard Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Acid Splash		None	1 standard action	Instantaneous	Close (30 ft.)	V, S	No	Conjuration (Creation) [Acid]	PFCR: p.239
<i>Effect:</i> You fire a small orb of acid at the target dealing 1d3 points of acid damage.									
<i>Target:</i> One missile of acid									
<i>Caster Level:</i> 2									
□□□□□ Arcane Mark		None	1 standard action	Permanent	Touch	V, S	No	Universal	PFCR: p.244
<i>Effect:</i> This spell allows you to inscribe your personal rune or mark.									
<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.									
<i>Caster Level:</i> 2									
□□□□□ Bleed	15	Will negates	1 standard action	Instantaneous	Close (30 ft.)	V, S	Yes	Necromancy	PFCR: p.249
<i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.									
<i>Target:</i> One living creature									
<i>Caster Level:</i> 2									
□□□□□ *Dancing Lights		None	1 standard action	1 minute [D]	Medium (120 ft.)	V, S	No	Evocation [Light]	PFCR: p.263
<i>Effect:</i> You create up to four lights that resemble lanterns or torches.									
<i>Target:</i> Up to four lights, all within a 10-ft.-radius area									
<i>Caster Level:</i> 2									
□□□□□ Daze	15	Will negates	1 standard action	1 round	Close (30 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.264
<i>Effect:</i> This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions.									
<i>Target:</i> One humanoid creature of 4 HD or less									
<i>Caster Level:</i> 2									
□□□□□ Detect Magic		None	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	V, S	No	Divination	PFCR: p.267
<i>Effect:</i> You detect magical auras.									
<i>Target:</i> Cone-shaped emanation									
<i>Caster Level:</i> 2									
□□□□□ Detect Poison		None	1 standard action	Instantaneous	Close (30 ft.)	V, S	No	Divination	PFCR: p.268
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.									
<i>Target:</i> Or Area one creature, one object, or a 5-ft. cube									
<i>Caster Level:</i> 2									
□□□□□ Disrupt Undead		None	1 standard action	Instantaneous	Close (30 ft.)	V, S	Yes	Necromancy	PFCR: p.273
<i>Effect:</i> You direct a ray of positive energy dealing 1d6 points of damage to Undead.									
<i>Target:</i> Ray									
<i>Caster Level:</i> 2									
□□□□□ *Flare	15	Fortitude negates	1 standard action	Instantaneous	Close (30 ft.)	V	Yes	Evocation [Light]	PFCR: p.284
<i>Effect:</i> This cantrip creates a burst of light.									
<i>Target:</i> Burst of light									
<i>Caster Level:</i> 2									
□□□□□ Ghost Sound	15	Will disbelief	1 standard action	2 rounds [D]	Close (30 ft.)	V, S, M	No	Illusion (Figment)	PFCR: p.289
<i>Effect:</i> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place.									
<i>Target:</i> Illusory sounds									
<i>Caster Level:</i> 2									
□□□□□ *Light		None	1 standard action	20 minutes	Touch	V, M/DF	No	Evocation [Light]	PFCR: p.304
<i>Effect:</i> This spell causes a touched object to glow like a torch.									
<i>Target:</i> Object touched									
<i>Caster Level:</i> 2									
□□□□□ Mage Hand		None	1 standard action	Concentration	Close (30 ft.)	V, S	No	Transmutation	PFCR: p.306
<i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance.									
<i>Target:</i> One nonmagical, unattended object weighing up to 5 lbs.									
<i>Caster Level:</i> 2									
□□□□□ Mending	15	Will negates (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	PFCR: p.312
<i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.									
<i>Target:</i> One object of up to 2 lb.									
<i>Caster Level:</i> 2									
□□□□□ Message		None	1 standard action	20 minutes	Medium (120 ft.)	V, S, F	No	Transmutation [Language-Dependent]	PFCR: p.313
<i>Effect:</i> You can whisper messages and receive whispered replies.									
<i>Target:</i> 2 creatures									
<i>Caster Level:</i> 2									
□□□□□ Open/Close	15	Will negates (object)	1 standard action	Instantaneous	Close (30 ft.)	V, S, F	Yes (object)	Transmutation	PFCR: p.317
<i>Effect:</i> You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container.									
<i>Target:</i> Object weighing up to 30 lbs. or portal that can be opened or closed									
<i>Caster Level:</i> 2									
□□□□□ Prestidigitation	15	See text	1 standard action	1 hour	10 ft.	V, S	No	Universal	PFCR: p.325
<i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice.									
<i>Target:</i> See text									
<i>Caster Level:</i> 2									
□□□□□ *Ray of Frost		None	1 standard action	Instantaneous	Close (30 ft.)	V, S	Yes	Evocation [Cold]	PFCR: p.330
<i>Effect:</i> A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage.									
<i>Target:</i> Ray									
<i>Caster Level:</i> 2									
□□□□□ Read Magic			1 standard action	20 minutes	Personal	V, S, F		Divination	PFCR: p.330
<i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.									
<i>Target:</i> You									
<i>Caster Level:</i> 2									
□□□□□ Resistance	15	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	PFCR: p.334
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.									
<i>Target:</i> Creature touched									
<i>Caster Level:</i> 2									
□□□□□ Touch of Fatigue	15	Fortitude negates	1 standard action	2 rounds	Touch	V, S, M	Yes	Necromancy	PFCR: p.360
<i>Effect:</i> You channel negative energy through your touch, fatiguing the target.									
<i>Target:</i> Creature touched									
<i>Caster Level:</i> 2									

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ *Burning Hands	16	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation, Fire [Fire]	PFCR: p.251
<i>Effect:</i> A cone of searing flame shoots from your fingertips dealing 2d4 points of fire damage to any creature in the effect area.									
<i>Target:</i> Cone-shaped burst									
<i>Caster Level:</i> 2									
□□□□□ Cause Fear	16	Will partial	1 standard action	1d4 rounds or 1 round; see text	Close (30 ft.)	V, S	Yes	Necromancy [Fear, Mind-Affecting]	PFCR: p.252
<i>Effect:</i> The affected creature becomes frightened.									
<i>Target:</i> One living creature with 5 or fewer HD									
<i>Caster Level:</i> 2									
□□□□□ Charm Person	16	Will negates	1 standard action	2 hours	Close (30 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	PFCR: p.254
<i>Effect:</i> This charm makes a humanoid creature regard you as its trusted friend and ally.									
<i>Target:</i> One humanoid creature									
<i>Caster Level:</i> 2									
□□□□□ Color Spray	16	Will negates	1 standard action	Instantaneous; see text	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]	PFCR: p.256
<i>Effect:</i> A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious.									
<i>Target:</i> Cone-shaped burst									
<i>Caster Level:</i> 2									
□□□□□ Expeditious Retreat			1 standard action	2 minutes [D]	Personal	V, S		Transmutation	PFCR: p.279
<i>Effect:</i> This spell increases your base land speed by 30 feet.									
<i>Target:</i> You									
<i>Caster Level:</i> 2									
□□□□□ Feather Fall	16	Will negates (harmless) or Will	1 immediate	Until landing or 2 rounds	Close (30 ft.)	V	Yes (object)	Transmutation	PFCR: p.281

* =Domain/Specialty Spell

Wizard Spells

		negates (object);	action						
<i>Effect:</i> The affected creatures or objects fall slowly.								<i>Target:</i> 2 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart	<i>Caster Level:</i> 2
□□□□□	Mage Armor	16	Will negates (harmless)	1 standard 2 hours [D] action	Touch	V, S, F	No	Conjuration (Creation) [Force]	PFCR: p.306 <i>Caster Level:</i> 2
<i>Effect:</i> An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.								<i>Target:</i> Creature touched	
□□□□□	*Magic Missile		None	1 standard Instantaneous action	Medium (120 ft.)	V, S	Yes	Evocation [Force]	PFCR: p.309 <i>Caster Level:</i> 2
<i>Effect:</i> A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.								<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart	
□□□□□	Mount		None	1 round 4 hours [D]	Close (30 ft.)	V, S, M	No	Conjuration (Summoning)	PFCR: p.315 <i>Caster Level:</i> 2
<i>Effect:</i> You summon a light horse or a pony [your choice] to serve you as a mount.								<i>Target:</i> One mount	
□□□□□	Ray of Enfeeblement	16	Fortitude half	1 standard 2 rounds action	Close (30 ft.)	V, S	Yes	Necromancy	PFCR: p.329 <i>Caster Level:</i> 2
<i>Effect:</i> A coruscating ray springs from your hand, the subject takes a penalty to Strength equal to 1d6+1.								<i>Target:</i> Ray	
* =Domain/Speciality Spell									

Spellbook: Spellbook (Wizard's)

Wizard

Level 0

- Acid Splash (DC:)
- Arcane Mark (DC:)
- Bleed (DC:15)
- *Dancing Lights (DC:)
- Detect Magic (DC:)
- Detect Poison (DC:)
- Disrupt Undead (DC:)
- *Flare (DC:15)
- Ghost Sound (DC:15)
- *Light (DC:)
- Mage Hand (DC:)
- Mending (DC:15)
- Message (DC:)
- Open/Close (DC:15)
- Prestidigitation (DC:15)
- *Ray of Frost (DC:)
- Read Magic (DC:)
- Touch of Fatigue (DC:15)

Level 1

- *Burning Hands (DC:16)
- Cause Fear (DC:16)
- Charm Person (DC:16)
- Color Spray (DC:16)
- Expeditious Retreat (DC:)
- Feather Fall (DC:16)
- Mage Armor (DC:16)
- *Magic Missile (DC:)
- Mount (DC:)
- Ray of Enfeeblement (DC:16)

Spellbook: Prepared Spells

Wizard

Level 0

- Detect Magic (DC:)
- Ghost Sound (DC:15)
- *Light (DC:)
- Message (DC:)
- Prestidigitation (DC:15)

Level 1

- *Burning Hands (DC:16)
- Color Spray (DC:16)
- Mage Armor (DC:16)
- Ray of Enfeeblement (DC:16)