

## Rincewind

Character Name

Conjurer 13

CLASS

13 (12)

315000 / 445000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME BASE SCORE BASE MOD ABILITY SCORE ABILITY MOD TEMP SCORE TEMP MOD

STR	8	-1	8	-1		
DEX	17	+3	17	+3		
CON	14	+2	16	+3		
INT	22	+6	28	+9		
WIS	8	-1	8	-1		
CHA	16	+3	20	+5		

SAVING THROWS

TOTAL BASE SAVE ABILITY MAGIC MISC EPIC TEMP

<b>FORTITUDE</b>	+12	+4	+3	+5	+0	+0	
<b>REFLEX</b>	+12	+4	+3	+5	+0	+0	
<b>WILL</b>	+12	+8	-1	+5	+0	+0	

### Conditional Save Modifiers:

+2 vs. enchantment spells and effects

<b>MELEE</b>	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+5/+0	+6/+1	-1	+0	+0	+0	
<b>RANGED</b>	+9/+4	+6/+1	+3	+0	+0	+0	
<b>CMB</b>	+5/+0	+6/+1	-1	+0			

<b>CMB</b>	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
	+5/+0	+5/+0	+5/+0	+5/+0	+5	+5
<b>CMD</b>	21	21	21	21	21	21

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
(nonlethal only)	+5/+0	1d3-1	20/x2	5 ft.

*Crossbow (Light)			HAND	TYPE	SIZE	CRITICAL	REACH
			Both	P	M	19-20/x2	5 ft.
Range: 30 ft.			To Hit: +9/+4			Damage: 1d8	
80 ft.			160 ft.			240 ft.	
+9/+4			+7/+2			+5/+0	
320 ft.			400 ft.				
+3/-2			+1/-4				
<b>TH</b>	1d8	1d8	1d8	1d8	1d8	1d8	
<b>Dam</b>	480 ft.	560 ft.	640 ft.	720 ft.	800 ft.		
-1/-6			-3/-8			-5/-10	
-7/-12			-9/-14				
<b>TH</b>	1d8	1d8	1d8	1d8	1d8	1d8	
<b>Dam</b>							

\*: 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
*Amulet of Natural Armor +2				+2		+0	0
*Ring of Protection +2				+2		+0	0
*Ioun Stone, Dusty rose Prism				+1		+0	0

## Bram

Player Name

Elf (Tower Elf) / Humanoid

RACE

143

Male

AGE GENDER

EYES HAIR

POINTS

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

HP hit points 102

AC armor class 18

INITIATIVE modifier +9

Encumbrance Light

TOTAL FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL ARMOR DEFLECTION DODGE Morale Insight Sacred Profane MISC

MISS CHANCE Arcane Spell Failure ARMOR CHECK PENALTY SPELL RESIST ACID RESIST COLD RESIST ELECT RESIST FIRE RESIST

## Nethys

Deity

Medium / 5 ft.

SIZE / FACE

EYES

HAIR

POINTS

## None

Region

6' 6" / 142 lbs.

HEIGHT / WEIGHT

EYES

HAIR

POINTS

## Neutral

Alignment

Low-Light Vision

VISION

TOTAL SKILLPOINTS: 104

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	3	=	3	
✓ Appraise	INT	24	=	9 + 12 + 3	
✓ Bluff	CHA	5	=	5	
✓ Climb	STR	-1	=	-1	
✓ Craft (Untrained)	INT	9	=	9	
✓ Diplomacy	CHA	18	=	5 + 13	
✓ Diplomacy (Gather Information)	CHA	20	=	5 + 13 + 2	
✓ Disguise	CHA	5	=	5	
✓ Escape Artist	DEX	3	=	3	
✓ Fly	DEX	14	=	3 + 8 + 3	
✓ Handle Animal	CHA	18	=	5 + 13	
✓ Heal	WIS	-1	=	-1	
✓ Intimidate	CHA	5	=	5	
Knowledge (Arcana)	INT	24	=	9 + 12 + 3	
Knowledge (Dungeoneering)	INT	13	=	9 + 1 + 3	
Knowledge (Engineering)	INT	13	=	9 + 1 + 3	
Knowledge (Geography)	INT	13	=	9 + 1 + 3	
Knowledge (History)	INT	14	=	9 + 2 + 3	
Knowledge (Local)	INT	13	=	9 + 1 + 3	
Knowledge (Nature)	INT	13	=	9 + 1 + 3	
Knowledge (Nobility)	INT	13	=	9 + 1 + 3	
Knowledge (Planes)	INT	13	=	9 + 1 + 3	
Knowledge (Religion)	INT	13	=	9 + 1 + 3	
Linguistics(Aboleth, Abyssal, Aklo, Aquan, Auran, Celestial, Cyclops, Draconic, Gnoll, Ignan, Infernal, Terran, Undercommon)	INT	25	=	9 + 13 + 3	
✓ Perception	WIS	6	=	-1 + 5 + 2	
✓ Perform (Untrained)	CHA	5	=	5	
✓ Ride	DEX	8	=	3 + 5	
✓ Sense Motive	WIS	1	=	-1 + 2	
✓ Sense Motive (Social Hunch)	WIS	3	=	-1 + 4	
✓ Spellcraft	INT	25	=	9 + 13 + 3	
Spellcraft (Identify magic item)	INT	27	=	9 + 13 + 5	
✓ Stealth	DEX	16	=	3 + 13	
✓ Survival	WIS	-1	=	-1	
✓ Swim	STR	-1	=	-1	
			=	+ +	
			=	+ +	

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

### Acid Dart

Uses per day

**Acid Dart (Sp):**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+6 points of acid damage. You can use this ability 12 times per day. [Paizo Inc. - Core Rulebook, p.80]

### Dimensional Steps

5-ft. increments	○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○ ○○○○○
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**Dimensional Steps (Sp):**You can use this ability to teleport up to 390 feet per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought with you. [Paizo Inc. - Core Rulebook, p.80]

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Amulet of Natural Armor +2	Equipped	1	0 / 8,000
Headband of Vast Intelligence +6	Equipped	1	1 / 36,000
Crossbow (Light)	Equipped	1	4 / 35
Ring of Protection +2	Equipped	1	0 / 8,000
Ring of Evasion	Equipped	1	0 / 25,000
Grants the ability to avoid damage as if she had evasion.			
Outfit (Traveler's)	Equipped	1	5 / 0
Cloak of Resistance +5	Equipped	1	1 / 25,000
Belt of Mighty Constitution +2	Equipped	1	1 / 4,000
loun Stone, Dusty rose Prism	Equipped	1	0 / 5,000
Rod of Splendor	Equipped	1	5 / 25,000
Spellbook (Wizard's/Blank)	Carried	1	3 / 15
TOTAL WEIGHT CARRIED/VALUE		20 lbs.	136,050gp

WEIGHT ALLOWANCE			
Light	26	Medium	53
Heavy	80		
Lift over head	80	Lift off ground	160
		Push / Drag	400

MONEY	
Total=	0 gp [Unspent Funds = 77,484 gp]

MAGIC	
Languages	
Aboleth, Abyssal, Aklo, Aquan, Auran, Celestial, Common, Cyclops, Draconic, Elven, Gnoll, Gnome, Goblin, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon	

Other Companions	

Traits	
<b>Focused Mind</b>	[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.	
<b>Reactionary</b>	[Paizo Inc. - Advanced Player's Guide, p.328]
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.	

Special Attacks	
<b>Acid Dart (Sp)</b>	[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+6 points of acid damage. You can use this ability 12 times per day.	

Special Qualities	
<b>Arcane Bond (Su)</b>	[Paizo Inc. - Core Rulebook, p.78]
You have selected to establish a powerful arcane bond with a creature.	
<b>Arcane Focus (Ex)</b>	[Paizo Inc. - Advanced Race Guide, p.22]
Some elven families have such long traditions of producing wizards (and other arcane spellcasters) that they raise their children with the assumption each is destined to be a powerful magic user, with little need for mundane concerns such as skill with weapons. Elves with this racial trait gain a +2 racial bonus on concentration checks made to cast arcane spells defensively.	
<b>Arcane School</b>	[Paizo Inc. - Core Rulebook]
<b>Bonus Arcane School Power Use</b>	[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.	
<b>Bonus Feats</b>	[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.	
<b>Cantrips</b>	[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.	
<b>Conjuration School</b>	[Paizo Inc. - Core Rulebook, p.80]

You have chosen to specialize in conjuration spells.	
<b>Dimensional Steps (Sp)</b>	[Paizo Inc. - Core Rulebook, p.80]
You can use this ability to teleport up to 390 feet per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an attack of opportunity. You can bring other willing creatures with you, but you must expend an equal amount of distance for each creature brought with you.	
<b>Elven Immunities (Ex)</b>	[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.	
<b>Elven Magic (Ex)</b>	[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.	
<b>Enchantment Opposition School</b>	[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.	
<b>Evocation Opposition School</b>	[Paizo Inc. - Core Rulebook, p.78]
You have chosen evocation spells as an opposition school. Preparing an evocation 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 evocation spell as a prerequisite.	
<b>Familiar</b>	[Paizo Inc. - Core Rulebook, p.82]
A familiar grants special abilities to its master. These special abilities apply only when the master and familiar are within 1 mile of each other.	
<b>Familiar's Alertness ability active (Ex)</b>	[Paizo Inc. - Core Rulebook]
PC has a familiar that has the Alertness (Ex) ability and it is within arms' reach, the master gains the Alertness feat.	
<b>Low-Light Vision (Ex)</b>	[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.	
<b>Summoner's Charm (Su)</b>	[Paizo Inc. - Core Rulebook, p.80]
When casting Conjuration (summoning) spells the duration is increased by 6 rounds.	
<b>Tower Elf</b>	[Paizo Inc. - Advanced Race Guide, p.]
Some elven institutions of magical learning date back centuries, and entire clans of elves have lived for generations as caretakers, students, and instructors of these self-sufficient schools of wizardry. These elves have the arcane focus and urbanite alternate racial traits.	
<b>Urbanite (Ex)</b>	[Paizo Inc. - Advanced Race Guide, p.22]
Elves who live in cities for more than a century can grow to know the ebb and flow of social situations just as their forest-dwelling cousins know the rules of the wild. Elves with this racial trait gain a +2 racial bonus on Diplomacy checks made to gather information and Sense Motive checks made to get a hunch about a social situation.	

Feats	
<b>Augment Summoning</b>	[Paizo Inc. - Core Rulebook, p.118]
Your summoned creatures are more powerful and robust than most.	
Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.	
<b>Destructive Dispel</b>	[Paizo Inc. - Ultimate Combat, p.95]
When you dispel an enemy's magical defenses, those defenses crash down with debilitating effects.	
When you successfully make a targeted dispel check against an opponent, that opponent must succeed at a Fortitude save (DC equals the DC of the spell used to dispel) or be stunned until the start of your next turn. If the save succeeds, the opponent is instead sickened until the start of your next turn.	
<b>Evolved Summoned Monster</b>	[Paizo Inc. - Advanced Class Guide, p.146]
The creatures you summon have evolved to have even greater abilities.	
Each time you cast a summon monster spell, you can select a 1-point evolution other than pounce or reach from those available to a summoner's eidolon. Your summoned creature gains this evolution. The summoned creature must conform to any limitations of the evolution. [For instance, only a creature with a reach of 10 feet or more can have the pull evolution.] Evolutions that grant additional attacks or enhance existing attacks can be applied only to Medium or larger summoned creatures.	
If you summon more than one creature with a single spell, only one creature gains this evolution.	
Special: You can take this feat multiple times. Each time you do, select an additional 1-point evolution for one of your summoned creatures. If you summon more than one	

creature, you can choose to apply all the evolutions to a single summoned creature, or split them between the creatures summoned.

**Improved Familiar** [Paizo Inc. - Core Rulebook, p.127]

This feat allows you to acquire a powerful familiar, but only when they could normally acquire a new familiar.

When choosing a familiar, the creatures listed below are also available to you (see the Pathfinder RPG Bestiary for statistics on these creatures). You may choose a familiar with an alignment up to one step away on each alignment axis (lawful through chaotic, good through evil).

**Improved Initiative** [Paizo Inc. - Core Rulebook, p.127]

Your quick reflexes allow you to react quickly to danger.

You get a +4 bonus on initiative checks.

**Quicken Spell** [Paizo Inc. - Core Rulebook, p.132]

You can cast spells in the fraction of the normal time.

Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened. A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

**Reach Spell** [Paizo Inc. - Advanced Player's Guide, p.168]

Your spells go farther than normal.

You can alter a spell with a range of touch, close, or medium to increase its range to a higher range category, using the following order: touch, close, medium, and long. A reach spell uses up a spell slot one level higher than the spell's actual level for each increase in range category. For example, a spell with a range of touch increased to long range uses up a spell slot three levels higher. Spells modified by this feat that require melee touch attacks instead require ranged touch attacks. Spells that do not have a range of touch, close, or medium do not benefit from this feat.

**Spell Focus (Conjuration)** [Paizo Inc. - Core Rulebook, p.134]

Any spells you cast of your chosen school of magic are more difficult to resist.

Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

**Superior Summoning** [Paizo Inc. - Ultimate Magic, p.157]

You can summon more creatures.

Each time you cast a summoning spell that conjures more than one creature, add one to the total number of creatures summoned.

**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.

**Alertness (Granted)** [Paizo Inc. - Core Rulebook, p.117]

You often notice things that others might miss.

You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

### Proficiencies

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Grapple, Quarterstaff, Spells (Ray), Spells (Touch), Splash Weapon, Unarmed Strike

# Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4+0	7+1	6+1	6+1	6+1	5+1	3+1	2+1	—	—
Concentration	+24									

## LEVEL 0 / Per Day:4+0 / Caster Level:13

Name	School	Time	Duration	Range	Source
☐☐☐☐ <b>*Acid Splash</b>	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (55 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 (55 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:19, Will negates]					
☐☐☐☐ <b>Detect Magic</b>	Divination	1 standard action	Concentration, up to 13 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 (55 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 (55 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>Ghost Sound</b>	Illusion (Figment)	1 standard action	13 rounds [D]	Close (55 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:19, Will disbelief]					
☐☐☐☐ <b>Haunted Fey Aspect</b>	Illusion (Glamour)	1 standard action	13 rounds [D]	Personal	UC:p.230
[S] TARGET: You; <b>EFFECT:</b> You surround yourself with disturbing illusions.					
☐☐☐☐ <b>Mage Hand</b>	Transmutation	1 standard action	Concentration	Close (55 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 13 lb.; <b>EFFECT:</b> This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:19, Will negates (harmless, object)]					
☐☐☐☐ <b>Message</b>	Transmutation, AirSchool [Language-Depend]	1 standard action	130 minutes	Medium (230 ft.)	CR:p.313
[V, S, F] TARGET: 13 creatures; <b>EFFECT:</b> You can whisper messages and receive whispered replies. [SR:No]					
☐☐☐☐ <b>Open/Close</b>	Transmutation	1 standard action	Instantaneous	Close (55 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:19, 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:19, See text]					
☐☐☐☐ <b>Read Magic</b>	Divination	1 standard action	130 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:19, Will negates (harmless)]					
☐☐☐☐ <b>Touch of Fatigue</b>	Necromancy	1 standard action	13 rounds	Touch	CR:p.360
[V, S, M] TARGET: Creature touched; <b>EFFECT:</b> You channel negative energy through your touch, fatiguing the target. [SR:Yes; DC:19, Fortitude negates]					

## LEVEL 1 / Per Day:7+1 / Caster Level:13

Name	School	Time	Duration	Range	Source
☐☐☐☐ <b>Comprehend Languages</b>	Divination	1 standard action	130 minutes	Personal	CR:p.258
[V, S, M/DF] TARGET: You; <b>EFFECT:</b> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					
☐☐☐☐ <b>Expeditious Retreat</b>	Transmutation	1 standard action	13 minutes [D]	Personal	CR:p.279
[V, S] TARGET: You; <b>EFFECT:</b> This spell increases your base land speed by 30 feet.					
☐☐☐☐ <b>*Mage Armor</b>	Conjuration (Creation) [Force]	1 standard action	13 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:21, Will negates (harmless)]					
☐☐☐☐ <b>Magic Weapon</b>	Transmutation [MetalSchool]	1 standard action	13 minutes	Touch	CR:p.310
[V, S, DF] TARGET: Weapon touched; <b>EFFECT:</b> Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. [SR:Yes (harmless, object); DC:20, Will negates (harmless, object)]					
☐☐☐☐ <b>*Summon Monster I</b>	Conjuration (Summoning)	1 round	19 rounds [D]	Close (55 ft.)	CR:p.350
[V, S, F/DF] TARGET: One summoned creature; <b>EFFECT:</b> This spell summons an extraplanar creature. [SR:No]					

## LEVEL 2 / Per Day:6+1 / Caster Level:13

Name	School	Time	Duration	Range	Source
☐☐☐☐ <b>*Acid Arrow</b>	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	5 rounds	Long (920 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>Bear's Endurance</b>	Transmutation	1 standard action	13 minutes	Touch	CR:p.246
[V, S, M/DF] TARGET: Creature touched; <b>EFFECT:</b> The affected creature gains greater vitality and stamina granting the subject a +4 enhancement bonus to Constitution. [SR:Yes; DC:21, Will negates (harmless)]					
☐☐☐☐ <b>*Glitterdust</b>	Conjuration, EarthSchool (Creation) [MetalSchool]	1 standard action	13 rounds	Medium (230 ft.)	CR:p.290
[V, S, M (ground mica)] TARGET: Creatures and objects within 10-ft.-radius spread; <b>EFFECT:</b> A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. [SR:No; DC:22, Will negates (blinding only)]					
☐☐☐☐ <b>Mirror Image</b>	Illusion (Figment)	1 standard action	13 minutes	Personal	CR:p.314
[V, S] TARGET: You; <b>EFFECT:</b> This spell creates a number of illusory doubles of you that inhabit your square.					
☐☐☐☐ <b>*Mount (Communal)</b>	Conjuration (Summoning)	1 round	26 hours [D]	Close (55 ft.)	UC:p.237
[V, S, M] TARGET: up to six mounts; <b>EFFECT:</b> As mount, but you may divide the duration among creatures touched. [SR:No]					
☐☐☐☐ <b>*Scorching Ray</b>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (55 ft.)	CR:p.337
[V, S] TARGET: One or more rays; <b>EFFECT:</b> You blast your enemies with up to 3 searing beams of fire dealing 4d6 points of fire damage. [SR:Yes]					
☐☐☐☐ <b>*Stone Call</b>	Conjuration, EarthSchool (Creation) [Earth]	1 standard action	13 rounds	Medium (230 ft.)	APG:p.247
[V, S, DF] TARGET: cylinder 40; <b>EFFECT:</b> 2d6 damage to all creatures in area. [SR:No]					
☐☐☐☐ <b>*Summon Monster II</b>	Conjuration, AirSchool, EarthSchool, FireSchool	1 round	19 rounds [D]	Close (55 ft.)	CR:p.352
[V, S, F/DF] TARGET: 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]					
☐☐☐☐ <b>*Summon Swarm</b>	Conjuration (Summoning)	1 round	Concentration + 2 rounds	Close (55 ft.)	CR:p.354
[V, S, M/DF] TARGET: One swarm of bats, rats, or spiders; <b>EFFECT:</b> You summon a swarm of bats, rats, or spiders [your choice], which attacks all other creatures within its area. [SR:No]					

## LEVEL 3 / Per Day:6+1 / Caster Level:13

Name	School	Time	Duration	Range	Source
☐☐☐☐ <b>Dispel Magic</b>	Abjuration	1 standard action	Instantaneous	Medium (230 ft.)	CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; <b>EFFECT:</b> 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]					
☐☐☐☐ <b>Fireball</b>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Long (920 ft.)	CR:p.283
[V, S, M] TARGET: 20-ft.-radius spread; <b>EFFECT:</b> A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 10d6 points of fire damage to every creature within the area. [SR:Yes; DC:22, Reflex half]					
☐☐☐☐ <b>Fly</b>	Transmutation, AirSchool	1 standard action	13 minutes	Touch	CR:p.284
[V, S, F] TARGET: Creature touched; <b>EFFECT:</b> The subject can fly at a speed of 60 feet [or 40 feet if it wears medium or heavy armor, or if it carries a medium or heavy load]. [SR:Yes (harmless); DC:22, Will negates (harmless)]					
☐☐☐☐ <b>Haste</b>	Transmutation	1 standard action	13 rounds	Close (55 ft.)	CR:p.293
[V, S, M] TARGET: 13 creatures, no two of which can be more than 30 ft. apart; <b>EFFECT:</b> The transmuted creatures move and act more quickly than normal. [SR:Yes (harmless); DC:22, Fortitude negates (harmless)]					

\* =Domain/Specialty Spell

# Wizard Spells

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Keen Edge</b>	Transmutation [MetalSchool]	1 standard action	130 minutes	Close (55 ft.)	CR:p.303
<b>[V, S] TARGET:</b> One weapon or 50 projectiles, all of which must be together at the time of casting; <b>EFFECT:</b> This spell makes a weapon magically keen, improving its ability to deal telling blows. <b>[SR:Yes (harmless, object); DC:22, Will negates (harmless, object)]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Magic Circle against Evil</b>	Abjuration [Good]	1 standard action	130 minutes	Touch	CR:p.308
<b>[V, S, M/DF] TARGET:</b> 10-ft.-radius emanation from touched creature; <b>EFFECT:</b> All creatures within the area gain the effects of a protection from evil spell, and evil summoned creatures cannot enter the area either. <b>[SR:No; see text; DC:22, Will negates (harmless)]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Summon Monster III</b>	Conjuration (Summoning)	1 round	19 rounds [D]	Close (55 ft.)	CR:p.352
<b>[V, S, F/DF] TARGET:</b> One summoned creature; <b>EFFECT:</b> This spell functions like summon monster I, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list. <b>[SR:No]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Tiny Hut</b>	Evocation [Force]	1 standard action	26 hours [D]	20 ft.	CR:p.360
<b>[V, S, M] TARGET:</b> 20-ft.-radius sphere centered on your location; <b>EFFECT:</b> You create an unmovable, opaque sphere of force of any color you desire around yourself. <b>[SR:No]</b>					

## LEVEL 4 / Per Day:6+1 / Caster Level:13

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Black Tentacles</b>	Conjuration (Creation)	1 standard action	13 rounds [D]	Medium (230 ft.)	CR:p.248
<b>[V, S, M] TARGET:</b> 20-ft.-radius spread; <b>EFFECT:</b> This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area. <b>[SR:No]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Dimension Door</b>	Conjuration (Teleportation)	1 standard action	Instantaneous	Long (920 ft.)	CR:p.269
<b>[V] TARGET:</b> You and touched objects or other touched willing creatures; <b>EFFECT:</b> You instantly transfer yourself from your current location to any other spot within range. <b>[SR:No and yes (object); DC:24, None and Will negates (object)]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Secure Shelter</b>	Conjuration (Creation) [WoodSchool]	10 minutes	26 hours [D]	Close (55 ft.)	CR:p.338
<b>[V, S, M] TARGET:</b> 20-ft.-square structure; <b>EFFECT:</b> You conjure a sturdy cottage or lodge made of material that is common in the area where the spell is cast. <b>[SR:No]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Summon Monster IV</b>	Conjuration, AirSchool, EarthSchool, FireSch1	1 round	19 rounds [D]	Close (55 ft.)	CR:p.352
<b>[V, S, F/DF] TARGET:</b> One summoned creature; <b>EFFECT:</b> This spell functions like summon monster I, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list. <b>[SR:No]</b>					

## LEVEL 5 / Per Day:5+1 / Caster Level:13

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Baleful Polymorph</b>	Transmutation (Polymorph)	1 standard action	Permanent	Close (55 ft.)	CR:p.246
<b>[V, S] TARGET:</b> One creature; <b>EFFECT:</b> As beast shape III, except that you change the subject into a Small or smaller animal of no more than 1 HD. <b>[SR:Yes; DC:24, Fortitude negates, Will partial, see text]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Cloudkill</b>	Conjuration, WaterSchool (Creation) [Poison]	1 standard action	13 minutes	Medium (230 ft.)	CR:p.256
<b>[V, S] TARGET:</b> Cloud spreads in 20-ft. radius, 20 ft. high; <b>EFFECT:</b> This spell generates a bank of fog, similar to a fog cloud, except that its vapors are yellowish green and poisonous. <b>[SR:No; DC:25, Fortitude partial; see text]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Hungry Pit</b>	Conjuration, EarthSchool (Creation)	1 standard action	14 rounds	Medium (230 ft.)	APG:p.228
<b>[V, S, F] TARGET:</b> 10-ft.-by-10-ft. hole, 65 ft. deep; <b>EFFECT:</b> As create pit, but dealing 4d6 damage to those in it as it closes. <b>[SR:No; DC:25, Reflex negates; Reflex half; see text]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Overland Flight</b>	Transmutation, AirSchool	1 standard action	13 hours	Personal	CR:p.317
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> This spell functions like a fly spell, except you can fly at a speed of 40 feet [30 feet if wearing medium or heavy armor, or if carrying a medium or heavy load].					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Summon Monster V</b>	Conjuration, AirSchool, EarthSchool, FireSch1	1 round	19 rounds [D]	Close (55 ft.)	CR:p.352
<b>[V, S, F/DF] TARGET:</b> One summoned creature; <b>EFFECT:</b> This spell functions like summon monster I, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list. <b>[SR:No]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Telekinesis</b>	Transmutation	1 standard action	Concentration [up to 13 rounds] or instantar	Long (920 ft.)	CR:p.357
<b>[V, S] TARGET:</b> Or Targets see text; <b>EFFECT:</b> You move objects or creatures by concentrating on them. <b>[SR:Yes (object); see text; DC:24, Will negates (object) or none; see text; Spell]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Teleport</b>	Conjuration (Teleportation)	1 standard action	Instantaneous	Personal and touch	CR:p.358
<b>[V] TARGET:</b> You and touched objects or other touched willing creatures; <b>EFFECT:</b> This spell instantly transports you to a designated destination, which may be as distant as 100 miles per caster level. <b>[SR:No and yes (object); DC:25, None and Will negates (object)]</b>					

## LEVEL 6 / Per Day:3+1 / Caster Level:13

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Disintegrate</b>	Transmutation [MetalSchool]	1 standard action	Instantaneous	Medium (230 ft.)	CR:p.271
<b>[V, S, M/DF] TARGET:</b> Ray; <b>EFFECT:</b> A thin, green ray springs from your pointing finger dealing 26d6 points of damage. <b>[SR:Yes; DC:25, Fortitude partial (object)]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Dispel Magic (Greater)</b>	Abjuration	1 standard action	Instantaneous	Medium (230 ft.)	CR:p.272
<b>[V, S] TARGET:</b> One spellcaster, creature, or object; or a 20-ft.-radius burst; <b>EFFECT:</b> This spell functions like dispel magic, except that it can end more than one spell on a target and it can be used to target multiple creatures. <b>[SR:No]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Ice Crystal Teleport</b>	Conjuration (Teleportation) [Cold]	1 standard action	1d4 rounds and instantaneous	Long (920 ft.)	UM:p.224
<b>[V] TARGET:</b> One creature; <b>EFFECT:</b> Target is frozen, then teleported. <b>[SR:Yes; DC:26, Will negates]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Summon Monster VI</b>	Conjuration, AirSchool, EarthSchool, FireSch1	1 round	19 rounds [D]	Close (55 ft.)	CR:p.352
<b>[V, S, F/DF] TARGET:</b> One summoned creature; <b>EFFECT:</b> This spell functions like summon monster I, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list. <b>[SR:No]</b>					

## LEVEL 7 / Per Day:2+1 / Caster Level:13

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Form of the Dragon II</b>	Transmutation (Polymorph)	1 standard action	13 minutes [D]	Personal	CR:p.286
<b>[V, S, M] TARGET:</b> You; <b>EFFECT:</b> This spell functions as form of the dragon I except that it also allows you to assume the form of a Large chromatic or metallic dragon. <b>[SR:No; DC:26, See text]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Limited Wish</b>	Universal	1 standard action	See text	See text	CR:p.305
<b>[V, S, M] TARGET:</b> See text; <b>EFFECT:</b> A limited wish lets you create nearly any type of effect. <b>[SR:Yes; DC:26, None, see text]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Summon Monster VII</b>	Conjuration, AirSchool, EarthSchool, FireSch1	1 round	19 rounds [D]	Close (55 ft.)	CR:p.352
<b>[V, S, F/DF] TARGET:</b> One summoned creature; <b>EFFECT:</b> This spell functions like summon monster I, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list. <b>[SR:No]</b>					

\* =Domain/Speciality Spell

## Spellbook: Prepared Spells

### Wizard

Level 1	Level 2	Level 3	Level 4
<input type="checkbox"/> Expeditious Retreat	<input type="checkbox"/> <input type="checkbox"/> *Stone Call	<input type="checkbox"/> Haste (DC:22)	<input type="checkbox"/> *Dimension Door (DC:24)
<input type="checkbox"/> <input type="checkbox"/> *Mage Armor (DC:21)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> *Summon Monster II	<input type="checkbox"/> Magic Circle against Evil (DC:22)	<input type="checkbox"/> <input type="checkbox"/> *Summon Monster IV
<input type="checkbox"/> <input type="checkbox"/> *Magic Weapon (DC:20)	<input type="checkbox"/> *Summon Swarm	<input type="checkbox"/> <input type="checkbox"/> *Summon Monster III	
<input type="checkbox"/> <input type="checkbox"/> *Summon Monster I			

# Rincewind

Elf (Tower Elf)

RACE

143

AGE

Male

GENDER

Low-Light Vision

VISION

Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 6"

HEIGHT

142 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

Water

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Nethys

DEITY

Humanoid

Race Type

Race Sub Type

## Description:

## Biography:

POT:

1 x necklace of fireballs 1 x 3d6

1 x rod of cancellation

1 x scroll of raise dead

1 x Wand of dimension door 22ch

1 x Figurine of wondrous power Silver Raven (3800gp) - groepsitem

9 x lesser restoration

2 x potion of cure blindness / deafness

1 x potion of fly

11 x potion of cure serious wounds

1 x wand of heroism (50c)

3 x elixer of swimming

2 x symbol (gogunta + ?)

GELD: 27.676 gp

PERSOONLIJKE INVESTERING:

1200gp in bar in Oleg's trading post

EIGEN INVENTORY:

1 x wand of burning hands 1 ch (lv2) 2d4 damage

1 x healing potion 1d8+2

1 x protection from evil potion

2 x cure moderate wounds potion

1 x wand of magic missile lvl1 (50ch). Gebruikt: 7

1 x bag of holding t4

1 x scroll of break enchantment lvl5  
2 x cure serious wounds potion

FAMILIAR:

Aeon, Paracletus

A small cluster of shimmering lights floats in the air, orbited by multiple vibrant crystals and gemstones.

Leadership

Boric: 75% betalen voor items, 1000gp / dag

Lodewijk: +8 op een knowledge rol 1x/dag

Karel: +1 op die size bij een conjuration spreuk 1x/dag

Staff of power 117.500gp