

# Fuldor

Character Name: Fire 5 CLASS: 5 (4) Character Level (CR): 15000 / 23000 EXP/NEXT LEVEL

Player Name: Elf / Humanoid RACE: 28 AGE: Female GENDER: Nethys Region: None Alignment: Chaotic Neutral

Medium / 5 ft. x 5 ft. SIZE / FACE: 5' 11" / 121 lbs. HEIGHT / WEIGHT: 25 Points

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	8		-1		
<b>DEX</b> Dexterity	12		+1		
<b>CON</b> Constitution	8		-1		
<b>INT</b> Intelligence	21		+5		
<b>WIS</b> Wisdom	14		+2		
<b>CHA</b> Charisma	14		+2		

WOUNDS/CURRENT HP: **HP** 15

SUBDUAL DAMAGE: **AC** 11 : 10 : 11 = 10 + 0 + 0 + 1 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0

DAMAGE REDUCTION

SPEED: Walk 30 ft.

INITIATIVE modifier: **INITIATIVE** +1 = +1 + +0

MISC: MISS CHANCE 0, Arcane Spell Failure 0, ARMOR CHECK PENALTY 0, SPELL RESIST 0

Encumbrance: **Encumbrance** Light

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+0	+1	-1	+0	+0	+0	
<b>REFLEX</b> (dexterity)	+2	+1	+1	+0	+0	+0	
<b>WILL</b> (wisdom)	+6	+4	+2	+0	+0	+0	

**Conditional Save Modifiers:**  
+2 vs. enchantment spells and effects

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+1	+2	-1	+0	+0	0	
<b>RANGED</b> attack bonus	+3	+2	+1	+0	+0	0	
<b>CMB</b> attack bonus	+1	+2	-1	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRUN
<b>CMB</b>	+1	+1	+1	+1	+1	+1
<b>CMD</b>	12	12	12	12	12	12

\*: 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.

SKILL NAME	KEY ABILITY	SKILL MODIFIER	RANKS		
			ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	1	=	1	
✓ Appraise	INT	13	=	5 + 5 + 3	
✓ Bluff	CHA	2	=	2	
✓ Climb	STR	-1	=	-1	
✓ Craft (Untrained)	INT	5	=	5	
✓ Diplomacy	CHA	2	=	2	
✓ Disguise	CHA	2	=	2	
✓ Escape Artist	DEX	1	=	1	
✓ Fly	DEX	9	=	1 + 5 + 3	
✓ Heal	WIS	2	=	2	
✓ Intimidate	CHA	2	=	2	
✓ Perception	WIS	9	=	2 + 5 + 2	
✓ Perform (Untrained)	CHA	2	=	2	
✓ Ride	DEX	1	=	1	
✓ Sense Motive	WIS	7	=	2 + 5	
Spellcraft	INT	14	=	5 + 5 + 4	
Spellcraft (Identify magic item)	INT	16	=	5 + 5 + 6	
✓ Stealth	DEX	6	=	1 + 5	
✓ Survival	WIS	2	=	2	
✓ Swim	STR	-1	=	-1	
Use Magic Device	CHA	7	=	2 + 5	
			=	+ +	
			=	+ +	

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

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Masterwork Amulet (Bonded)	Equipped	1	0 / 50
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.			
Robe ( Skill Bonus (Competence) (Spellcraft +1))	Equipped	1	0 / 100
Competence bonus to selected skill of Spellcraft+1			
Spellbook (Wizard's/Blank)	Carried	1	3 / 15
TOTAL WEIGHT CARRIED/VALUE		3 lbs.	165gp

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

MONEY	
	Total= 0 gp

## MAGIC

Languages	
	Celestial, Common, Draconic, Elven, Gnome, Orc, Sylvan

## Other Companions

## Special Qualities

**Arcane Bond (Su)** [Paizo Inc. - Core Rulebook, p.78]

You have selected to establish a powerful arcane bond with an object.

**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.

**Bonus Arcane School Power Use (5x)** [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.

**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.

**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.

**Fire Jet (Su)** [Paizo Inc. - Advanced Player's Guide, p.143]

As a standard action, you can send forth a 20-foot line of fire. Anyone in this line takes 1d6+2 points of fire damage. A successful Reflex save DC 17 halves this damage. Creatures that fail their saving throw catch fire and take 1d6 points of fire damage on the following round. Creatures that catch fire can avoid this damage by taking a full-round action to extinguish the flames by making a DC 15 Reflex save. Rolling on the ground gives a +2 circumstance bonus on the save. Dousing the creature with water automatically extinguishes the flame. You can use this ability 8 times per day.

**Fire School** [Paizo Inc. - Advanced Player's Guide, p.142]

The fire elementalist sees a world around him that is made to burn, and he can bring that fire to consume his foes. He has also learned that fire can purify and protect, if properly controlled.

**Fire Supremacy (Su)** [Paizo Inc. - Advanced Player's Guide, p.143]

You gain resistance 5 to fire. At 10th level, this resistance increases to 10. At 20th level, you gain immunity to fire damage. In addition, whenever you are within 5 feet of a source of flame at least as large as a campfire, you can draw the fire around you for

1 round as a swift action. Anyone striking you with a melee weapon or unarmed strike takes 2 fire damage. Weapons with reach avoid this damage.

**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.

**Water Opposition School** [Paizo Inc. - Advanced Player's Guide, p.142]

You have chosen water spells as an opposition school. Preparing a water 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 water 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.

## Feats

**Burning Spell** [Paizo Inc. - Ultimate Magic, p.143]

You cause creatures to take extra damage when you affect them with a spell that has the acid or fire descriptor.

The acid or fire effects of the affected spell adhere to the creature, causing more damage the next round. When a creature takes acid or fire damage from the affected spell, that creature takes damage equal to 2 x the spell's actual level at the start of its next turn. The damage is acid or fire, as determined by the spell's descriptor. If a burning spell has both the fire and acid descriptor, the caster chooses what kind of damage is dealt by the burning spell effect. A burning spell uses up a slot two levels higher than the spell's actual level.

**Greater Spell Focus (FireSchool)** [Paizo Inc. - Core Rulebook, p.125]

Any spells you cast from your chosen school of magic are very hard to resist.

Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

**Spell Focus (Evocation, FireSchool)** [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.

**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 (Heavy), Crossbow (Light), Dagger, Grapple, Longbow, Longsword, Quarterstaff, Rapier, Shortbow, Spells (Ray), Spells (Touch), Splash Weapon, Unarmed Strike

# Wizard Spells

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

## LEVEL 0 / Per Day:3+1 / Caster Level:1

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Detect Magic</b>	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	CR:p.267
<b>[V, S] TARGET:</b> Cone-shaped emanation; <b>EFFECT:</b> You detect magical auras. <b>[SR:No]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Flare</b>	Evocation [Light]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.284
<b>[V] TARGET:</b> Burst of light; <b>EFFECT:</b> This cantrip creates a burst of light. <b>[SR:Yes; DC:16, Fortitude negates]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Mage Hand</b>	Transmutation	1 standard action	Concentration	Close (25 ft.)	CR:p.306
<b>[V, S] TARGET:</b> 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. <b>[SR:No]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Spark</b>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (25 ft.)	APG:p.246
<b>[V or S] TARGET:</b> one Fine object; <b>EFFECT:</b> Ignites flammable objects. <b>[SR:Yes (object); DC:18, Fortitude negates (object)]</b>					

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

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Bungle</b>	Enchantment (Compulsion)	1 standard action	Concentration + 2 rounds or until triggered	Close (25 ft.)	UM:p.209
<b>[V, S] TARGET:</b> One humanoid; <b>EFFECT:</b> Target takes a -20 penalty on its next attack roll or check. <b>[SR:Yes; DC:16, Will negates]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Burning Hands</b>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	15 ft.	CR:p.251
<b>[V, S] TARGET:</b> Cone-shaped burst; <b>EFFECT:</b> A cone of searing flame shoots from your fingertips dealing 1d4 points of fire damage to any creature in the effect area. <b>[SR:Yes; DC:19, Reflex half]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Ear-Piercing Scream</b>	Evocation [Sonic]	1 standard action	Instantaneous; see text	Close (25 ft.)	UM:p.218
<b>[V, S] TARGET:</b> One creature; <b>EFFECT:</b> Deal sonic damage and daze target. <b>[SR:Yes; DC:17, Fortitude partial (see text)]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Floating Disk</b>	Evocation [Force]	1 standard action	1 hours	Close (25 ft.)	CR:p.284
<b>[V, S, M] TARGET:</b> 3-ft.-diameter disk of force; <b>EFFECT:</b> You create a slightly concave, circular plane of force that follows you about and carries loads for you. <b>[SR:No]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Magic Missile</b>	Evocation [Force]	1 standard action	Instantaneous	Medium (110 ft.)	CR:p.309
<b>[V, S] TARGET:</b> Up to five creatures, no two of which can be more than 15 ft. apart; <b>EFFECT:</b> 1 missile that do 1d4+1 damage each. <b>[SR:Yes]</b>					

## LEVEL 2 / Per Day:3+1 / Caster Level:1

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Burning Gaze</b>	Evocation, FireSchool [Fire]	1 standard action	1 rounds	Personal	APG:p.208
<b>[V, S, MDF (eye of a mundane salamander)] TARGET:</b> You; <b>EFFECT:</b> Inflict 1d6 fire damage to creature. <b>[SR:Yes; DC:20, Fortitude negates (see text)]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Fiery Shuriken</b>	Conjuration (Creation) [Fire]	1 standard action	1 rounds [D]	Close (25 ft.)	UC:p.229
<b>[V, S, M (a pinch of sulfur and a single shuriken worth 2 sp)] TARGET:</b> Two or more fiery shuriken; <b>EFFECT:</b> Calls forth several fiery projectiles ready to be flung at opponents. <b>[SR:Yes]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Fire Breath</b>	Evocation, FireSchool [Fire]	1 standard action	1 rounds or until discharged; see text	15 ft.	APG:p.221
<b>[V, S, M (a chili pepper)] TARGET:</b> cone-shaped burst; <b>EFFECT:</b> Exhale a cone of flame at will. <b>[SR:Yes; DC:20, Reflex half; see text]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Flaming Sphere</b>	Evocation, FireSchool [Fire]	1 standard action	1 rounds	Medium (110 ft.)	CR:p.283
<b>[V, S, MDF] TARGET:</b> 5-ft.-diameter sphere; <b>EFFECT:</b> A burning globe of fire rolls in whichever direction you point and burns those it strikes. <b>[SR:Yes; DC:20, Reflex negates]</b>					

## LEVEL 3 / Per Day:2+1 / Caster Level:1

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Blink</b>	Transmutation	1 standard action	1 rounds [D]	Personal	CR:p.250
<b>[V, S] TARGET:</b> You; <b>EFFECT:</b> You "blink" quickly back and forth between the Material Plane and the Ethereal Plane and look as though you're winking in and out of reality at random.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Campfire Wall</b>	Evocation, FireSchool [Fire, Light]	1 standard action	2 hours; see below [D]	Close (25 ft.)	APG:p.210
<b>[V, S, MDF (ash made from burnt thorns)] TARGET:</b> 20-ft.-radius sphere centered on fire source; <b>EFFECT:</b> Creates a shelter around a campfire. <b>[SR:Yes]</b>					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>*Fireball</b>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Long (440 ft.)	CR:p.283
<b>[V, S, M] TARGET:</b> 20-ft.-radius spread; <b>EFFECT:</b> A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage to every creature within the area. <b>[SR:Yes; DC:21, Reflex half]</b>					

\* =Domain/Speciality Spell

## Spellbook: Spellbook (Wizard's/Blank)

### Wizard

Level 0	Level 1	Level 2	Level 3
<input type="checkbox"/> Detect Magic	<input type="checkbox"/> Bungle (DC:16)	<input type="checkbox"/> *Burning Gaze (DC:20)	<input type="checkbox"/> Blink
<input type="checkbox"/> Flare (DC:16)	<input type="checkbox"/> *Burning Hands (DC:19)	<input type="checkbox"/> *Elemental Speech	<input type="checkbox"/> *Campfire Wall
<input type="checkbox"/> Mage Hand	<input type="checkbox"/> Charm Person (DC:16)	<input type="checkbox"/> Fiery Shuriken	<input type="checkbox"/> *Fireball (DC:21)
<input type="checkbox"/> *Spark (DC:18)	<input type="checkbox"/> Ear-Piercing Scream (DC:17)	<input type="checkbox"/> *Fire Breath (DC:20)	
	<input type="checkbox"/> Floating Disk	<input type="checkbox"/> *Flaming Sphere (DC:20)	
	<input type="checkbox"/> Magic Missile		
	<input type="checkbox"/> Shadow Weapon (DC:16)		

## Spellbook: Prepared Spells

### Wizard

Level 0	Level 1	Level 2	Level 3
<input type="checkbox"/> Detect Magic	<input type="checkbox"/> Bungle (DC:16)	<input type="checkbox"/> *Burning Gaze (DC:20)	<input type="checkbox"/> *Fireball (DC:21)
<input type="checkbox"/> Flare (DC:16)	<input type="checkbox"/> *Burning Hands (DC:19)	<input type="checkbox"/> *Fire Breath (DC:20)	
<input type="checkbox"/> Mage Hand	<input type="checkbox"/> Floating Disk	<input type="checkbox"/> *Flaming Sphere (DC:20)	
<input type="checkbox"/> *Spark (DC:18)	<input type="checkbox"/> *Magic Missile		

# Fuldor

Elf

RACE

28

AGE

Female

GENDER

Low-Light Vision

VISION

Chaotic Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 11"

HEIGHT

121 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

Nethys

DEITY

Humanoid

Race Type

Race Sub Type

**Description:**

**Biography:**