

Vitaly Ganis

Character Name: Wood 1
 CLASS: 1 (1/2) / 2000
 Character Level (CR): 0 / 2000
 EXP/NEXT LEVEL: 0 / 2000

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	8	-1	8	-1		
DEX Dexterity	11	+0	11	+0		
CON Constitution	12	+1	12	+1		
INT Intelligence	20	+5	20	+5		
WIS Wisdom	12	+1	12	+1		
CHA Charisma	7	-2	7	-2		

SAVING THROWS

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

Guest

Player Name: Human / Humanoid
 RACE: Human
 AGE: 24 GENDER: Male

HP: 7 WOUNDS/CURRENT HP: 0

AC: 11 (TOTAL) = 11 (FLAT) + 10 (TOUCH) + 10 (BASE) + 1 (ARMOR BONUS) + 0 (SHIELD BONUS) + 0 (STAT) + 0 (SIZE) + 0 (NATURAL ARMOR) + 0 (DEFLECTION) + 0 (DODGE) + 0 (MORALE)

INITIATIVE: +6 (TOTAL) = +0 (DEX MODIFIER) + +6 (MISC MODIFIER)

Encumbrance: Light

Nethys

Deity: None
 Region: Chaotic Good
 Medium / 5 ft.
 SIZE / FACE: 5' 3" / 145 lbs.
 HEIGHT / WEIGHT: None
 EYES: None HAIR: None Points: None

Chaotic Good

Alignment: Chaotic Good
 Normal
 VISION

SPEED: Walk 30 ft.

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

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
CMB	-1	-1	-1	-1	-1	-1
CMD	9	9	9	9	9	9

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

*Club		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	B	M	20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	-1	1d6-1	2W-P-(OH)	-7	1d6-1	
1H-O	-5	1d6-1	2W-P-(OL)	-5	1d6-1	
2H	-1	1d6-1	2W-OH	-11	1d6-1	
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+0	-2	-4	-6	-8	
Dam	1d6-1	1d6-1	1d6-1	1d6-1	1d6-1	

*Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	PS	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	-1	1d4-1	2W-P-(OH)	-7	1d4-1	
1H-O	-5	1d4-1	2W-P-(OL)	-5	1d4-1	
2H	-1	1d4-1	2W-OH	-9	1d4-1	
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+0	-2	-4	-6	-8	
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	

*: 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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Haramaki	Light	+1	+0	0	

TOTAL SKILLPOINTS: 8		SKILLS		MAX RANKS: 1/1	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	0	=	0	
✓ Appraise	INT	5	=	5	
✓ Bluff	CHA	-2	=	-2	
✓ Climb	STR	-1	=	-1	
✓ Craft (Untrained)	INT	5	=	5	
✓ Diplomacy	CHA	-2	=	-2	
✓ Disguise	CHA	-2	=	-2	
✓ Escape Artist	DEX	0	=	0	
✓ Fly	DEX	0	=	0	
✓ Heal	WIS	1	=	1	
✓ Intimidate	CHA	-2	=	-2	
Knowledge (Arcana)	INT	9	=	5 + 1 + 3	
Knowledge (Dungeoneering)	INT	9	=	5 + 1 + 3	
Knowledge (Nature)	INT	9	=	5 + 1 + 3	
Knowledge (Planes)	INT	9	=	5 + 1 + 3	
Knowledge (Religion)	INT	9	=	5 + 1 + 3	
✓ Perception	WIS	2	=	1 + 1	
✓ Perform (Untrained)	CHA	-2	=	-2	
✓ Ride	DEX	0	=	0	
✓ Sense Motive	WIS	1	=	1	
Spellcraft	INT	9	=	5 + 1 + 3	
✓ Stealth	DEX	0	=	0	
✓ Survival	WIS	1	=	1	
✓ Swim	STR	-1	=	-1	
Use Magic Device	CHA	-1	=	-2 + 1	
			=	+ +	
			=	+ +	

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

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Club	Equipped	1	3 / 0
Dagger	Equipped	1	1 / 2
Haramaki	Equipped	1	1 / 3
Outfit (Traveler's)	Equipped	1	5 / 0
Masterwork Wand	Equipped	1	0 / 50
Spellbook (Wizard's/Blank)	Carried	1	3 / 15
Wizard's Kit		1	21 / 21
<small>This kit includes a backpack, a bedroll, a belt pouch, a flint and steel, ink, an inkpen, an iron pot, a mess kit, soap, a spell component pouch, torches (10), trail rations (5 days), and a waterskin.</small>			
TOTAL WEIGHT CARRIED/VALUE		13 lbs.	91gp

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

MONEY	
Total=	0 gp [Unspent Funds = 44 gp]

MAGIC

Languages	
Abyssal, Celestial, Common, Giant, Infernal, Undercommon	

Other Companions

Traits

Elven Reflexes (Granted) [Paizo Inc. - Advanced Player's Guide, p.329]

You were adopted and raised by someone not of your actual race, and raised in a society not your own. You may immediately select a race trait from your adoptive parent's race.

Elven Reflexes [Paizo Inc. - Advanced Player's Guide, p.331]

One of your parents was a member of a wild elven tribe, and you've inherited a portion of your elven parent's quick reflexes. You gain a +2 trait bonus on Initiative checks.

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.

Special Attacks

Splintered Spear (Su) [Paizo Inc. - Ultimate Magic, p.88]

As a standard action, you can create a wooden shortspear appropriate to your size, which hurls itself as a ranged attack against one target within 100 feet (range penalties apply), using your Intelligence modifier as an attack bonus instead of your Strength or Dexterity modifier. The spear deals normal damage according to its size, plus 5, then breaks into countless splinters; the target takes 1 bleed damage each round on its turn. You can use this ability 8/day.

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 Feat [Paizo Inc. - Core Rulebook, p.27]

Humans select one extra feat at 1st level.

Bonus Wizard Spell [Paizo Inc. - Advanced Race Guide]

Add one spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level he can cast.

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.

Flexible Enhancement (Su) [Paizo Inc. - Ultimate Magic, p.88]

You are able to bend like bamboo when stressed and snap back into place. You gain a +1 enhancement bonus to your Dexterity, Constitution, or Wisdom ability score. You can change this bonus to a new ability score when you prepare spells.

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.

Skilled [Paizo Inc. - Core Rulebook, p.27]

Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Wood School [Paizo Inc. - Ultimate Magic, p.88]

Wood represents flexibility, warmth, wind, generosity, cooperation, and idealism. Practitioners of this elemental magic often resemble druids in character and in the use of their magic.

Feats

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.

Spell Focus (Evocation) [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, Quarterstaff, Spells (Ray), Spells (Touch), Splash Weapon, Unarmed Strike

Wizard Spells

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

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

Name	School	Time	Duration	Range	Source
□□□□ Acid Splash [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]	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.239
□□□□ Arcane Mark [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]	Universal	1 standard action	Permanent	Touch	CR:p.244
□□□□ Bleed [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:15, Will negates]	Necromancy	1 standard action	Instantaneous	Close (25 ft.)	CR:p.249
□□□□ Daze [V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. [SR:Yes; DC:15, Will negates]	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (25 ft.)	CR:p.264
□□□□ Detect Magic [V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]	Divination	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	CR:p.267
□□□□ Detect Poison [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]	Divination	1 standard action	Instantaneous	Close (25 ft.)	CR:p.268
□□□□ Disrupt Undead [V, S] TARGET: Ray; EFFECT: You direct a ray of positive energy dealing 1d6 points of damage to Undead. [SR:Yes]	Necromancy	1 standard action	Instantaneous	Close (25 ft.)	CR:p.273
□□□□ Flare [V] TARGET: Burst of light; EFFECT: This cantrip creates a burst of light. [SR:Yes; DC:16, Fortitude negates]	Evocation [Light]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.284
□□□□ Ghost Sound [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:15, Will disbelief]	Illusion (Figment)	1 standard action	1 rounds [D]	Close (25 ft.)	CR:p.289
□□□□ Haunted Fey Aspect [S] TARGET: You; EFFECT: You surround yourself with disturbing illusions.	Illusion (Glamour)	1 standard action	1 rounds [D]	Personal	UC:p.230
□□□□ *Light [V, M/DF] TARGET: Object touched; EFFECT: This spell causes a touched object to glow like a torch. [SR:No]	Evocation [Light, WoodSchool]	1 standard action	10 minutes	Touch	CR:p.304
□□□□ Mage Hand [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]	Transmutation	1 standard action	Concentration	Close (25 ft.)	CR:p.306
□□□□ Mending [V, S] TARGET: One object of up to 1 lb.; EFFECT: This spell repairs damaged objects, restoring 1d4 hit points to the object. [SR:Yes (harmless, object); DC:15, Will negates (harmless, object)]	Transmutation [MetalSchool]	10 minutes	Instantaneous	10 ft.	CR:p.312
□□□□ Message [V, S, F] TARGET: 1 creature; EFFECT: You can whisper messages and receive whispered replies. [SR:No]	Transmutation, AirSchool [Language-Depend]	1 standard action	10 minutes	Medium (110 ft.)	CR:p.313
□□□□ Open/Close [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:15, Will negates (object)]	Transmutation	1 standard action	Instantaneous	Close (25 ft.)	CR:p.317
□□□□ Prestidigitation [V, S] TARGET: See text; EFFECT: Prestidigitations are minor tricks that novice spellcasters use for practice. [SR:No; DC:15, See text]	Universal	1 standard action	1 hour	10 ft.	CR:p.325
□□□□ Ray of Frost [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]	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (25 ft.)	CR:p.330
□□□□ Read Magic [V, S, F] TARGET: You; EFFECT: You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.	Divination	1 standard action	10 minutes	Personal	CR:p.330
□□□□ Resistance [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:15, Will negates (harmless)]	Abjuration	1 standard action	1 minute	Touch	CR:p.334
□□□□ Spark [V or S] TARGET: one Fine object; EFFECT: Ignites flammable objects. [SR:Yes (object); DC:16, Fortitude negates (object)]	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (25 ft.)	APG:p.246
□□□□ Touch of Fatigue [V, S, M] TARGET: Creature touched; EFFECT: You channel negative energy through your touch, fatiguing the target. [SR:Yes; DC:15, Fortitude negates]	Necromancy	1 standard action	1 rounds	Touch	CR:p.360

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

Name	School	Time	Duration	Range	Source
□□□□ *Charm Person [V, S] TARGET: One humanoid creature; EFFECT: This charm makes a humanoid creature regard you as its trusted friend and ally. [SR:Yes; DC:16, Will negates]	Enchantment (Charm) [Mind-Affecting, Wood]	1 standard action	1 hours	Close (25 ft.)	CR:p.254
□□□□ Color Spray [V, S, M] TARGET: Cone-shaped burst; EFFECT: A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious. [SR:Yes; DC:16, Will negates]	Illusion (Pattern) [Mind-Affecting]	1 standard action	Instantaneous; see text	15 ft.	CR:p.256
□□□□ Ear-Piercing Scream [V, S] TARGET: One creature; EFFECT: You unleash a powerful scream, inaudible to all but a single target. The target is dazed for 1 round and takes 2147483647d6 points of sonic damage. A successful save negates the daze effect and halves the damage. [SR:Yes; DC:17, Fortitude partial (see text)]	Evocation [Sonic]	1 standard action	Instantaneous; see text	Close (25 ft.)	UM:p.218
□□□□ Feather Fall [V] TARGET: 1 Medium or smaller free-falling objects or creatures, no two of which may be more than 20 ft. apart; EFFECT: The affected creatures or objects fall slowly. [SR:Yes (object); DC:16, Will negates (harmless) or Will negates (object);]	Transmutation, AirSchool	1 immediate action	Until landing or 1 rounds	Close (25 ft.)	CR:p.281
□□□□ Grease [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:16, See text]	Conjuration, EarthSchool (Creation)	1 standard action	1 minutes [D]	Close (25 ft.)	CR:p.291
□□□□ Mage Armor [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:16, Will negates (harmless)]	Conjuration (Creation) [Force]	1 standard action	1 hours [D]	Touch	CR:p.306
□□□□ Magic Missile [V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; EFFECT: 1 missiles that do 1d4+1 damage each. [SR:Yes]	Evocation [Force]	1 standard action	Instantaneous	Medium (110 ft.)	CR:p.309
□□□□ Sleep [V, S, M] TARGET: One or more living creatures within a 10-ft.-radius burst; EFFECT: A sleep spell causes a magical slumber to come upon 4 HD of creatures. [SR:Yes; DC:16, Will negates]	Enchantment (Compulsion) [Mind-Affecting]	1 round	1 minutes	Medium (110 ft.)	CR:p.344

* =Domain/Specialty Spell

Spellbook: Prepared Spells

Wizard

Level 0	Level 1
<input type="checkbox"/> Acid Splash <input type="checkbox"/> Detect Magic <input type="checkbox"/> *Light	<input type="checkbox"/> *Charm Person (DC:16) <input type="checkbox"/> Color Spray (DC:16) <input type="checkbox"/> Ear-Piercing Scream (DC:17) <input type="checkbox"/> Magic Missile

Vitaly Ganis

Human

RACE

24

AGE

Male

GENDER

VISION

Chaotic Good

ALIGNMENT

Right

DOMINANT HAND

5' 3"

HEIGHT

145 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: