

Niclas Cadwallader

Character Name

Arcanist 9

CLASS

9 (8)

Character Level (CR)

75000 / 105000

EXP/NEXT LEVEL

39

AGE

Male

GENDER

Guest

Player Name

Halfling (Nomadic) / Humanoid

RACE

39

AGE

Male

GENDER

Deity

Small / 5 ft.

SIZE / FACE

None

EYES

Region

0' 0" / 0 lbs.

HEIGHT / WEIGHT

HAIR

Neutral Evil

Alignment

Normal

VISION

Points

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR Strength

DEX Dexterity

CON Constitution

INT Intelligence

WIS Wisdom

CHA Charisma

SAVING THROWS

FORTITUDE (constitution)

REFLEX (dexterity)

WILL (wisdom)

HP hit points

71

WOUNDS/CURRENT HP

AC armor class

16

TOTAL

15

FLAT

13

TOUCH

10

BASE

1

ARMOR BONUS

1

SHIELD BONUS

1

STAT

1

SIZE

1

NATURAL ARMOR

1

DEFLECTION

1

DODGE

0

Morale

0

Insight

0

Sacred

0

Profane

0

MISC

0

INITIATIVE modifier

+3

TOTAL

+1

DEX MODIFIER

+2

MISC MODIFIER

0

MISS CHANCE

0

Arcane Spell Failure

0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

ACID RESIST

0

COLD RESIST

0

ELECT. RESIST

0

FIRE RESIST

0

Encumbrance

Light

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

TOTAL SKILLPOINTS: 45

MAX RANKS: 9/9

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

RANKS

MISC MODIFIER

✓ Acrobatics

DEX 1 = 1

✓ Appraise

INT 7 = 3 + 1 + 3

✓ Bluff

CHA 4 = 4

✓ Climb

STR -1 = -3 + 2

✓ Craft (Untrained)

INT 3 = 3

✓ Diplomacy

CHA 4 = 4

✓ Disguise

CHA 4 = 4

✓ Escape Artist

DEX 1 = 1

✓ Fly

DEX 7 = 1 + 1 + 5

✓ Heal

WIS 0 = 0

✓ Intimidate

CHA 4 = 4

Knowledge (Arcana)

INT 7 = 3 + 1 + 3

Knowledge (Dungeoneering)

INT 7 = 3 + 1 + 3

Knowledge (Engineering)

INT 7 = 3 + 1 + 3

Knowledge (Geography)

INT 9 = 3 + 1 + 5

Knowledge (History)

INT 7 = 3 + 1 + 3

Knowledge (Local)

INT 7 = 3 + 1 + 3

Knowledge (Nature)

INT 7 = 3 + 1 + 3

Knowledge (Nobility)

INT 7 = 3 + 1 + 3

Knowledge (Planes)

INT 7 = 3 + 1 + 3

Knowledge (Religion)

INT 7 = 3 + 1 + 3

Linguistics (Catfolk)

INT 9 = 3 + 1 + 5

✓ Perception

WIS 3 = 0 + 3

✓ Perform (Untrained)

CHA 4 = 4

✓ Ride

DEX 1 = 1

✓ Sense Motive

WIS 0 = 0

Spellcraft

INT 15 = 3 + 9 + 3

✓ Stealth

DEX 8 = 1 + 3 + 4

✓ Survival

WIS 5 = 0 + 3 + 2

✓ Swim

STR 0 = -3 + 3

Use Magic Device

CHA 16 = 4 + 9 + 3

= + +

= + +

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

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE attack bonus

+2

BASE ATTACK BONUS

+4

STAT

-3

SIZE

+1

MISC

+0

EPIC

0

TEMP

0

RANGED attack bonus

+6

BASE ATTACK BONUS

+4

STAT

+1

SIZE

+1

MISC

+0

EPIC

0

TEMP

0

CMB attack bonus

+0

BASE ATTACK BONUS

+4

STAT

-3

SIZE

-1

MISC

0

EPIC

0

TEMP

0

CMB

+0

GRAPPLE

+0

TRIP

+0

DISARM

+0

SUNDER

+0

BULL RUSH

+0

OVERRRUN

+0

CMD

12

DIRTY TRICK

+0

DRAG

+0

REPOSITION

+0

STEAL

+0

CMD

12

DIRTY TRICK

+0

DRAG

+0

REPOSITION

+0

STEAL

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REPOSITION

+0

STEAL

+0

CMD

12

DIRTY TRICK

+0

DRAG

+0

REPOSITION

+0

STEAL

+0

CMD

12

DIRTY TRICK

+0

DRAG

+0

REPOSITION

+0</

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Amulet of Natural Armor +1	Equipped	1	0 / 2,000
Aura: faint transmutation, Caster Level: 5th, Construction Cost: 1,000 gp, Construction Requirements: Craft Wondrous Item, barkskin, creator's caster level must be at least three times the amulet's bonus, Slot: neck			
Dagger (Small)	Equipped	1	0.5 / 2
Ring of Protection +1	Equipped	1	0 / 2,000
Aura: faint abjuration, Caster Level: 5th, Construction Cost: 1,000 gp, Construction Requirements: Forge Ring, shield of faith, caster must be of a level at least three times the bonus of the ring, Slot: ring			
Haramaki (Small)	Equipped	1	0.5 / 3
Muleback Cords	Equipped	1	1 / 1,000
Quick Runner's Shirt	Equipped	1	0 / 1,000
Once per day as a swift action, the wearer can take an additional move action to move on his turn.			
Mithral Buckler (Small)	Equipped	1	1.2 / 1,005
applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon, mithral			
Lesser Quicken Metamagic Rod	Equipped	1	5 / 35,000
□□□ Aura: strong (no school), Caster Level: 17th, Construction Cost: 17,500 gp, Construction Requirements: Craft Rod, Quicken Spell, Slot: none			
Bolts, Crossbow (10) (Small)	Equipped	2	0.1 (0.1) / 0.1 (0.2)
□□			
Light Crossbow (Small)	Carried	1	2 / 35
Spellbook	Carried	1	3 / 15
TOTAL WEIGHT CARRIED/VALUE	13.35 lbs.	42,060.2gp	

WEIGHT ALLOWANCE			
Light	37	Medium	75
Heavy	112	Push / Drag	562
Light over head	112	Lift off ground	225

MONEY	
Total=	0 gp [Unspent Funds = 3,940 gp]

MAGIC	
Languages	
Catfolk, Common, Dwarven, Elven, Gnome, Goblin, Halfling	

Other Companions	

Traits	
Reactionary	[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.

Worldly	[Paizo Publishing - Ultimate Campaign, p.61]
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You have acquired an unusual breadth of life experience--more than others of your age, race, or culture. Once per day when attempting a skill check for a skill you're untrained in, you can roll twice and take the better result.

Special Attacks	
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Arcane Reservoir (Su)	[ACG]
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You have an innate pool of magical energy that you can draw upon to fuel your arcanist exploits and enhance your spells. The arcane reservoir can hold a maximum of 12 points of magical energy. Each day, when preparing spells, your arcane reservoir fills with raw magical energy, gaining a number of points equal to 7. Any points you had from the previous day are lost. You can also regain these points through the consume spells class feature and some arcanist exploits. The arcane reservoir can never hold more points than the maximum amount noted above; points gained in excess of this total are lost. Points from the arcane reservoir are used to fuel many of your arcanist powers. In addition, you can expend 1 point from your arcane reservoir as a free action whenever you cast an arcanist spell. If you do, you can choose to increase the caster level by 1 or increase the spell's DC by 1. You can expend no more than 1 point from your reservoir on a given spell in this way.

Arcanist Exploits	[ACG]
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By bending and sometimes even breaking the rules of magic, you learn to exploit gaps and exceptions in the laws of magic. Some of these exploits allow you to break down various forms of magic, adding their essence to your arcane reservoir. At 1st level and every 2 levels thereafter, you learn a new Arcanist Exploit. An arcanist exploit cannot be selected more than once. Once an arcanist exploit has been selected, it cannot be changed. Most arcanist exploits require you to expend points from your arcane reservoir to function. Unless otherwise noted, the saving throw DC for an arcanist exploit is equal to 18.

Consume Spells (Su)	[ACG]
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You can expend an available arcanist spell slot as a move action, making it unavailable for the rest of the day, just as if you had used it to cast a spell. She can use this ability a number of times per day equal to her Charisma modifier (minimum 1). Doing this adds a number of points to your arcane reservoir equal to the level of the spell slot consumed. You cannot consume cantrips (0 level spells) in this way. Points gained in excess of the reservoir's maximum are lost.

Special Qualities	
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Arcane Barrier (Su)	[ACG]
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As a swift action, you can expend 1 point from your arcane reservoir to create a barrier of magic that protects you from harm. This barrier grants you a number of

temporary hit points equal to 13, and lasts for 9 minutes or until all the temporary hit points have been lost. Each additional time per day you use this ability, the number of arcane reservoir points you must spend to activate it increases by 1 (so the second time it is used, you must expend 2 points from your arcane reservoir, 3 points for the third time, and so on). The temporary hit points from this ability do not stack with themselves, but additional uses do cause the total number of temporary hit points and the duration to reset.

Arcanist Spells Prepared	[ACG]
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Spell slots per day - 1st = 5, 2nd = 5, 3rd = 5, 4th = 3, 5th = 0, 6th = 0, 7th = 0, 8th = 0, 9th = 0

Cantrips	[ACG]
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You can prepare 8 cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they do not consume spell slots. As with her other spells, these spells are not expended when cast.

Dimensional Slide (Su)	[ACG]
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You can expend one point from your arcane reservoir to create a dimensional crack that you can step through to reach another location. This ability is used as part of a move action or withdraw action, allowing you to move up to 90 feet to any location you can see. This counts as 5 feet of movement. You can only use this ability once per round. You do not provoke attacks of opportunity when moving in this way, caused by this ability, but any other movement you attempt as part of your move action provokes as normal.

Fleet of Foot	[ARG]
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Some halflings are quicker than their kin but less cautious. Halflings with this racial trait move at normal speed and have a base speed of 30 feet.

Nomadic	[ARG]
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These halflings were born on the road and most follow it until the end of their days. They travel fast and light and never miss a chance for either profit or adventure. These halflings have the fleet-footed, polyglot, and wanderlust alternate racial traits.

Polyglot	[ARG]
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Some halflings, especially those who spend a lot of time traveling, develop a talent for learning new languages. These halflings gain a +2 racial bonus on Linguistics checks, and it is always a class skill for them. Halflings with this racial trait also begin play with the ability to speak Common, Halfling, and any one other language of their choice (except for secret languages, such as Druidic) in addition to bonus languages due to high Intelligence. They still gain the normal list of halfling bonus languages.

Potent Magic (Su)	[ACG]
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Whenever you expend one use of your arcane reservoir to increase the caster level of a spell, the caster level increases by 2 instead of 1. Whenever you expend one point from your arcane reservoir to increase the DC of a spell, the DC is increased by 2 instead of 1.

Quick Study (Ex)	[ACG]
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You can prepare a spell in place of an existing spell by expending one point from your arcane reservoir. Using this ability is a full-round action that provokes an attack of opportunity. You must be able to reference your spellbook when using this ability. The spell prepared must be of the same level as the spell being replaced.

Spell Disruption (Su)	[ACG]
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You can temporarily disrupt a spell by expending one point from your arcane reservoir and succeeding at a dispel check against the spell, as dispel magic. This ability suppresses a spell effect for 4 rounds. If the spell affects multiple creatures, this ability only suppresses the spell for one creature. At the end of this duration, the spell resumes and the suppressed rounds do not count against its total duration. This ability can be used on unwilling targets, but the arcanist must succeed at a melee touch attack, and the target may attempt a DC 18 Will saving throw to negate the effect. This ability has no effect on spells that are instantaneous or have a duration of permanent.

Wanderlust	[APG]
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Halflings love travel and maps. Halflings with this racial trait receive a +2 bonus on Knowledge (geography) and Survival checks. When casting spells or using abilities that provide or enhance movement, halflings treat their caster level as +1 higher than normal. This racial trait replaces the fearless and halfling luck racial traits.

Weapon and Armor Proficiency	[ACG]
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Arcanists are proficient with all simple weapons. They are not proficient with any type of armor or shield. Armor interferes with an arcanist's gestures, which can cause her spells with somatic components to fail.

Weapon Familiarity (Ex)	[CR]
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Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Feats	
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Greater Spell Focus (Conjuration, Evocation)	[CR]
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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 (Conjuration, Evocation)	[CR]
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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.

Toughness	[CR]
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You have enhanced physical stamina.

You gain +9 hit points.

Proficiencies

Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Heavy Crossbow, Light Crossbow, Dagger, Punching Dagger, Dart, Gauntlet, Spiked Gauntlet, Grapple, Javelin, Longspear, Heavy Mace, Light Mace, Mere Club, Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Boar Spear, Ray Spells, Touch Spells, Splash Weapon, Stake, Unarmed Strike, Underwater Heavy Crossbow, Underwater Light Crossbow

Prepared Spell List: Prepared Spells

Arcanist

Level 0	Level 1	Level 2	Level 3	Level 4
<input type="checkbox"/> Detect Magic <input type="checkbox"/> Disrupt Undead <input type="checkbox"/> Ghost Sound (DC:13) <input type="checkbox"/> Light	<input type="checkbox"/> Burning Hands (DC:16) <input type="checkbox"/> Grease (DC:16) <input type="checkbox"/> Mage Armor (DC:16) <input type="checkbox"/> Magic Missile <input type="checkbox"/> Shield	<input type="checkbox"/> Blindness/Deafness (DC:15) <input type="checkbox"/> Darkness <input type="checkbox"/> Resist Energy (DC:15) <input type="checkbox"/> Web (DC:17)	<input type="checkbox"/> Dispel Magic <input type="checkbox"/> Fireball (DC:18) <input type="checkbox"/> Stinking Cloud (DC:18)	<input type="checkbox"/> Black Tentacles <input type="checkbox"/> Stoneskin (DC:17)

Arcanist Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	8	5	4	3	2	—	—	—	—	—
Concentration	+12									

LEVEL 0 / Per Day:8 / Caster Level:9

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Detect Magic	Divination	1 standard action	Concentration, up to 9 minutes [D]	60 ft.	CR:p.267
[V, S] TARGET: Cone-shaped emanation; EFFECT: You detect magical auras. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Disrupt Undead	Necromancy	1 standard action	Instantaneous	Close (45 ft.)	CR:p.273
[V, S] TARGET: Ray; EFFECT: You direct a ray of positive energy dealing 1d6 points of damage to Undead. [SR:Yes]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Ghost Sound	Illusion (Figment)	1 standard action	9 rounds [D]	Close (45 ft.)	CR:p.289
[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:13, Will disbelief]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Light	Evocation [Light, WoodSchool]	1 standard action	90 minutes	Touch	CR:p.304
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes a touched object to glow like a torch. [SR:No]					

LEVEL 1 / Per Day:5 / Caster Level:9

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Burning Hands	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	15 ft.	CR:p.251
[V, S] TARGET: Cone-shaped burst; EFFECT: A cone of searing flame shoots from your fingertips dealing 5d4 points of fire damage to any creature in the effect area. [SR:Yes; DC:16, Reflex half]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Comprehend Languages	Divination	1 standard action	90 minutes	Personal	CR:p.258
[V, S, M/DF] TARGET: You; EFFECT: You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Grease	Conjuration, EarthSchool (Creation)	1 standard action	9 minutes [D]	Close (45 ft.)	CR:p.291
[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]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Mage Armor	Conjuration (Creation) [Force]	1 standard action	9 hours [D]	Touch	CR:p.306
[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)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Magic Missile	Evocation [Force]	1 standard action	Instantaneous	Medium (190 ft.)	CR:p.309
[V, S] TARGET: Up to five creatures, no two of which can be more than 15 ft. apart; EFFECT: 5 missiles that do 1d4+1 damage each. [SR:Yes]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Protection from Evil	Abjuration [Good]	1 standard action	9 minutes [D]	Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR:No; see text; DC:14, Will negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Shield	Abjuration [Force]	1 standard action	9 minutes [D]	Personal	CR:p.342
[V, S] TARGET: You; EFFECT: Shield creates an invisible shield of force that hovers in front of you.					

LEVEL 2 / Per Day:4 / Caster Level:9

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Blindness/Deafness	Necromancy [Curse]	1 standard action	Permanent [D]	Medium (190 ft.)	CR:p.250
[V] TARGET: One living creature; EFFECT: You call upon the powers of unlife to render the subject blinded or deafened, as you choose. [SR:Yes; DC:15, Fortitude negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Darkness	Evocation [Darkness]	1 standard action	9 minutes [D]	Touch	CR:p.263
[V, M/DF] TARGET: Object touched; EFFECT: This spell causes an object to radiate darkness out to a 20-foot radius. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Resist Energy	Abjuration, AirSchool, EarthSchool, FireSchool	1 standard action	90 minutes	Touch	CR:p.334
[V, S, DF] TARGET: Creature touched; EFFECT: This abjuration grants a creature limited protection from damage of whichever one of five energy types you select. [SR:Yes (harmless); DC:15, Fortitude negates (harmless)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Web	Conjuration (Creation) [WoodSchool]	1 standard action	90 minutes [D]	Medium (190 ft.)	CR:p.368
[V, S, M] TARGET: Webs in a 20-ft.-radius spread; EFFECT: Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them. [SR:No; DC:17, Reflex negates; see text]					

LEVEL 3 / Per Day:3 / Caster Level:9

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Deep Slumber	Enchantment (Compulsion) [Mind-Affecting]	1 round	9 minutes	Close (45 ft.)	CR:p.265
[V, S, M] TARGET: One or more living creatures within a 10-ft.-radius burst; EFFECT: This spell functions like sleep, except that it affects 10 HD of targets. [SR:Yes; DC:16, Will negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Dispel Magic	Abjuration	1 standard action	Instantaneous	Medium (190 ft.)	CR:p.272
[V, S] TARGET: One spellcaster, creature, or object; EFFECT: You can use dispel magic to end one ongoing spell that has been cast on a creature or object, to temporarily suppress the magical abilities of a magic item, or to counter another spellcaster's spell. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Fireball	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Long (760 ft.)	CR:p.283
[V, S, M] TARGET: 20-ft.-radius spread; EFFECT: A fireball spell generates a searing explosion of flame that detonates with a low roar and deals 9d6 points of fire damage to every creature within the area. [SR:Yes; DC:18, Reflex half]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Stinking Cloud	Conjuration, EarthSchool (Creation) [Poison]	1 standard action	9 rounds	Medium (190 ft.)	CR:p.349
[V, S, M] TARGET: Cloud spreads in 20-ft. radius, 20 ft. high; EFFECT: Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating. [SR:No; DC:18, Fortitude negates; see text]					

LEVEL 4 / Per Day:2 / Caster Level:9

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Black Tentacles	Conjuration (Creation)	1 standard action	9 rounds [D]	Medium (190 ft.)	CR:p.248
[V, S, M] TARGET: 20-ft.-radius spread; EFFECT: This spell causes a field of rubbery black tentacles to appear, burrowing up from the floor and reaching for any creature in the area. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Resilient Sphere	Evocation [Force]	1 standard action	9 minutes [D]	Close (45 ft.)	CR:p.333
[V, S, F] TARGET: 9-ft.-diameter sphere, centered around a creature; EFFECT: A globe of shimmering force encloses a creature, provided the creature is small enough to fit within the diameter of the sphere. [SR:Yes; DC:19, Reflex negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Stone Shape	Transmutation, EarthSchool [Earth]	1 standard action	Instantaneous	Touch	CR:p.349
[V, S, M/DF] TARGET: Stone or stone object touched, up to 19 cu. ft.; EFFECT: You can form an existing piece of stone into any shape that suits your purpose. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Stoneskin	Abjuration, EarthSchool [MetalSchool]	1 standard action	90 minutes or until discharged	Touch	CR:p.349
[V, S, M] TARGET: Creature touched; EFFECT: The warded creature gains resistance to blows, cuts, stabs, and slashes. [SR:Yes (harmless); DC:17, Will negates (harmless)]					

* =Domain/Specialty Spell

Niclas Cadwallader

Halfling (Nomadic)

RACE

39

AGE

Male

GENDER

VISION

Neutral Evil

ALIGNMENT

Right

DOMINANT HAND

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Niclas was cursed with a unique type of necromancy that is manifested by killing rather than the full moon. He must make a Will save to keep from changing into a werewolf each time he kills. The first time each day the save is Will DC10 but the DC increases by 2 with each kill. The save resets to DC10 at dawn each day. The werewolf continues to fight with it's pack, and eats dead bodies after the battle is finished. It does not return to man form until dawn.

Biography: