

Niclas Cadwallader

Character Name

Arcanist 9

CLASS

9 (8)

75000 / 105000

Character Level (CR)

EXP/NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	5	-3	5	-3		
DEX Dexterity	12	+1	12	+1		
CON Constitution	14	+2	14	+2		
INT Intelligence	16	+3	16	+3		
WIS Wisdom	10	+0	10	+0		
CHA Charisma	18	+4	18	+4		

SAVING THROWS

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILL
(wisdom)

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

Guest

Player Name

Halfling (Nomadic) / Humanoid

RACE

39

Male

AGE

GENDER

EYES

HAIR

Points

HP hit points	71	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED									
AC armor class	16	15	13	=	10	1	1	1	1	1	0	0	0	0	0	0	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	DODGE	Morale	Insight	Sacred	Profane	MISC	
INITIATIVE modifier	+3	=	+1	=	+2												
TOTAL		DEX MODIFIER		MISC MODIFIER													
Encumbrance		Light															

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

TOTAL	MELEE attack bonus	+2	=	BASE ATTACK BONUS	+4	STAT	-3	SIZE	+1	MISC	+0	EPIC	0	TEMP	
	RANGED attack bonus	+6	=	BASE ATTACK BONUS	+4	STAT	+1	SIZE	+1	MISC	+0	EPIC	0	TEMP	
	CMB attack bonus	+0	=	BASE ATTACK BONUS	+4	STAT	-3	SIZE	-1	MISC		EPIC		TEMP	

GRAPPLE

TRIP

DISARM

SUNDER

BULL RUSH

OVERRRUN

CMB

CMD

DIRTY TRICK

DRAW

REPOSITION

STEAL

CMB

CMD

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	+2	DAMAGE	1d2-3	CRITICAL	20/x2	REACH	5 ft.
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Special Properties:

*Dagger (Small)				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	PS	S	19-20/x2	5 ft.
	To Hit	Dam	2W-P-(OH)	To Hit	Dam			
1H-P	+2	1d3-3		-4	1d3-3			
1H-O	-2	1d3-3	2W-P-(OL)	-2	1d3-3			
2H	+2	1d3-3	2W-OH	-6	1d3-3			
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.			
TH	+6	+4	+2	+0	-2			
Dam	1d3-3	1d3-3	1d3-3	1d3-3	1d3-3			

Light Crossbow (Small)				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	P	S	19-20/x2	5 ft.
Range: 30 ft.		To Hit: +6		Damage: 1d6				
	80 ft.	160 ft.	240 ft.	320 ft.	400 ft.			
TH	+6	+4	+2	+0	-2			
Dam	1d6	1d6	1d6	1d6	1d6			
	480 ft.	560 ft.	640 ft.	720 ft.	800 ft.			
TH	-4	-6	-8	-10	-12			
Dam	1d6	1d6	1d6	1d6	1d6			

*: 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 (Small)		Light	+1	+0	0	
*Mithral Buckler (Small)		Shield	+1	+0	0	
applies a -1 to hit to Two-Handed Weapon, or Off-hand held weapon, mithral						
*Amulet of Natural Armor +1			+1	+0	0	
*Ring of Protection +1			+1	+0	0	

None

Region

Alignment

0' 0" / 0 lbs.

HEIGHT / WEIGHT

Normal

VISION

EYES

HAIR

Points

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL ARMOR

DEFLEC-TION

DODGE

Morale

Insight

Sacred

Profane

MISC

MISS CHANCE

Arcane Spell Failure

ARMOR CHECK PENALTY

SPELL RESIST

ACID RESIST

COLD RESIST

ELECT. RESIST

FIRE RESIST

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.					

Arcane Reservoir

Points

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Arcane Reservoir (Su):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. [Paizo Inc. - Advanced Class Guide, p.9]

Consume Spells

Uses per day

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Consume Spells (Su):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. [Paizo Inc. - Advanced Class Guide, p.13]

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
Light over head	112	Light off ground	225
		Heavy	112
		Push / Drag	562

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

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

Other Companions	
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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]
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	
Arcane Reservoir (Su)	[ACG]
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]
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]
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	
Arcane Barrier (Su)	[ACG]
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 minute s 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]
Spell slots per day - 1st = 5, 2nd = 5, 3rd = 5, 4th = 3, 5th = 0, 6th = 0, 7th = 0, 8th = 0, 9th = 0	

Cantrips	[ACG]
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]
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]
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]
These half lings 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 half lings have the fleet-footed, polyglot, and wanderlust alternate racial traits.	

Polyglot	[ARG]
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]
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 increases by 2 instead of 1.	

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

Feats	
Greater Spell Focus (Conjuration, Evocation)	[CR]
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]
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]
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, Shortsphear, 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		
☐Detect Magic ☐Disrupt Undead ☐Ghost Sound (DC:13) ☐Light		☐Burning Hands (DC:16) ☐Grease (DC:16) ☐Mage Armor (DC:16) ☐Magic Missile ☐Shield		☐Blindness/Deafness (DC:15) ☐Darkness ☐Resist Energy (DC:15) ☐Web (DC:17)		☐Dispel Magic ☐Fireball (DC:18) ☐Stinking Cloud (DC:18)		☐Black Tentacles ☐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
☐☐☐☐ 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]					
☐☐☐☐ 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]					
☐☐☐☐ 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]					
☐☐☐☐ 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
☐☐☐☐ 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]					
☐☐☐☐ 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.					
☐☐☐☐ 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]					
☐☐☐☐ 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)]					
☐☐☐☐ 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]					
☐☐☐☐ 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)]					
☐☐☐☐ 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
☐☐☐☐ 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]					
☐☐☐☐ 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]					
☐☐☐☐ 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)]					
☐☐☐☐ 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
☐☐☐☐ 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]					
☐☐☐☐ 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]					
☐☐☐☐ 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]					
☐☐☐☐ 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
☐☐☐☐ 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]					
☐☐☐☐ 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]					
☐☐☐☐ 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]					
☐☐☐☐ Stoneskin	Abjuration, EarthSchool [MetalSchool]	1 standard action	90 minutes or until discharged	Touch	CR:p.349
[V, S, M] TARGET: Creature touched; EFFECT: The warder creature gains resistance to blows, cuts, stabs, and slashes. [SR:Yes (harmless); DC:17, Will negates (harmless)]					

* =Domain/Speciality 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 warewolf each time he kills. The first time each day the save is Will DC10 but the DC inceases by 2 with each kill. The save resets to DC10 at dawn each day. The warewolf 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: