

Bryan Stephens

Fyonia Valyar

Darkvision (60)

Player Name

Character Name

VISION

Yet Another



Elf

Medium

6 ft 1 in

125 lbs

White Hair, Violet Eyes

Race

Region

Size

Height

Weight

Hair/Eyes

9th Sorcerer

Chaotic Good

Cayden Cailean

120 years

Female

Level/Class

Alignment

Deity

Age

Gender

Character Generator

STR	9	-1		
DEX	17	+3		
CON	13	+1		
INT	14	+2		
WIS	12	+1		
CHA	22	+6		

HP 50

SPEED

30 ft 6 sg BASE SPEED x4 RUN ft SWIM ft CLIMB ft FLY

WOUNDS	TEMP	NON-LETHAL

INIT +3 = 3 +

DEX MISC BURROW

AC 19 10+ 4 + 0 + 3 + 0 + 0 + 2 + 0

ARMOR BONUS SHIELD BONUS DEX MOD. SIZE MOD. NAT. ARMOR DEFL. MOD. MISC MOD.

TOUCH 15 **FLATFOOTED** 16

FORT	7	=	3	+	1	+	0	+	3	+		CONDITIONAL MOD
REFLEX	10	=	3	+	3	+	0	+	4	+		
WILL	10	=	6	+	1	+	0	+	3	+		

BAB 4 **SPELL RESISTANCE**

CMD 18 = 4 + -1 + 3 + 0 + 2 + 10

TOTAL BAB STR DEX SIZE MISC

CMB 3 = 4 + -1 + 0 + 0

TOTAL BAB STR SIZE MISC

		SKILLS				
CLASS	SKILL NAME	ABIL SCORE	TOTAL	ABIL MOD	RANKS	MISC
X	Acrobatics	DEX	3	3	0	0
C	Appraise	INT	2	2	0	0
C	Bluff	CHA	6	6	0	0
X	Climb	STR	2	-1	0	3
X	Diplomacy	CHA	6	6	0	0
X	Disguise	CHA	6	6	0	0
X	Escape Artist	DEX	3	3	0	0
C	Fly	DEX	9	3	3	3
X	Heal	WIS	1	1	0	0
C	Intimidate	CHA	6	6	0	0
C	Knowledge (planes)	INT	13	2	8	3
X	Perception	WIS	5	1	0	4
X	Perform (Dance)	CHA	10	6	4	0
C	Profession (Courtier)	WIS	13	1	9	3
X	Ride	DEX	6	3	3	0
X	Sense Motive	WIS	3	1	0	2
C	Spellcraft	INT	14	2	9	3
X	Stealth	DEX	3	3	0	0
X	Survival	WIS	1	1	0	0
X	Swim	STR	-1	-1	0	0

+1 Returning Dagger			
Light	ATTACK BONUS	Critical	
	+4	19-20/x2	
TYPE	RANGE	AMMUNITION	DAMAGE
P/S			1d4
SPECIAL PROPERTIES			
Returning: Weapon returns to the thrower			

+1 Returning Dagger			
Thrown	ATTACK BONUS	Critical	
	+8	19-20/x2	
TYPE	RANGE	AMMUNITION	DAMAGE
P/S	10		1d4
SPECIAL PROPERTIES			
Returning Dagger			

Ray			
Ranged	ATTACK BONUS	Critical	
	+7	x2	
TYPE	RANGE	AMMUNITION	DAMAGE
Variable	0		Varies
SPECIAL PROPERTIES			

Ranged Touch			
Ranged	ATTACK BONUS	Critical	
	+7	x2	
TYPE	RANGE	AMMUNITION	DAMAGE
Variable			Varies
SPECIAL PROPERTIES			

CUSTOM TEXT

Birthay: Feb 4 4602

LANGUAGES

Elven, Common, Draconic, Sylvan

PROTECTION

ARMOR		TYPE	ARMOR BONUS	MAX DEX BONUS
ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD		SHIELD BONUS	MAX DEX	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES						

OTHER POSSESSIONS

QUAN	ITEM	LOCATION	WGT	QUAN	ITEM	LOCATION	WGT
1	+1 Returning Dagger	Carried	1				
1	Wand of Magic Missile Lvl 9 (50 charges)	Carried	0				
1	Wand of Shield (50 charges)	Carried	0				
1	Wand of Dimension Door (50 charges)	Carried	0				
				Armor, Shield and Slotted Items			1
				Total Weight Carried			2

* Weight is modified by its location

SLOTS	
BELT	None
BODY	None
CHEST	None
EYES	None
FEET	None
HANDS	None
HEAD	None
HEADBAND	Headband of Alluring Charisma +2
NECK	None
RING (LEFT)	Ring of Protection +2
RING (RIGHT)	Ring of Arcane Signets
SHOULDERS	Cloak of Resistance +3
WRIST	Bracers of Armor +4
	Hand of Glory None

WEALTH [0 lbs]			
PP	GP	SP	CP
MISC			

EXPERIENCE / LEVEL

Current XP	
10th Level	105,000

ENCUMBRANCE

30 LIGHT LOAD	60 MEDIUM LOAD	90 HEAVY LOAD
90 OVER HEAD	180 LIFT OFF GROUND	450 PUSH/DRAG

ABILITIES

Elf Traits

- Alternate Racial Traits: Darkvision, Arcane Focus
- Type (CRB 22): You are a humanoid with the elf subtype.
- Elven Immunities (CRB 22): You are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.
- Elven Magic (CRB 22): You receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, you receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.
- Keen Senses (CRB 22): You receive a +2 racial bonus on Perception skill checks.*
- Arcane Focus (ARG 22): You gain a +2 racial bonus on concentration checks made to cast arcane spells defensively.
- Darkvision (ARG 22): You gain darkvision with a range of 60 feet*, but also gain sensitivity to light and are dazzled in areas of bright light or within the radius of a daylight spell.

Traits

- Deft Dodger (APG 328): You gain a +1 trait bonus on Reflex saves*.
- Desperate Resolve (UCa 56): You gain a +1 trait bonus on concentration checks*. This trait bonus increases to +4 when you are grappled, pinned, in violent weather, or entangled.

Benefits of Familiar

- You gain a +3 bonus on Climb checks*
- Alertness (Ex) (Core 83): The familiar provides you with the Alertness Feat
- Empathic Link (Su) (Core 83): The master can communicate emphatically with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared.
- Speak with Master (Ex) (Core 83): A familiar and the master can communicate verbally as if they were using a common language.

Class Features

- Weapon Proficiency: You are proficient with all Simple weapons.
- Eschew Materials (Core 71): You gain Eschew Materials as a bonus feat.*
- Arcane Bloodline (Core 73): Your family has always been skilled in the eldritch art of magic and your powers developed without the need for study and practice.
- Bloodline Arcana (Core 73): Whenever you apply a metamagic feat to a spell that increases the slot used by at least one level, increase the spell's DC by 1. This bonus does not apply to spells modified by the Heighten Spell feat.
- Arcane Bond (Su) (Core 73): You have formed an arcane bond with a familiar (Spider, Scarlet)
- Metamagic Adept (Ex) (Core 73): 2 times a day, you can apply any one metamagic feat you know to a spell you are about to cast without increasing the casting time. You must still expend a higher-level spell slot to cast this spell.
- New Arcana (Ex) (Core 73): You can add 1 spell(s) from the sorcerer/wizard spell list to your list of spells known.

Feats

- Expanded Arcana (APG 159): Add one spell from your class's spell list to your list of spells known, or two spells if both are at least one level lower than the highest level spell you can cast.
- Silent Spell (Core 133): A silent spell can be cast with no

* Denotes bonuses or penalties already included in the calculations

ABILITIES (continued)

- verbal components by using a spell slot one level higher.
- Still Spell (Core 135): A stilled spell can be cast with no somatic components by using a spell slot one level higher.
 - Empower Spell (Core 122): All variable, numeric effects of an empowered spell are increased by half*. Uses a spell 2 slots higher.
 - Combat Casting (Core 119): You get a +4 bonus on concentration checks when casting on the defensive or while grappled
 - Spell Penetration (Core 134): You get a +2 bonus on caster level checks made to overcome spell resistance
 - Alertness (Core 117): You get a +2 bonus on all Perception and Sense Motive skill checks. Increases to +4 if you have 10 or more ranks.*
 - Eschew Materials (Core 123): You can cast many spells without needing to utilize minor material components.

Weapon Descriptions

- +1 Returning Dagger
 - You gain a +2 bonus on Sleight of Hand checks to conceal a dagger on your body.

Magic Items

- Ring of Protection +2 (Core 481): This ring provides a +2 deflection bonus*
- Ring of Arcane Signets (APG 292): You can place a mark as arcane mark
- Cloak of Resistance +3 (Core 507): Gives a +3 resistance bonus to all saves*.
- Bracers of Armor +4 (Core 504): Grants you a +4 Armor bonus
- Headband of Alluring Charisma +2 (Core 516): The headband grants the wearer an enhancement bonus to Charisma of +2.*

* Denotes bonuses or penalties already included in the calculations

CLASS ABILITIES/MAGIC ITEMS

Metamagic Adept (Ex)

/day

Wand of Magic Missile Lvl 9

charges

Wand of Shield

charges

Wand of Dimension Door

charges

Handwritten Notes

Bryan Stephens
Player Name

Fyonia Valyar
Character Name

Weapon 5			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 6			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 7			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 8			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 9			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 10			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 11			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 12			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Portrait

Additional Notes

ABILITIES (continued)

ABILITIES (continued)

CONDITIONAL MODIFIERS

Caster Level Checks:

- +2 racial - to overcome spell resistance (Elven Magic)
- +2 - to overcome spell resistance (Spell Penetration)

Concentration:

- +2 racial - to cast arcane spells defensively (Arcane Focus)
- +4 - when casting defensively or grappled (Combat Casting)
- +4 trait - when grappled, pinned, in violent weather or entangled (Desperate Resolve)

Saving Throws:

- +2 racial - vs enchantment spells and effects (Elven Immunities)

Spellcraft:

- +2 racial - to identify the properties of magic items (Elven Magic)

Spell Sheet

Name: Fyonia Valyar

Concentration: Sorcerer: 1d20 + 16

		Spells per day									
Level	0	1	2	3	4	5	6	7	8	9	
Sorcerer (9th)	∞	8	8	7	5						

		Spells Known									
Level	0	1	2	3	4	5	6	7	8	9	
Sorcerer (9th)	8	5	4	5	3						

Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source	
	0	Arcane Mark	16	universal	touch	none	Magically marks an object	Core 244	
				Area	Comp Casting Time	Duration SR			
					V, S	1 SA			permanent
	0	Dancing Lights	16	evocation [light]	190 ft.	none	You create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisp), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required).	Core 263	
				Area	Comp Casting Time	Duration SR			
					V, S	1 SA			1 minute
	0	Detect Magic	16	divination	60 ft.	none	You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject. 1st Round: Presence or absence of magical auras. 2nd Round: Number of different magical auras and the power of the most potent aura. 3rd Round: The strength and location of each aura.	Core 267	
				Area	Comp Casting Time	Duration SR			
					cone	V, S			1 SA
	0	Detect Poison	16	divination	45 ft.	none	You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check.	Core 268	
				Area	Comp Casting Time	Duration SR			
					see text	V, S			1 SA
	0	Mage Hand	16	transmutation	45 ft.	none	You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.	Core 306	
				Area	Comp Casting Time	Duration SR			
					V, S	1 SA			concentration
	0	Prestidigitation	16	universal	10 ft.	see text	Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations.	Core 325	
				Area	Comp Casting Time	Duration SR			
					Target, Effect, or see text	V, S			1 SA
	0	Ray of Frost	16	evocation [cold]	45 ft.	none	A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.	Core 330	
				Area	Comp Casting Time	Duration SR			
					V, S	1 SA			inst.
	0	Read Magic	16	divination	personal	0	You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll.	Core 330	
				Area	Comp Casting Time	Duration SR			
					V, S, F	1 SA			90 min.
	1	Burning Hands	17	evocation [fire]	15 ft.	Ref half	A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 5d4 points of fire damage. Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.	Core 251	
				Area	Comp Casting Time	Duration SR			
					cone	V, S			1 SA
	1	Identify	17	divination	60 ft.	none	This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.	Core 299	
				Area	Comp Casting Time	Duration SR			
					cone	V, S			1 SA
	1	Magic Missile	17	evocation [force]	190 ft.	none	You can fire up to 5 missiles of magical energy which hit their target (unless it has total cover or total concealment) dealing 1d4+1 points of force damage each.	Core 309	
				Area	Comp Casting Time	Duration SR			
					V, S	1 SA			inst.
	1	Ray of Enfeeblement	17	necromancy	45 ft.	Fort half	A ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6+4. The subject's Strength score cannot drop below 1. A successful Fortitude save reduces this penalty by half. This penalty does not stack with itself. Apply the highest penalty instead.	Core 329	
				Area	Comp Casting Time	Duration SR			
					V, S	1 SA			9 round(s)
	1	Shield	17	abjuration [force]	personal	0	Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.	Core 342	
				Area	Comp Casting Time	Duration SR			
					V, S	1 SA			9 min.

Charlotte

Spider, Scarlet

Tiny

Fyonia Valyar

Companion Name

Species

Size

Character Name



STR	3	-4		
DEX	21	5		
CON	10	0		
INT	10	0		
WIS	10	0		
CHA	2	-4		

HP 25

INIT 5 = 5 +

Familiar

WOUNDS	NON-LETHAL

SPEED

30 ft	6 sq	x4		30 ft	
BASE SPEED		RUN	SWIM	CLIMB	FLY

PROTECTIVE ITEM

	AC BONUS	MAX DEX
ACP	WEIGHT	SPECIAL PROPERTIES

AC 23 Total 10+ + + 5 + 2 + 6 + +

ARMOR BONUS SHIELD BONUS DEX MOD. SIZE MOD. NATURAL ARMOR DEFLECT MOD. MISC MOD.

TOUCH 17 FLAT FOOTED 18

SPELL RESISTANCE

FORT 3 BAB 4

REFLEX 8 CMD 13

WILL 6 CMB 7

ATTACK

+11 Bite

1d3-4 plus poison

SKILLS

SKILL NAME	ABIL SCORE	TOTAL	ABIL MOD	RANKS	MISC
C Acrobatics	DEX	16	5	11	0
X Appraise	INT	0	0	0	0
X Bluff	CHA	-4	-4	0	0
C Climb	DEX	24	5	11	8
X Diplomacy	CHA		-4	0	0
X Disguise	CHA	-4	-4	0	0
X Escape Artist	DEX	5	5	0	0
C Fly	DEX	12	5	3	4
X Heal	WIS	0	0	0	0
X Intimidate	CHA	-4	-4	0	0
X Knowledge (planes)	INT	8	0	8	0
C Perception	WIS	7	0	7	0
X Perform	CHA	-4	-4	0	0
X Ride	DEX	8	5	3	0
X Sense Motive	WIS	0	0	0	0
X Spellcraft	INT	9	0	9	0
C Stealth	DEX	20	5	7	8
X Survival	WIS	0	0	0	0
C Swim	DEX	5	5	0	0

ABILITIES

Familiar Features

- Darkvision 60 feet (Core 83)
- Improved Evasion (Ex) (Core 83): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.
- Share Spells (Core 83): The wizard may cast a spell with a target of "You" on his familiar (as a touch spell) instead of on himself. A wizard may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).
- Deliver Touch Spells (Su) (Core 83): If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master would.
- Speak with Master (Ex) (Core 83): A familiar and the master can communicate verbally as if they were using a common language.
- Speak with Animals of Its Kind (Ex) (Core 83): A familiar can communicate with animals of approximately the same kind as itself