

Harwynian Fallingleaf, Elven Transmuter 2

Attributes

	Points	Base	Race	Class	Total	Bonus
STR	-2	8	0		8	-1
CON	2	12	-2		10	+0
DEX	5	14	2	1	17	+3
INT	10	16	2		18	+4
WIS	2	12	0		12	+1
CHA	3	13	0		13	+1

HP	10
AC	13 (10 flat-footed)
BAB	+1
CMD	12
XP	3000
Algn	Chaotic Good
Age	149
Move	30

Fort	+0
Ref	+3
Will	+4

Languages

Common, Elven, Dwarven, Skald, Goblin, Sylvan, Orc, Tien (linguistics)

Campaign Traits

Student Survivalist (Shalelu Andosana)

Class Features

Bonded Object (Amulet) , Favored School: Transmutation, Forbidden Schools: Necromancy, Illusion, Physical Enhancement (+1 DEX),

Attacks

Weapon	Bonus	Damage	Critical	Type	Notes
Shortsword	+0	1d6-1	19-20/x2	Pierce	
Dagger / Cold Iron Dagger	+0 / +4 throw	1d4-1	19-20/x2	Pierce	Range 10'
Masterwork Steel Dagger	+1 / +5 throw	1d4-1	19-20/x2	Pierce	Range 10'
Telekinetic Fist	+4	1d4+1	20/x2	Bludgeon	30' ranged touch

HP Usage

Hit Points
10

Telekinetic Fist (1d4+1, 30' ranged touch, 8/day)

Skills

Skill	Stat	Rank	Class	Stat	Total
Appraise	Int	2	3	4	+9
Knowledge (geography)	Int	1	3	4	+8
Knowledge (history)	Int	1	3	4	+8
Knowledge (arcana)	Int	1	3	4	+8
Knowledge (local)	Int	1	3	4	+8
Linguistics	Int	1	3	4	+8
Spellcraft	Int	2	3	4	+9
Survival	Wis	2	3+2	1	+8
Profession (scribe)	Wis	1	3	1	+5
Fly	Dex	0		3	+3
Craft	Int	0		4	+4

Aspects and Fate Points

Fate Points:

- Elegant Elven Transmuter
- Trapped by Tradition
- Enchanted by Beautiful Dreams

Feats

Combat Casting, Scribe Scroll

Spells Prepared

- Cantrips (4): Light, Mage Hand, Mending, Message
- Level One (3+1): Enlarge Person, Expeditious Retreat, Magic Weapon, Reduce Person

Spellbook

- Cantrips: Resistance, Acid Splash, Detect Magic, Detect Poison, read Magic, Daze, Dancing Lights, Flare, Light, Ray of Frost, Mage Hand (tr), Mending (tr), Message (tr), Open/Close (tr), Arcane Mark, Prestidigitation
- Level One: Comprehend Languages, Enlarge Person (tr), Expeditious Retreat (tr), Feather Fall (tr), Magic Weapon (tr), Protection from Evil, Identify, Magic Missile, Reduce Person (tr)

Random Items

Map of Brinestump Marsh (showing two shipwrecks and a dangerous cave)
 Rubbing of the nameplate from the *Kaijitsu Star* (Tien characters)

Equipment

Item	Location	Qty	Unit Wt. (lb)	Unit Cost (gp)	Total Wt. (lb)	Total Cost	Uses	Notes
Belt Pouch	Belt	1	0.5	1	0.5	1		
Cold Iron Dagger	Belt	1	1	4	1	4		1d4, 19-20/x2, rng 10'
Dagger	Belt	2	1	2	2	4		1d4, 19-20/x2, rng 10'
Masterwork Dagger	Belt	2	1	2	2	4		1d4, 19-20/x2, rng 10' +1 to hit
Shortsword	Belt	1	2	10	2	10		1d6, 19-20/x2
Wand of <i>Identify</i>	Pouch	1					18	
<i>Cure Light Wounds</i> potion	Pouch	1					1	1d8+1 healing
<i>Lesser Restoration</i> potion	Pouch	1						
Skyrocket	Pouch	1						Firework
Desnan Candles	Pouch	4					4	Firework
Waterskin	Belt	1	4	1	4	1		
Bonded Amulet	Worn	1	0	0	0	0		
Bright Green Sash	Worn	1	0	4	0	4		
Elegant Green Robe	Worn	1	8	10	8	10		
Masterwork Shuriken	Worn	1	0					Sewn inside flap of robe
Backpack	Back	1	2	2	2	2		
Ink (8 oz jar)	Pouch	1	0	8	0	8		
Inkpen	Pouch	1	0	0.1	0	0.1		
Parchment	Scroll Case	10	0	0.2	0	2		
Scroll Case	Backpack	1	0.5	1	0.5	1		
Spellbook	Backpack	1	1	0	1	0		
Bedroll	Wagon	1	5	0.1	5	0.1		weight = 5lb
Totals					26	47.2		(light load to 26 lb) (med load to 53 lb)

Money

Platinum Coins	
Gold Coins	2
Silver Coins	8

Copper Coins	
--------------	--

Interesting Documents

Map of Brinestump Marsh
Rubbing of the *Kaijitsu Star* nameplate (Tien characters)

Life History

Harwynian Fallingleaf, an elf from the Mierani forest. He was educated as a transmuter by the Green Sash Society, a group of elven magicians dedicated to the reclamation of the ruined city of Celwynvian. But he remains dismayed by the way the Green Sashes have been mired in meaningless ritual and routine, bringing them no closer to unraveling the curses of the city. He has abandoned their forest lodge and taken up with Shalelu Andosana, learning her ways. And now that she has settled on the idea of traveling with a caravan, he is drawn along with her. Perhaps along the way he will learn something useful to the dream of recovering Celwynvian.

Relationships

- Ameiko Kaijitsu (friendly) 1
- Koya Mvashti (competitive) 1
- Sandru Vhiski (friendly) 1
- Shalelu Andosana (friendly) 6

Elf Racial Traits

+2 Dexterity, +2 Intelligence, –2 Constitution: Elves are nimble, both in body and mind, but their form is frail.

Medium: Elves are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Elves have a base speed of 30 feet.

Low-Light Vision: Elves can see twice as far as humans in conditions of dim light. See Chapter 7.

Elven Immunities: Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic: 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.

Keen Senses: Elves receive a +2 racial bonus on Perception skill checks.

Weapon Familiarity: 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.

Languages: Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose from the following: Celestial, Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

Transmutation School

Transmuters use magic to change the world around them. Forbidden schools: Necromancy, Illusion.

- *Physical Enhancement (Su):* You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. You can change this bonus to a new ability score when you prepare spells. At 20th level, this bonus applies to two physical ability scores of your choice.
- *Telekinetic Fist (Sp):* As a standard action you can strike with a telekinetic fist, targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.
- *Change Shape (Sp):* At 8th level, you can change your shape for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. This ability otherwise functions like *beast shape II* or *elemental body I*. At 12th level, this ability functions like *beast shape III* or *elemental body II*.

Campaign Trait

Student Survivalist: Although she is seen as something of a mystery to most of Sandpoint's citizens, Shalelu has never really seemed all that mysterious to you. Of course, that's probably because she helped raise you. You have never quite figured out why Shalelu decided to treat you as a younger sibling, but you certainly appreciated it— and you eagerly absorbed all of the survivalist tricks that she showed you over the years. As a result, you gain a +2 trait bonus on all Survival checks, and Survival is a class skill for you. In addition, you gain a +1 trait bonus on all attack rolls against foes that threaten your mentor. **NPC**

Choices: Shalelu.

Experience Log

<i>Date</i>	<i>Experience Gain</i>	<i>Experience Total</i>	<i>Notes</i>
11/12/2011	0	0	Character created
11/27/2011	3000	0	Wizard Level 2. +3 hit points, +1 BAB, +1 Will Save, +1 cantrip, +1 L1 spell per day, 6 skill points, +1 relationship with Shalelu Andosana. +1 Appraise, +1 Survival, +1 Spellcraft, +1 Knowledge (geography), +1 Knowledge (arcana), +1 Knowledge (local)