

Faerith the Collector

Aaron Ellis

Cleric 1 Wizard 1



CHARACTER RECORD SHEET

CHARACTER NAME: **Sivanah** ALIGNMENT: **Neutral Good** RACE (TYPE/SUBTYPE): **Half-Elf** CHAK LVL: **2**
 SIZE: **Medium** AGE: **20** GENDER: **Male** HEIGHT: **6' 0"** WEIGHT (lb.): **185 lb.** DESCRIPTION: **White hair, green eyes**

ABILITY NAME	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP Mod	HP TOTAL	LETHAL	NONLETHAL	CONDITION	DAMAGE REDUCTION	SPELL RESISTANCE	ENCUMBRANCE
STR STRENGTH	10	+0			HP Mod: 0	12						Light
DEX DEXTERITY	14	+2			AC ARMOR CLASS	12						
CON CONSTITUTION	13	+1			TOUCH ARMOR CLASS	12						
INT INTELLIGENCE	18	+4			MISC AC NOTES							
WIS WISDOM	12	+1			INITIATIVE MODIFIER							
CHA CHARISMA	10	+0										

SPEED

GROUND: **30 ft. / x 4**

MW MOD:

OTHER:

SENSES

Perception: **+6** (MODIFIER) PASSIVE: **16** SPECIAL: **Low-Light Vision**

CONDITIONAL MODIFIERS / OTHER:

SAVING THROWS

TOTAL	BASE	ABILITY	RACE	OTHER	MISC	TEMP
FORTITUDE (CONSTITUTION): +3	2	1	0	0		
REFLEX (DEXTERITY): +2	0	2	0	0		
WILL (WISDOM): +5	4	1	0	0		

COMBAT MANEUVERS

CMB MODIFIER	TOTAL	BASE	ABILITY	SIZE	OTHER	MISC
CMB : +0	0	0	0	0		
CMD TARGET DC : 12	10	0	0	2	0	0

ATTACK TYPE

TOTAL	BASE ATTACK BONUS	ABILITY	SIZE	MISC	TEMP
MELEE : +0	0	Str	0	0	
RANGED : +2	0	Dex	0	0	

WEAPON (Melee)

Dagger: **0** lb., **B or S** Light, **1d4** damage, **19-20 / x2** critical

WEAPON (Melee)

Club (in pack): **0** lb., **B** 1-handed, **1d6** damage, **20 / x3** critical

WEAPON (Melee)

Dagger (if thrown): **10 ft.** range, **0** lb., **P or S** Light, **1d4** damage, **19-20 / x2** critical

WEAPON (Ranged)

Longbow: **100 ft.** range, **0** lb., **P** Ranged, **1d8** damage, **20 / x3** critical

WEAPON (Ranged)

Dagger (if thrown): **100 ft.** range, **0** lb., **P or S** Light, **1d4** damage, **19-20 / x2** critical

WEAPON (Ranged)

Longbow: **100 ft.** range, **0** lb., **P** Ranged, **1d8** damage, **20 / x3** critical

CHANNEL ENERGY (1d6, 30' burst, Will DC 10)

Effective Level: **1** Other DC Mods: Cleric Times/Day: **3** Used:

SKILLS Skill Points: **13 of 13** SP Mod: **0** Arm. Check Penalty: **0**

SKILL NAME	KEY ABILITY	SKILL MOD	ABILITY MOD	RANK	CALC MODS	MISC MOD
<input type="checkbox"/> Acrobatics	Dex*	+2	2		+ 0	
<input checked="" type="checkbox"/> Appraise	Int	+11	4	1	+ 3	3
<input checked="" type="checkbox"/> Bluff	Cha	+0	0		+ 0	
<input type="checkbox"/> Climb	Str*	+0	0		+ 0	
<input checked="" type="checkbox"/> Craft (Alchemy)	Int	+8	4	1	+ 3	
<input checked="" type="checkbox"/> Craft (Bowmaking)	Int	+8	4	1	+ 3	
<input checked="" type="checkbox"/> Craft (Calligraphy)	Int	+8	4	1	+ 3	
<input type="checkbox"/>						
<input type="checkbox"/>						
<input checked="" type="checkbox"/> Diplomacy	Cha	+0	0		+ 0	
<input checked="" type="checkbox"/> Disguise	Cha	+0	0		+ 0	
<input type="checkbox"/> Escape Artist	Dex*	+2	2		+ 0	
<input checked="" type="checkbox"/> Fly	Dex*	+2	2		+ 0	
<input checked="" type="checkbox"/> Heal	Wis	+5	1	1	+ 3	
<input type="checkbox"/> Intimidate	Cha	+0	0		+ 0	
<input type="checkbox"/> Perception	Wis	+6	1	1	+ 2	2
<input type="checkbox"/> Perform (untrained)	Cha	+0	0		+ 0	
<input type="checkbox"/> Ride	Dex*	+2	2		+ 0	
<input checked="" type="checkbox"/> Sense Motive	Wis	+3	1		+ 0	2
<input checked="" type="checkbox"/> Stealth	Dex*	+6	2	1	+ 3	
<input type="checkbox"/> Survival	Wis	+1	1		+ 0	
<input type="checkbox"/> Swim	Str*	+0	0		+ 0	
<input type="checkbox"/>						
<input type="checkbox"/> Disable Device	Dex*	NA	2		+ 0	
<input type="checkbox"/> Handle Animal	Cha	+1	0	1	+ 0	
<input checked="" type="checkbox"/> Knowledge (arcana)	Int	+8	4	1	+ 3	
<input checked="" type="checkbox"/> Knowledge (dungeoneering)	Int	NA	4		+ 0	
<input checked="" type="checkbox"/> Knowledge (engineering)	Int	NA	4		+ 0	
<input checked="" type="checkbox"/> Knowledge (geography)	Int	NA	4		+ 0	
<input checked="" type="checkbox"/> Knowledge (history)	Int	NA	4		+ 0	
<input checked="" type="checkbox"/> Knowledge (local)	Int	+8	4	1	+ 3	
<input checked="" type="checkbox"/> Knowledge (nature)	Int	NA	4		+ 0	
<input checked="" type="checkbox"/> Knowledge (nobility)	Int	NA	4		+ 0	
<input checked="" type="checkbox"/> Knowledge (planes)	Int	NA	4		+ 0	
<input checked="" type="checkbox"/> Knowledge (religion)	Int	+8	4	1	+ 3	
<input checked="" type="checkbox"/> Linguistics	Int	NA	4		+ 0	4
<input checked="" type="checkbox"/> Profession (untrained)	Wis	NA	1		+ 0	
<input type="checkbox"/> Sleight of Hand	Dex*	NA	2		+ 0	
<input checked="" type="checkbox"/> Spellcraft	Int	+13	4	2	+ 3	4
<input type="checkbox"/> Use Magic Device	Cha	NA	0		+ 0	

* Armor Check Penalty applies. NA skills cannot be used untrained.

SKILL NOTES

Spellcraft Bonuses: Classically Trained (+1), Half Elf Skill Focus Feat (+3)
 Initiative Bonuses: Dexterity Mod (+2), First Feat - Improved Initiative (+4)
 Raven Familiar: +3 on Appraise skill checks (if within one mile)
 +2 on Perception & Sense Motive checks (reach)

LANGUAGES Common: **Taldane**

Racial: Taldane and Elven | Chelaxian | Celestial
 Draconic | Orc

RACIAL ABILITIES

Low-Light Vision (see twice as far in dim light); Adaptability (receive Skill Focus as bonus feat at 1st level); Elf Blood (both elven and human for any effect related to race); Elven Immunities (immune to magic sleep effects, +2 racial bonus vs. enchantment spells/effects); Keen Senses (+2 racial bonus on Perception checks); Multitalented: (choose two favored classes at 1st level)

TRAITS

Classically Schooled [Basic (Magic)]: You gain a +1 trait bonus on Spellcraft checks, and Spellcraft is always a class skill for you.

Pathfinder Exile [Region (Chelax)]: Using your Wayfinder, you gain +2 circumstance bonus to survival checks to prevent getting lost. Also your Wayfinder can be commanded to emit light (as the spell, CL5) as a standard action, effect lasts 50 minutes.

FEATS

- Armor Proficiency, Light: No penalties on attack rolls while wearing light armor
- Armor Proficiency, Medium: No penalties on attack rolls while wearing medium armor
- Improved Initiative: +4 bonus on initiative checks
- Shield Proficiency: No penalties on attack rolls when using a shield
- Simple Weapon Proficiency: No penalty on attacks made with simple weapons
- Skill Focus: +3 bonus on one skill (+6 at 10 ranks)
- Scribe Scroll: Create magic scrolls

CLASS ABILITIES

CLERIC

- Aura (Ex): Powerful aura corresponds to deity's alignment
- Cleric spells: Casts divine spells from cleric spell list (alignment may restrict selection); must choose and prepare spells in advance; Wisdom is primary ability for bonus spells and DC; must choose specific time to spend 1 hour each day to regain daily allotment of spells: 1st level: (DC 12): 2 spells per day
- Channel Energy (Su): Standard Action (no AoO); 3/day, may present holy symbol to cause 30' radius positive energy burst that affects all undead or living creatures (may exclude self), dealing/healing 1d6 dmg; Will save half (DC 10)
- Domains: Gain 2 domains:
 - Knowledge: All Knowledge skills are class skills; Lore Keeper (Sp) - Touch attack grants knowledge of foes abilities/weaknesses as if making a Knowledge skill check with a result of 17
 - Trickery: Gain Bluff, Disguise, and Stealth as class skills; Copycat (Sp) - Move Action, 4/day, create illusory double that lasts 1 rnd(s) or until dispelled/destroyed
- Orisons: 3 orisons per day (DC 11), cast like any other spell, but do not expend any slots and may be used again)
- Spontaneous Casting [Clerical]: May 'lose' any prepared spell that is not an orison/domain spell to cast 'cure' spell without preparation
- Chaotic, Evil, Good, and Lawful Spells: Cannot cast spells with these descriptor(s): 'evil' FALSE
- Bonus Languages: May select Celestial, Abyssal, and Infernal as bonus languages in addition to those available because of race

WIZARD

- Spells: Casts arcane spells from sorcerer/wizard spell list; must choose and prepare spells in advance by getting 8 hrs of sleep and spending 1 hr studying spellbook; Intelligence is primary ability for bonus spells and DC; must spend 1 hour each day to regain daily allotment of spells: 1st level: (DC 15): 2 spells per day
- Bonus Languages: Substitute Draconic for 1 bonus language available due to race
- Arcane Bond (Ex): Magical pet enhances your skills/senses and can aid in magic
- Arcane School: [Abjuration]
 - Resistance (Ex) - gain resistance 5 to energy type chosen when you prepare spells
 - Protective Ward (Su) - Standard Action, 7/day, create 10'-radius field centered on you that lasts 4 rnds, you and all allies w/in receive +1 Deflection bonus to AC for 1 rnd
- Cantrips: 3 cantrips per day (DC 14), cast like any other spell, but do not expend any slots and may be used again (cantrip from opposition school uses up two of available slots)
- Scribe Scroll: Gain Scribe Scroll as bonus feat
- Spellbooks: Begins play with spellbook containing all 0-level wizard spells (except those from prohibited schools, if any) plus 7 1st-level spells; gains 2 new spells per class level; must study spellbook each day to prepare spells, cannot prepare any spell not recorded in spellbook except for read magic

BACKGROUND / DEVELOPMENTS

Born in Hermea, of an Elven father and Human mother, Faerith Alacaster was trained in the traditional manner of Hermean children until the age of sixteen. Faerith's natural curiosity for all things lead him to explore many skills at a young age (often abandoning those pursuits quickly). His tutors noted that Faerith exhibited a general lack of discipline and an overarching distrust for authority, traits that were not welcome in Mengkare's Glorious Endeavor.

Faerith found freedom from the watchful gaze of his schoolmasters & the torments of his peers within the deep and rich libraries of Promise, Hermea's capital city. It was within those halls and among those tomes that Faerith felt most at ease.

Although not unexpected, Faerith was denied Hermean citizenship upon reaching his 16th birthday and was sent from the only home he had ever known aboard the next cargo ship bound for the mainland.

Landing in the city of Westcrown, Faerith once again found himself under the harsh scrutiny of unsympathetic eyes. Alone, in a hostile new world, Faerith stumbled into the Pathfinder lodge of Delvehaven with little money and even less hope for his future. It was in this raucous, smoke-filled lodge where he discovered a library unlike any he had ever imagined. The stories told there captured his imagination and ignited his sense of purpose.

For almost a year, Faerith found a new home at Delvehaven, living by his craft skills to supply adventuring Pathfinders with inexpensive bows & cheap arrows. When the lodge was shut down and sealed by the city guard Faerith was once again, torn from his home.

After two years of wandering, Faerith returned to find Delvehaven closed, in great disrepair, yet still surrounded by intrigue. Faerith began searching for answers in all the wrong places, and was soon aided by an anonymous ally.

REGIONS / PLACES

Hermea, Chelixa

PORTRAIT / SYMBOL

PEOPLE / ORGANIZATIONS

Pathfinder Society (acquaintance), Children of Westcrown (co-conspirator)

CREATURES

OTHER NOTES