

Eldred Sondaun

Player: Yuna

Wizard 2

Medium, Elf, Humanoid, Nephilim

Ancestry: Elf Nephilim (Nephilim)

Background: Academy Dropout

Deity: **Iomedae**

Speed: 30 ft.

Languages: Common, Elven, Empyrean, Fey, Gnomish, Goblin, Orcish

Hit Points	Focus Points	Hero Points
18	1	3 1

Str	Dex	Con	Int	Wis	Cha	
+0	+3	+0	+4	+0	+2	+0 Str +3 Dex +0 Con +4 Int +0 Wis +2 Cha

☐ **PERCEPTION** **+4_T** = +4 Base +0 Wis +0 Misc

☐ **FORTITUDE** **+4_T** = +4 Base +0 Con +0 Misc

☐ **REFLEX** **+7_T** = +4 Base +3 Dex +0 Misc

☐ **WILL** **+6_E** = +6 Base +0 Wis +0 Misc

☐ **AC** **17_T** = +14 Base +3 Dex +0 Misc

Defenses

All Saves (Face mask, basic): +1 item bonus to avoid contracting disease

Explorer's clothing (Trained)

AC: +0, Max Dex: +5, Armor Check: –, Speed: –

Traits: comfort

Unarmored defense (Trained)

AC: +0, Max Dex: –, Armor Check: –, Speed: –

Dagger (Trained)

Melee: **+7/+3/-1** (1d4 P, Crit ×2)

Ranged (10 ft.) : **+7/+3/-1** (1d4 P, Crit ×2)

Reload: -99; Traits: versatile S, thrown 10 ft., agile, finesse

Staff (Trained)

Melee: **+4/-1/-6** (1d4 B, Crit ×2)

Reload: -99; Traits: two-hand (1d8), monk

Special Abilities

Darkvision

See in darkness and dim light.

Drain Bonded Item (1/day)

Cast a previously cast spell without spending a spell slot.

Low-Light Vision

See in dim light as if it were normal light.

Staff Nexus (Staff)

Create a customizable magical staff.

Treat Wounds (2d8, DC 15)

Use Medicine to restore HP to adjacent living creature based on check result.

Feats

Angelkin [Ancestry Feats Selection]

You know the Empyrean language, gain the Multilingual skill feat, and become trained in Society.



Skills

<input type="checkbox"/>	+8_T	Academia Lore _{Int}
<input type="checkbox"/>	+7_T	Acrobatics _{Dex}
<input type="checkbox"/>	+8_T	Arcana _{Int}
<input type="checkbox"/>	+4_T	Athletics _{Str}
<input type="checkbox"/>	+4_U	Crafting _{Int}
<input type="checkbox"/>	+6_T	Deception _{Cha}
<input type="checkbox"/>	+6_T	Diplomacy _{Cha}
<input type="checkbox"/>	+2_U	Intimidation _{Cha}
<input type="checkbox"/>	+4_T	Medicine _{Wis}
<input type="checkbox"/>	+0_U	Nature _{Wis}
<input type="checkbox"/>	+4_U	Occultism _{Int}
<input type="checkbox"/>	+6_T	Performance _{Cha}
<input type="checkbox"/>	+0_U	Religion _{Wis}
<input type="checkbox"/>	+8_T	Society _{Int}
<input type="checkbox"/>	+3_U	Stealth _{Dex}
<input type="checkbox"/>	+4_T	Survival _{Wis}
<input type="checkbox"/>	+3_U	Thievery _{Dex}

Feats

Spellbook Prodigy [Class Feats Selection]

Crit failure to Learn a Spell becomes a failure instead.

Weapon Proficiencies

Trained: All Simple Weapons, All Unarmed Attacks

Armor Proficiencies

Trained: Unarmored Defense

Feats

Battle Medicine [Skill Feats Selection]

Medicine DC 15: heal 2d8 HP; target is immune to Battle Medicine for 1d.

Dubious Knowledge

When failing to Recall Knowledge, learn one bit each of true and erroneous knowledge.

Magical Shorthand

Learn a Spell in 10m regardless of rank; use downtime to learn and inscribe new spells.

Multilingual

Learn additional languages.

Spells

Innate spells known (DC 16, attack +6)

Wizard spells prepared (DC 18, attack +8)

1st—*carryall*, *dizzying colors*, *interposing earth*^{RE}, *runic weapon*

Cantrip (at will)—*detect magic*, *live wire*, *message*, *read aura*, *shield*, *void warp*

Focus Spells

Protective Wards (1st)

Tracked Resources

Dagger	<input type="checkbox"/>
Drain Bonded Item (1/day)	<input type="checkbox"/>
Healing potion, minor (1d8)	<input type="checkbox"/>
Rations (1 week)	<input type="checkbox"/>
Torch	<input type="checkbox"/>

Gear (Encum: 5 bulk, Over: 10 bulk)

Total Bulk Carried: 3.2, Unencumbered

Backpack <Holds: 20 @ 0.8 blk>	L
Bedroll	L
Chalk x10 <In: Backpack>	-
Clothing, fine <In: Backpack>	-
Dagger	L
Doll	L
Explorer's clothing	L
Face mask, basic	-
Ferret	-
Flint and steel	-
Healing potion, minor (1d8)	L
Lantern, hooded	L
Lastwalls Arcanum Standard Edition	L
Money	-
Musical instrument, handheld (Fiddle)	1
Rations (1 week) x2 <In: Backpack>	0.2
Religious symbol of Iomedae (silver)	L
Religious text (Iomedae, Iomedae's teachings of Duty)	L
Rope (50 feet)	L
Soap <In: Backpack>	-
Staff	1
Torch x5 <In: Backpack>	0.5
Waterskin	L
Writing set <In: Backpack>	L

Experience & Wealth

Career Experience Points: **1,000** (0/1,000 to 3rd)

Current Cash: **7 sp**

Personal Details

Gender: Androgynous; **Age:** 134; **Height:** 5' 4"; **Weight:** 112 lb.; **Eyes:** Striking Yellow; **Hair:** Ebon Black; **Skin:** Glistening Bronze

Battle Medicine (Feat, Skill Feats Selection)

Traits: General, Healing, Manipulate, Skill

[1 action]

Prerequisites trained in Medicine

Requirements You are holding or wearing healer's toolkit.

You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then immune to your Battle Medicine for 1 day. This does not make them immune to, or otherwise count as, Treat Wounds.

Appears In: Player Core, Starfinder Player Core, Pathfinder Demo, Starfinder Demo, Core Rulebook, Pathfinder Beginner Box

Dubious Knowledge (Background Selection, Feat)

Traits: General, Skill

Prerequisites trained in a skill with the Recall Knowledge action

You're a treasure trove of information, but not all of it comes from reputable sources. When you fail (but don't critically fail) a Recall Knowledge check using any skill, you learn the correct answer and an erroneous answer, but you don't have any way to differentiate which is which. This can occur as knowing something is significant, but not whether it's good or bad.

Appears In: Player Core, Starfinder Player Core, Pathfinder Demo, Starfinder Demo, Core Rulebook

Magical Shorthand (Class, Class Feats Selection, Feat, Wizard)

Traits: General, Skill

Prerequisites expert in Arcana, Nature, Occultism, or Religion

Learning spells comes easily to you. When you succeed at Learning a Spell, it takes 10 minutes regardless of the spell's rank. If you would succeed on the check, you critically succeed instead. If you fail, you can try again after a week or after you gain a level, whichever is first.

You can use downtime to learn and inscribe new spells. This works as if you were using Earn Income with the tradition's associated skill, but instead of gaining money, you choose a spell available to you to learn and gain a discount on learning it, learning it for free if your earned income equals or exceeds its cost.

Appears In: Player Core, Pathfinder Demo, Core Rulebook

Spellbook Prodigy (Class, Feat, Wizard)

Traits: Wizard

Prerequisites trained in Arcana

You are particularly adept at learning spells to add to your spellbook. You gain the Magical Shorthand skill feat without needing to meet its prerequisites. Further, when you roll a critical failure on your check to Learn a Spell, you get a failure instead.

Appears In: Player Core, Pathfinder Demo, Advanced Player's Guide

Darkvision (Ancestry Heritage Selection)

A monster with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-rank *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

Drain Bonded Item (1/day) (Class, Wizard)

Traits: Arcane, Wizard

[free]

Frequency once per day

Requirements Your bonded item is on your person.

You expend the magical power stored in your bonded item. During the current turn, you can cast one spell you prepared today and already cast, without spending a spell slot. You must still Cast the Spell and meet the spell's other requirements.

Appears In: Player Core, Pathfinder Demo, Core Rulebook, Pathfinder Beginner Box

Low-Light Vision (Elf, Race)

The monster can see in dim light as though it were bright light, so it ignores the concealed condition due to dim light.

Staff Nexus (Staff) (Arcane Thesis)

Your thesis maintains that early and intense adoption of staves from the first days of study can create a symbiotic bond between spellcaster and staff, allowing them to create remarkable magic together. You've formed such a connection with a makeshift staff you built, and you are ready to infuse any staff you encounter with greater power.

You begin play with a makeshift staff of your own invention. It has the magical trait and contains one cantrip and one 1st-rank spell, both from your spellbook. During your daily preparations, you can expend one spell to grant the staff a number of charges equal to that spell's rank, which dissipate after 24 hours. While you are holding the staff, you can Cast the Spells it contains. The 1st-rank spell consumes 1 charge but the cantrip doesn't require charges.

You can Craft your makeshift staff into any other type of magical staff for the new staff's usual cost, adding the two spells you originally chose to the staff you Craft. This staff gains charges from preparing it along with expended spells.

At 8th level, you can expend two spells instead of one when preparing any staff, adding additional charges equal to the combined ranks of the expended spells. At 16th level, you can expend up to a total of three spells to add charges to the staff, adding additional charges equal to the combined ranks of all three spells.

Appears In: Player Core, Pathfinder Demo, Advanced Player's Guide

Treat Wounds (2d8, DC 15)

Traits: Exploration, Healing, Manipulate

Requirements You're wearing or holding a healer's toolkit (page 288).

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat it for a total of 1 hour, double the Hit Points it regains from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Critical Success The target regains 4d8 Hit Points and loses the wounded condition.

Success The target regains 2d8 Hit Points, and loses the wounded condition.

Critical Failure The target takes 1d8 damage.

Weapons

Dagger

This small, bladed weapon is held in one hand and used to stab a creature in close combat. It can also be thrown.

Appears In: Core Rulebook, Player Core, Pathfinder Demo, Pathfinder Beginner Box

Staff

This long piece of wood can aid in walking and deliver a mighty blow.

Appears In: Core Rulebook, Player Core, Pathfinder Demo, Pathfinder Beginner Box

Weapon Traits

Agile

The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still calculate damage using Strength.

Monk

Many monks learn to use these weapons.

Appears In: Fantasy Theme, Allow Combined Setting Content

Weapon Traits

Nonlethal

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Thrown 10 ft.

You can throw this weapon as a ranged attack; it is a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment in the weapon's Range entry.

Two-Hand (1d8)

This weapon can be wielded with two hands to change its weapon damage die to the indicated value. This change applies to all the weapon's damage dice.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though has a weapon group and might have weapon traits. An unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

Versatile S

A versatile weapon can be used to deal a different type of damage than its listed type. This trait indicates the alternate damage type. For instance, a piercing weapon with versatile S can deal piercing or slashing damage. You choose the damage type each time you attack.

Gear

Face mask, basic

This simple cloth mask, sewn to closely fit your face, is fastened by two sets of strings drawn across your face and secured behind your head. While wearing the mask, you gain a +1 item bonus on any initial saves to avoid contracting airborne diseases, such as choking death or tuberculosis.

Appears In: Treasure Vault

Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

Appears In: Player Core, Pathfinder Demo, Core Rulebook, Pathfinder Beginner Box

Healing potion, minor (1d8)

Traits: Consumable, Healing, Magical, Potion, Vitality
[1 action]

A *healing potion* is a vial of a ruby-red liquid that imparts a tingling sensation as the drinker's wounds heal rapidly. When you drink a *minor healing potion*, you regain 1d8 Hit Points.

Appears In: GM Core, Pathfinder Demo, Core Rulebook, Pathfinder Beginner Box

Gear

Lantern, hooded

A lantern sheds bright light and requires 1 pint of oil to function for 6 hours. A hooded lantern sheds light in a 30-foot radius (and dim light in the next 30 feet) and is equipped with shutters, which you can close to block the light. Closing or opening the shutters takes an Interact action.

Appears In: Player Core, Pathfinder Demo, Core Rulebook, Pathfinder Beginner Box

Rations (1 week)

Appears In: Player Core, Pathfinder Demo, Core Rulebook, Pathfinder Beginner Box

Torch

A torch sheds bright light in a 20-foot radius (and dim light to the next 20 feet) for 1 hour. It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.

Appears In: Player Core, Pathfinder Demo, Core Rulebook, Pathfinder Beginner Box