

# Geralt of Rivia

Character Name  
 Ranger 3, Alchemist 4, Magus 3  
 CLASS  
 10 (9) 105000 / 155000  
 Character Level (CR) EXP/NEXT LEVEL

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	20		+5		
<b>DEX</b> Dexterity	16		+3		
<b>CON</b> Constitution	18		+4		
<b>INT</b> Intelligence	16		+3		
<b>WIS</b> Wisdom	15		+2		
<b>CHA</b> Charisma	8		-1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
<b>FORTITUDE</b> (constitution)	+16	+10	+4	+0	+2	+0	
<b>REFLEX</b> (dexterity)	+11	+8	+3	+0	+0	+0	
<b>WILL</b> (wisdom)	+7	+5	+2	+0	+0	+0	

### Conditional Save Modifiers:

+2 vs. enchantment spells and effects  
 +2 vs. poison

### Conditional Combat Modifiers:

+4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses. You gain a +2 bonus on Attack rolls and Damage rolls against magical beasts.

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+13/+8	+8/+3	+5	+0	+0	+0	
<b>RANGED</b> attack bonus	+11/+6	+8/+3	+3	+0	+0	+0	
<b>CMB</b> attack bonus	+13/+8	+8/+3	+5	+0			

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRN
<b>CMB</b>	+13/+8	+13/+8	+13/+8	+13/+8	+13	+13
<b>CMD</b>	27	27	27	27	27	27

Bomb	TOTAL ATTACK BONUS	DAMAGE	CRIT / MULT	RANGE
Fire	+12	2d6+3	20/ x2	20 ft.

**Special Properties:** [+1d6 bonus damage, included in total damage]

Rng	20 ft.	40 ft.	60 ft.	80 ft.	100 ft.
TH	+12	+10	+8	+6	+4

	*Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
	To Hit	Dam	Primary	S	M	19-20/x2	5 ft.
1H-P	+13/+8	1d8+5	2W-P-(OH)			+7/+2	1d8+5
1H-O	+9/+4	1d8+2	2W-P-(OL)			+9/+4	1d8+5
2H	+13/+8	1d8+7	2W-OH			+3	1d8+2

	Masterwork Longsword		HAND	TYPE	SIZE	CRITICAL	REACH
	To Hit	Dam	Carried	S	M	19-20/x2	5 ft.
1H-P	+14/+9	1d8+4	2W-P-(OH)			+8/+3	1d8+4
1H-O	+10/+5	1d8+1	2W-P-(OL)			+10/+5	1d8+4
2H	+14/+9	1d8+6	2W-OH			+4	1d8+1

**Special Properties:** 10 hp/inch, hardness 8

	Bomb		HAND	TYPE	SIZE	CRITICAL	REACH
	Range: 20 ft.	To Hit: +12/+7	Carried	F	M	20/x2	5 ft.
TH	+10/+5	+10/+5	+8/+3	+6/+1	+4/-1		
Dam	1d6+3	1d6+3	1d6+3	1d6+3	1d6+3		

**Special Properties:** 1d6 bonus damage

\*: 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
*Chain Shirt	Light	+4	+4	-2	20

# Vallmyr

Player Name  
 Half-Elf / Humanoid  
 RACE  
 26 Male  
 AGE GENDER

HP	AC	INITIATIVE	Encumbrance
103	18	+5	Light

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
14	14	14	10	4	0	3	0	0	0	1	0	0	0	0	0

TOTAL	DEX MODIFIER	MISC MODIFIER	MISS CHANCE	Arcane Spell Failure	ARMOR CHECK PENALTY	SPELL RESIST
+5	+3	+2		20	-1	0

None Deity  
 None Region  
 Neutral Alignment  
 Medium / 5 ft. x 5 ft. 6' 2" / 150 lbs.  
 SIZE / FACE HEIGHT / WEIGHT  
 Yellow White, Long  
 EYES HAIR  
 Points

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS		MISC MODIFIER
				BASE	BONUS	
Acrobatics	DEX	9	3	7	-1	
Appraise	INT	3	3			
Bluff	CHA	-1	-1			
Climb	STR	11	5	4	2	
Craft (Alchemy)	INT	12	3	3	6	
Craft (Alchemy) (Create item)	INT	16	3	3	10	
Craft (Untrained)	INT	3	3			
Diplomacy	CHA	7	-1	8		
Disguise	CHA	-1	-1			
Escape Artist	DEX	2	3		-1	
Fly	DEX	2	3		-1	
Heal	WIS	2	2			
Intimidate	CHA	-1	-1			
Knowledge (Dungeoneering)	INT	13	3	7	3	
Knowledge (Geography)	INT	13	3	7	3	
Knowledge (Nature)	INT	13	3	7	3	
Knowledge (Planes)	INT	13	3	7	3	
Perception	WIS	14	2	7	5	
Perform (Untrained)	CHA	-1	-1			
Ride	DEX	2	3		-1	
Sense Motive	WIS	2	2			
Stealth	DEX	8	3	3	2	
Survival	WIS	12	2	7	3	
Survival (Follow or identify tracks)	WIS	13	2	7	4	
Swim	STR	10	5	3	2	

∇: can be used untrained. X: exclusive skills. \*: Skill Mastery.

### Conditional Skill Modifiers:

You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks, Initiative checks and cannot be tracked in forest terrain

You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against magical beasts.

### Arcane Pool

Uses per Day

**Arcane Pool (Su):** You have a reservoir of mystical arcane energy that you draw upon to fuel your powers and enhance your weapon. This arcane pool has 4 points. The pool refreshes once per day when you prepare your spells. You can expend 1 point from your arcane pool as a swift action to grant any weapon you are holding a +1 enhancement bonus for 1 minute. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves. [Paizo Inc. - Ultimate Magic, p.9]

### Bomb

Uses per Day

**Bomb (Su):** You can use 7 bombs each day. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, your bomb inflicts 1d6+3 points of fire damage. Your bombs also inflict an additional 1d6 points of fire damage that is not multiplied on a critical hit or by using feats such as Vital Strike. Splash damage from an your bomb is always equal to the bomb's minimum damage (5). Those caught in the splash damage can attempt a DC 15 Reflex save for half damage. [Paizo Inc. - Advanced Player's Guide, p.27]

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Longsword	Equipped	1	4 / 15
Chain Shirt	Equipped	1	25 / 100
Masterwork Longsword (Alchemical Silver)	Carried	1	4 / 405
<small>10 hp/inch, hardness 8</small>			
Bomb	Carried	1	0 / 0
<small>1d6 bonus damage</small>			
TOTAL WEIGHT CARRIED/VALUE		33 lbs.	520gp

WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

MONEY	
Total= 0 gp	

MAGIC	

Languages	
Aklo, Common, Dwarven, Elven, Sylvan	

Other Companions	

Traits	
<b>Armor Expert</b>	[Paizo Inc. - Advanced Player's Guide, p.327]

You have worn armor as long as you can remember, either as part of your training to become a knight's squire or simply because you were seeking to emulate a hero. When you wear armor of any sort, reduce that suit's armor check penalty by 1, to a minimum check penalty of 0.

<b>Warrior of Old</b>	[Paizo Inc. - Advanced Player's Guide, p.331]
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As a child, you put in long hours in combat drills, and though time has made this training a dim memory, you still have a knack for quickly responding to trouble. You gain a +2 trait bonus on Initiative checks.

Special Attacks	
<b>Bomb (Su)</b>	[Paizo Inc. - Advanced Player's Guide, p.27]

You can use 7 bombs each day. Bombs are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, your bomb inflicts 1d6+3 points of fire damage. Your bombs also inflict an additional 1d6 points of fire damage that is not multiplied on a critical hit or by using feats such as Vital Strike. Splash damage from an your bomb is always equal to the bomb's minimum damage (5). Those caught in the splash damage can attempt a DC 15 Reflex save for half damage.

<b>Close Range (Ex)</b>	[Paizo Inc. - Ultimate Magic, p.11]
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You can deliver ray spells that feature a ranged touch attack as melee touch spells. You can use a ranged touch attack spell that targets more than one creature (such as Scorching Ray), but you make only one melee touch attack to deliver one of these ranged touch effects; additional ranged touch attacks from that spell are wasted and have no effect. These spells can be used with the spellstrike class feature.

<b>Magical Beast (Ex)</b>	[Paizo Inc. - Core Rulebook, p.64]
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You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against magical beasts. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.

<b>Spell Combat (Ex)</b>	[Paizo Inc. - Ultimate Magic, p.10]
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You can cast spells and wield your weapons at the same time. This functions much like two-weapon fighting, but the offhand weapon is a spell that is being cast. To use this ability, you must have one hand free (even if the spell being cast does not have somatic components), while wielding a light or one-handed melee weapon in the other hand. As a full-round action, you can make all of your attacks with your melee weapon at a -2 penalty and can also cast any spell from the magus spell list with a casting time of 1 standard action (any attack roll made as part of this spell also takes this penalty). If you cast this spell defensively, you can decide to take an additional penalty on your attack rolls, up to your Intelligence bonus, and add the same amount as a circumstance bonus on your concentration check. If the check fails, the spell is wasted, but the attacks still take the penalty. You can choose to cast the spell first or make the weapon attacks first, but if you have more than one attack, you cannot cast the spell between weapon attacks.

<b>Spellstrike (Ex)</b>	[Paizo Inc. - Ultimate Magic, p.10]
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Whenever you cast a spell with a range of "touch" from the magus spell list, you can deliver the spell through any weapon you are wielding as part of a melee attack. Instead of the free melee touch attack normally allowed to deliver the spell, a magus can make one free melee attack with his weapon (at his highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. If you make this attack in concert with spell combat, this melee attack takes all the penalties accrued by spell combat melee attacks. This attack uses the weapon's critical range (20, 19-20, or 18-20 and modified by the keen weapon

property or similar effects), but the spell effect only deals x2 damage on a successful critical hit, while the weapon damage uses its own critical modifier.

<b>Throw Anything (Ex)</b>	[Paizo Inc. - Advanced Player's Guide, p.27]
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You gain the Throw Anything feat as a bonus feat. You add your Intelligence modifier to damage done with splash weapons, including the splash damage if any. This bonus damage is already included in the bomb class feature.

Special Qualities	
<b>Adaptability (Ex)</b>	[Paizo Inc. - Core Rulebook, p.24]

Half-elves receive Skill Focus as a bonus feat at 1st level.

<b>Alchemy (Su)</b>	[Paizo Inc. - Advanced Player's Guide, p.26]
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When using Craft (Alchemy) to create an alchemical item, you gains a +4 competence bonus on the Craft (alchemy) check. In addition, you can use Craft (Alchemy) to identify potions as if using Detect Magic. He must hold the potion for 1 round to make such a check.

<b>Arcane Pool (Su)</b>	[Paizo Inc. - Ultimate Magic, p.9]
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You have a reservoir of mystical arcane energy that you draw upon to fuel your powers and enhance your weapon. This arcane pool has 4 points. The pool refreshes once per day when you prepare your spells. You can expend 1 point from your arcane pool as a swift action to grant any weapon you are holding a +1 enhancement bonus for 1 minute. These bonuses can be added to the weapon, stacking with existing weapon enhancement to a maximum of +5. Multiple uses of this ability do not stack with themselves.

<b>Armor Proficiency (Ex)</b>	[Paizo Inc. - Ultimate Magic]
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You can cast magus spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a magus wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass magus still incurs the normal arcane spell failure chance for arcane spells received from other classes.

<b>Brew Potion (Ex)</b>	[Paizo Inc. - Advanced Player's Guide, p.27]
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You receive Brew Potion as a bonus feat. You can brew potions of any formulae you know (up to 3rd level), using your alchemist level as caster level. The spell must be one that can be made into a potion. You do not need to meet the prerequisites for this feat.

<b>Cantrips</b>	[Paizo Inc. - Ultimate Magic, p.10]
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You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again.

<b>Elf Blood (Ex)</b>	[Paizo Inc. - Core Rulebook, p.24]
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Half-elves count as both elves and humans for any effect related to race.

<b>Elven Immunities (Ex)</b>	[Paizo Inc. - Core Rulebook, p.24]
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Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

<b>Favored Terrain (Forest) (Ex)</b>	[Paizo Inc. - Core Rulebook, p.65]
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You gain a +2 bonus on Knowledge (Geography), Perception, Stealth, and Survival checks when using these skills in forest terrain (coniferous and deciduous). Likewise, you get a +2 bonus on initiative checks when in this terrain. If you desire, you leave no trail in this terrain and cannot be tracked.

<b>Keen Senses (Ex)</b>	[Paizo Inc. - Core Rulebook, p.24]
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Half-elves receive a +2 bonus on Perception skill checks.

<b>Lingering Spirit (Ex)</b>	[Paizo Inc. - Ultimate Magic, p.16]
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You are familiar enough with the ties between your body and spirit that you linger at death's door far longer than a normal person. You treat your Constitution as 10 points higher than normal for the purpose of determining when hit point damage kills you. Reducing you to 0 Constitution or its equivalent (from ability damage, ability drain, Constitution penalties, and so on) makes you unconscious and comatose, but you are only killed after taking an additional 5 points of Constitution damage, drain, or penalty (in effect, you must be brought to -5 Constitution in order to be killed by these attacks).

<b>Low-Light Vision (Ex)</b>	[Paizo Inc. - Bestiary]
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You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

<b>Multitalented (Ex)</b>	[Paizo Inc. - Core Rulebook, p.24]
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Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

<b>Mutagen (Su)</b>	[Paizo Inc. - Advanced Player's Guide, p.27]
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You know how to create a mutagen that you can imbibe in order to heighten your physical prowess at the cost of your personality. It takes 1 hour to brew a dose of mutagen, and once brewed, it remains potent until used. You can only maintain one dose of mutagen at a time - if you brews a second dose, any existing mutagen becomes

inert. A mutagen that is not in your possession becomes inert until an alchemist picks it up again. When you brew a mutagen, you select one physical ability score - either Strength, Dexterity, or Constitution. It's a standard action to drink a mutagen. Upon being imbibed, the mutagen causes you to grow bulkier and more bestial, granting you a +2 natural armor bonus and a +4 alchemical bonus to the selected ability score for 40 minutes. In addition, while the mutagen is in effect, you take a -2 penalty to one of your mental ability scores. If the mutagen enhances your Strength, it applies a penalty to your Intelligence. If it enhances your Dexterity, it applies a penalty to your Wisdom. If it enhances your Constitution, it applies a penalty to your Charisma. A non-alchemist who drinks a mutagen must make a DC 15 Fortitude save or become nauseated for 1 hour - a non-alchemist can never gain the benefit of a mutagen, but an alchemist can gain the effects of another alchemist's mutagen if he drinks it. (Although if the other alchemist creates a different mutagen, the effects of the "stolen" mutagen immediately cease.) The effects of a mutagen do not stack. Whenever an alchemist drinks a mutagen, the effects of any previous mutagen immediately end.

**Poison Resistance (Ex)** [Paizo Inc. - Advanced Player's Guide, p.31]

You gain a +2 bonus on all saving throws against poison.

**Poison Use (Ex)** [Paizo Inc. - Advanced Player's Guide, p.31]

You are trained in the use of poison and cannot accidentally poison yourself when applying poison to a weapon.

**Spontaneous Healing (Ex)** [Paizo Inc. - Ultimate Magic, p.17]

You gain the ability to heal from wounds rapidly. As a free action once per round, you can heal 5 hit points as if you had the fast healing ability. You can heal 10 hit points per day in this manner. If you fall unconscious because of hit point damage and you still have healing available from this ability, the ability activates automatically each round until you are conscious again or the ability is depleted for the day.

**Swift Alchemy (Ex)** [Paizo Inc. - Advanced Player's Guide, p.31]

You can create alchemical items with astounding speed. It takes you half the normal amount of time to create alchemical items, and you can apply poison to a weapon as a move action.

**Track (Ex)** [Paizo Inc. - Core Rulebook, p.64]

You gain +1 to Survival checks made to follow tracks.

**Wild Empathy (Ex)** [Paizo Inc. - Core Rulebook, p.50/64]

You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+2 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.

## Feats

**Dodge** [Paizo Inc. - Core Rulebook, p.122]

Your training and reflexes allow you to react swiftly to avoid an opponent's attack.

You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

**Great Fortitude** [Paizo Inc. - Core Rulebook, p.124]

You are resistant to poisons, diseases, and other deadly maladies.

You get a +2 bonus on all Fortitude saving throws.

**Mobility** [Paizo Inc. - Core Rulebook, p.130]

You can easily move through a dangerous melee.

You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. Dodge bonuses stack with each other, unlike most types of bonuses.

**Shield of Swings** [Paizo Inc. - Advanced Player's Guide, p.169]

A wild frenzy of attacks serves to bolster your defenses.

When you take a full-attack action while wielding a two-handed weapon, you can choose to reduce the damage by 1/2 to gain a +4 shield bonus to AC and CMD until the beginning of your next turn. The reduction in damage applies until the beginning of your next turn.

**Skill Focus (Craft (Alchemy))** [Paizo Inc. - Core Rulebook, p.134]

You are particularly adept at your chosen skill.

You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

**Spring Attack** [Paizo Inc. - Core Rulebook, p.134]

You can deftly move up to a foe, strike, and withdraw before he can react.

As a full round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the

attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

**Brew Potion** [Paizo Inc. - Core Rulebook, p.119]

You can create magic potions.

You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Chapter 15 for more information. When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

**Endurance** [Paizo Inc. - Core Rulebook, p.112]

Harsh conditions or long exertions do not easily tire you.

You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation. You may sleep in light or medium armor without becoming fatigued.

**Throw Anything** [Paizo Inc. - Core Rulebook, p.135]

You are used to throwing things you have on hand.

You do not suffer any penalties for using an improvised ranged weapon. You receive a +1 circumstance bonus on attack rolls made with thrown splash weapons.

**Power Attack (Granted)** [Paizo Inc. - Core Rulebook, p.131]

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

You can choose to take a -3 penalty on all melee attack rolls and combat maneuver checks to gain a +6 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (-50%) if you are making an attack with an off-hand weapon or secondary natural weapon. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

## Proficiencies

Aldori Dueling Sword, Amentum, Amentum (Javelin), Atlatl, Axe (Throwing), Bardiche, Battle Aspergillum, Battleaxe, Bayonet, Bec de Corbin, Bill, Blowgun, Boar Spear, Bomb, Brass Knuckles, Broadsword (Nine Ring), Butterfly Sword, Cestus, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Dogslicer, Double Chicken Saber, Earth Breaker, Falchion, Flail, Flail (Heavy), Gaff, Gauntlet, Gauntlet (Spiked), Gladius, Glaive, Glaive-Guisarme, Grapple, Great Terbutje, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Hooked Lance, Horsecopper, Hunga Munga, Iron Brush, Javelin, Jutte, Katana, Kerambit, Klar, Kukri, Lance, Longbow, Longspear, Longsword, Lucerne Hammer, Lungchuan Tamo, Mace (Heavy), Mace (Light), Mattock, Mere Club, Monk's Spade, Morningstar, Naginata, Nodachi, Ogre Hook, Pick (Heavy), Pick (Light), Pilum, Poisoned Sand Tube, Quarterstaff, Ranseur, Rapier, Rhomphaia, Rock, Sansetsukon, Sap, Scimitar, Scizore, Scythe, Sea-Knife, Shang Gou, Shildedash, Shortbow, Shortspear, Sibat, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Spiked Armor, Splash Weapon, Stake, Starknife, Sword (Bastard), Sword (Short), Sword (Tri-Point Double-Edged), Sword Cane, Tepoztopilli, Terbutje, Tiger Fork, Tonfa, Trident, Tube Arrow Shooter, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), War Razor, Waraxe (Dwarven), Warhammer, Wushu Dart

## Alchemist Spells

LEVEL	0	1	2	3	4	5	6
PER DAY	—	4	2	—	—	—	—
Concentration	+7						

### LEVEL 1 / Per Day:4 / Caster Level:4

Name	School	Time	Duration	Range	Source
□□□□ <b>Cure Light Wounds</b>	Conjuration (Healing)	1 standard action	Instantaneous	Touch	CR:p.263
<i>[V, S] TARGET: Creature touched; EFFECT: When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level [maximum +5]. Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage. [SR:Yes (harmless); see text; DC:14, Will half (harmless); see text]</i>					
□□□□ <b>Keen Senses</b>	Transmutation	1 standard action	4 minutes [D]	Touch	APG:p.230
<i>[V, M/DF (a hawk's feather)] TARGET: creature touched; EFFECT: Subject gains +2 Perception, low-light vision. [SR:Yes (harmless); DC:14, Will negates (harmless)]</i>					
□□□□ <b>Shock Shield</b>	Abjuration (Electricity, Force)	1 standard action	4 minutes [D]	Personal	UC:p.243
<i>[V, S] TARGET: You; EFFECT: This spell creates an invisible shield similar to but not as strong as the shield spell. This shield hovers in front of you and negates magic missile attacks directed at you. The disk provides a +2 shield bonus to AC. This bonus applies against incorporeal touch attacks. At any time, as a free action, you may dismiss your shield, at which point it deals 1d6 points of electrical damage to all creatures within a 5-foot burst, including you. A Reflex saving throw halves the damage.</i>					
□□□□ <b>True Strike</b>	Divination	1 standard action	See text	Personal	CR:p.363
<i>[V, F] TARGET: You; EFFECT: You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll [if it is made before the end of the next round] gains a +20 insight bonus. Additionally, you are not affected by the miss chance that applies to attackers trying to strike a concealed target.</i>					

### LEVEL 2 / Per Day:2 / Caster Level:4

Name	School	Time	Duration	Range	Source
□□□□ <b>Bull's Strength</b>	Transmutation	1 standard action	4 minutes	Touch	CR:p.251
<i>[V, S, M/DF] TARGET: Creature touched; EFFECT: The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier. [SR:Yes (harmless); DC:15, Will negates (harmless)]</i>					
□□□□ <b>Cat's Grace</b>	Transmutation [WoodSchool]	1 standard action	4 minutes	Touch	CR:p.252
<i>[V, S, M] TARGET: Creature touched; EFFECT: The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 enhancement bonus to Dexterity, adding the usual benefits to AC, Reflex saves, and other uses of the Dexterity modifier. [SR:Yes; DC:15, Will negates (harmless)]</i>					

\* =Domain/Specialty Spell

## Magus Spells

LEVEL	0	1	2	3	4	5	6
PER DAY	4	4	—	—	—	—	—
Concentration	+6						

### LEVEL 0 / Per Day:4 / Caster Level:3

Name	School	Time	Duration	Range	Source
□□□□ <b>Acid Splash</b>	Conjuration, EarthSchool (Creation) [Acid]	1 standard action	Instantaneous	Close (30 ft.)	CR:p.239
<i>[V, S] TARGET: One missile of acid; EFFECT: You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage. This acid disappears after 1 round. [SR:No]</i>					
□□□□ <b>Arcane Mark</b>	Universal	1 standard action	Permanent	Touch	CR:p.244
<i>[V, S] TARGET: One personal rune or mark, all of which must fit within 1 sq. ft.; EFFECT: This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a detect magic spell causes it to glow and be visible, though not necessarily understandable. See invisibility, true seeing, a gem of seeing, or a robe of eyes likewise allows the user to see an invisible arcane mark. A read magic spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell. If an arcane mark is placed on a living being, the effect gradually fades in about a month. Arcane mark must be cast on an object prior to casting instant summons on the same object [see that spell description for details]. [SR:No]</i>					
□□□□ <b>Dancing Lights</b>	Evocation [Light]	1 standard action	1 minute [D]	Medium (130 ft.)	CR:p.263
<i>[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: Depending on the version selected, 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'-wisps], 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]: forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range. You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit. Dancing lights can be made permanent with a permanency spell. [SR:No]</i>					
□□□□ <b>Daze</b>	Enchantment (Compulsion) [Mind-Affecting]	1 standard action	1 round	Close (30 ft.)	CR:p.264
<i>[V, S, M] TARGET: One humanoid creature of 4 HD or less; EFFECT: This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it. After a creature has been dazed by this spell, it is immune to the effects of this spell for 1 minute. [SR:Yes; DC:13, Will negates]</i>					
□□□□ <b>Detect Magic</b>	Divination	1 standard action	Concentration, up to 3 minutes [D]	60 ft.	CR:p.267
<i>[V, S] TARGET: Cone-shaped emanation; EFFECT: 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. If the items or creatures bearing the auras are in line of sight, you can make Knowledge [arcana] skill checks to determine the school of magic involved in each. Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect. If the aura emanates from a magic item, you can attempt to identify its properties [see Spellcraft]. Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras. Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two. Lingering Aura: A magical aura lingers after its original source dissipates [in the case of a spell] or is destroyed [in the case of a magic item]. If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim [even weaker than a faint aura]. How long the aura lingers at this dim level depends on its original power: Original Strength   Duration of Lingering Aura Faint   1d6 rounds Moderate   1d6 minutes Strong   1d6 x 10 minutes Overwhelming   1d6 days Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it. Detect magic can be made permanent with a permanency spell. [SR:No]</i>					
□□□□ <b>Disrupt Undead</b>	Necromancy	1 standard action	Instantaneous	Close (30 ft.)	CR:p.273
<i>[V, S] TARGET: Ray; EFFECT: You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it. [SR:Yes]</i>					
□□□□ <b>Flare</b>	Evocation [Light]	1 standard action	Instantaneous	Close (30 ft.)	CR:p.284
<i>[V] TARGET: Burst of light; EFFECT: This cantrip creates a burst of light. If you cause the light to burst in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by flare. [SR:Yes; DC:13, Fortitude negates]</i>					
□□□□ <b>Ghost Sound</b>	Illusion (Figment)	1 standard action	3 rounds [D]	Close (30 ft.)	CR:p.289
<i>[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. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level [maximum 40 humans]. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve. Ghost sound can enhance the effectiveness of a silent image spell. Ghost sound can be made permanent with a permanency spell. [SR:No; DC:13, Will disbelief]</i>					

\* =Domain/Specialty Spell

# Magus Spells

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Light</b>	Evocation [Light, WoodSchool]	1 standard action	30 minutes	Touch	CR:p.304
[V, M/DF] <b>TARGET:</b> Object touched; <b>EFFECT:</b> This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light [darkness becomes dim light, and dim light becomes normal light]. In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object. You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent [through permanency or a similar effect], it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Mage Hand</b>	Transmutation	1 standard action	Concentration	Close (30 ft.)	CR:p.306
[V, S] <b>TARGET:</b> One nonmagical, unattended object weighing up to 5 lbs.; <b>EFFECT:</b> 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. [SR:No]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Open/Close</b>	Transmutation	1 standard action	Instantaneous	Close (30 ft.)	CR:p.317
[V, S, F] <b>TARGET:</b> Object weighing up to 30 lbs. or portal that can be opened or closed; <b>EFFECT:</b> You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity [such as a bar on a door or a lock on a chest], the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures may be beyond this spell's ability to affect. [SR:Yes (object); DC:13, Will negates (object)]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Prestidigitation</b>	Universal	1 standard action	1 hour	10 ft.	CR:p.325
[V, S] <b>TARGET:</b> See text; <b>EFFECT:</b> 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. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, prestidigitation lacks the power to duplicate any other spell effects. Any actual change to an object [beyond just moving, cleaning, or soiling it] persists only 1 hour. [SR:No; DC:13, See text]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Ray of Frost</b>	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (30 ft.)	CR:p.330
[V, S] <b>TARGET:</b> Ray; <b>EFFECT:</b> 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. [SR:Yes]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Read Magic</b>	Divination	1 standard action	30 minutes	Personal	CR:p.330
[V, S, F] <b>TARGET:</b> You; <b>EFFECT:</b> 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. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page [250 words] per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check [DC 10 + spell level]. Read magic can be made permanent with a permanency spell.					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Spark</b>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	Close (30 ft.)	APG:p.246
[V or S] <b>TARGET:</b> one Fine object; <b>EFFECT:</b> Ignites flammable objects. [SR:Yes (object); DC:13, Fortitude negates (object)]					

## LEVEL 1 / Per Day:4 / Caster Level:3

Name	School	Time	Duration	Range	Source
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Burning Hands</b>	Evocation, FireSchool [Fire]	1 standard action	Instantaneous	15 ft.	CR:p.251
[V, S] <b>TARGET:</b> Cone-shaped burst; <b>EFFECT:</b> A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level [maximum 5d4]. Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action. [SR:Yes; DC:14, Reflex half]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Flare Burst</b>	Evocation (Light)	1 standard action	Instantaneous	Close (30 ft.)	APG:p.223
[V] <b>TARGET:</b> 10-ft.-radius burst of light; <b>EFFECT:</b> This spell functions as flare, except it affects all creatures in a 10-foot-radius burst from the target point. [SR:Yes; DC:14, Fortitude negates]					
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <b>Shield</b>	Abjuration [Force]	1 standard action	3 minutes [D]	Personal	CR:p.342
[V, S] <b>TARGET:</b> You; <b>EFFECT:</b> 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.					

\* =Domain/Speciality Spell

## Spellbook: Prepared Spells

### Alchemist

#### Level 1

- Cure Light Wounds (DC:14)
- Shock Shield
- True Strike

#### Level 2

- Bull's Strength (DC:15)
- Cat's Grace (DC:15)

### Magus

#### Level 0

- Acid Splash
- Detect Magic
- Flare (DC:13)
- Mage Hand

#### Level 1

- Burning Hands (DC:14)
- Shield

# Geralt of Rivia

Half-Elf

RACE

26

AGE

Male

GENDER

Low-Light Vision

VISION

Neutral

ALIGNMENT

Right

DOMINANT HAND

6' 2"

HEIGHT

150 lbs.

WEIGHT

Yellow

EYE COLOUR

Pale

SKIN COLOUR

White, Long

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

None

DEITY

Humanoid

Race Type

Race Sub Type

**Description:**

**Biography:**