

Harwynian Fallingleaf, Elven Transmuter 9

Attributes

	Points	Base	Race	Class	Total	Bonus
STR	-2	8	0		8	-1
CON	2	12	-2		10	+0
DEX	5	15	2	2	19	+4
INT	10	17	2		19 (21)	+4 (+5)
WIS	2	12	0		12	+1
CHA	3	13	0		13	+1

HP	45
AC	17 (13 flat-footed)
BAB	+4
CMD	16
XP	115,000
Algn	Chaotic Good
Age	149
Move	30

Fort	+2
Ref	+7
Will	+8

Languages

Common, Elven, Dwarven, Skald, Goblin, Sylvan, Orc, Giantish (L), Tien (L)

Class Features

Bonded Object (Amulet) ☐, Change Shape (9 rounds/day ☐☐☐☐☐☐☐☐) Favored School: Transmutation, Forbidden Schools: Necromancy, Illusion, Physical Enhancement (+2 DEX), Telekinetic Fist (1d4+4, 30' ranged touch, 8/day ☐☐☐☐☐☐)

Skills

Skill	Stat	Rank	Class	Stat	Total
Appraise	Int	9	3	5	+17
Knowledge (geography)	Int	7	3	5	+15
Knowledge (history)	Int	5	3	5	+13
Knowledge (arcana)	Int	7	3	5	+15
Knowledge (local)	Int	1	3	5	+9
Linguistics	Int	2	3	5	+10
Spellcraft	Int	9	3	5	+17
Stealth	Dex	0	0+5	4	+9
Survival	Wis	9	3+2	1	+16
Profession (scribe)	Wis	6	3	1	+10
Fly	Dex	3	3	4	+10
Craft	Int	0		5	+5

Aspects and Fate Points

Fate Points: ☐☐☐

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

Feats

Combat Casting, Craft Wand, Extend Spell, Heighten Spell, Persistent Spell, Scribe Scroll, Spell Mastery

Campaign Traits

Student Survivalist (Shalelu Andosana)

Attacks

Weapon	Bonus	Damage	Critical	Type	Notes
Repair +1	+4	1d6	18-20/x2	Slash	
Silver Dagger +1	+4 / +9 throw	1d4	19-20/x2	Pierce	Range 10'
Telekinetic Fist	+8	1d4+4	20/x2	Bludgeon	30' ranged touch

HP Usage

<i>Hit Points</i>
45

Spells Prepared

- Cantrips (4): Mending, Detect Magic, Prestidigitation, Read Magic
- Level One (6+1): ☐ Endure Elements, ☐ Expeditious Retreat, ☐ Protection from Evil, ☐ Magic Missile
- Level Two (5+1): ☐ Bull's Strength, ☐ Cat's Grace, ☐ Levitate, ☐ Scorching Ray, ☐ Web
- Level Three (4+1): ☐ Blink, ☐ Haste, ☐ Protection from Energy, ☐ Slow
- Level Four (3+1): ☐ Beast Shape II, ☐ Calcific Touch, ☐ Dimension Door, ☐ Firefall
- Level Five (2+1): ☐ Persistent Slow, ☐ Telekinesis

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 (ma), Endure Elements, Enlarge Person (tr), Expeditious Retreat (tr), Feather Fall (tr), Magic Weapon (tr, ma), Protection from Evil, Protection from Law, Identify, Magic Missile, Reduce Person (tr)
- Level Two: Arcane Lock, Bull's Strength (tr), Cat's Grace (tr), Darkness, Darkvision (tr), Eagle's Splendor (tr), Elemental Speech, Knock, Levitate (tr), Protection from Arrows, Scorching Ray, Spider Climb (tr, ma), Web (ma)
- Level Three: Beast Shape I (tr), Blink (tr), Dispel Magic, Flame Arrow (tr), Fly (tr), Gaseous Form (tr), Haste (tr), Magic Circle of Protection from Evil, Protection from Energy, Slow (tr), Tiny Hut
- Level Four: Beast Shape II (tr), Calcific Touch (tr, APG), Dimension Door, Firefall (tr, APG), Ice Storm, Stoneskin
- Level Five: Telekinesis (tr), Treasure Stitching (tr, APG)

Random Items

Map of Brinestump Marsh (showing two shipwrecks and a dangerous cave)

Rubbing of the nameplate from the *Kaijitsu Star* (Tien characters)

Documents relating to planar bindings and hellwasps

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	1	1	2	2	4		1d4, 19-20/x2, rng 10'
Silver Dagger +1	Belt	1	1		1			1d4, 19-20/x2, rng 10', +1 hit
Rapier +1	Belt	1	2	310	1	310		1d6+1, +1 to hit, 18-20/x2
Masterwork Dagger	Belt	2	1	2	2	4		1d4, 19-20/x2, rng 10' +1 to hit
Dancing Wasp	Belt	1						See below
Cube of Frost Resistance	Pouch							
Wand of Magic Missile (CL5)	Pouch	1					22	
Wand of Flame Arrow (CL5)	Pouch	1					7	
Wand of Identify	Pouch	1					15	
Wand of Bull's Strength	Pouch	1		4500			47	
Wand of Endure Elements	Pouch	1		750			45	
Wand of Ray of Enfeeblement	Pouch	1					15	
Pearl of Power (1 st level)	Pouch	1					<input type="checkbox"/>	Recover 1 st level spell

<i>Item</i>	<i>Location</i>	<i>Qty</i>	<i>Unit Wt. (lb)</i>	<i>Unit Cost (gp)</i>	<i>Total Wt. (lb)</i>	<i>Total Cost</i>	<i>Uses</i>	<i>Notes</i>
Scroll of <i>Beast Shape I</i>	Pouch	1					1	
Scroll of <i>Ghoul Touch</i>	Pouch	1					1	
Scroll of <i>Protection from Arrows</i>	Pouch	1					1	
Scroll of <i>Protection from Evil</i>	Pouch	4					4	
Scroll of <i>Protection from Energy</i>	Pouch	2					2	
Scroll of <i>Knock</i>	Pouch	1					1	
Scroll of <i>Levitate</i>	Pouch	1					1	
Scroll of <i>Expeditious Retreat</i>	Pouch	1					1	
Scroll of <i>Darkvision</i>	Pouch	2					2	
Scroll of <i>Protection from Arrows</i>	Pouch	1					1	
Scroll of <i>Ventriloquism</i>	Pouch	1					1	
Pinches of Powdered Silver	Pouch	2					2	For Magic Circle
Potion of <i>Vanish</i>	Pouch	1					1	CL 1, 1 round
Potion of <i>Barkskin</i>	Pouch	1					1	
Fugitive Grenade	Pouch	1					1	Smoke & rope trick
<i>Magical Wayfinder</i>	Pouch	1						
Thunderstone	Pouch	1					1	
Vial of Holy Water	Pouch	1					1	
Skyrocket	Pouch	1						Firework
Desnan Candles	Pouch	3					4	Firework
Dice and Cards	Pouch	1						
Waterskin	Belt	1	4	1	4	1		
<i>Headband of Intellect +2</i>	Worn	1						+2 INT
<i>Amulet of Natural Armor +1</i>	Worn	1						+1 AC
Bonded Amulet	Worn	1	0	0	0	0		
<i>Shozoku of the Night Wind</i>	Worn	1						+2 AC, +5 Stealth
<i>Claws of the Ice Bear</i>	Worn	1						+2 Climb, Acrobatics on ice
Snow Goggles	Worn	1						
Cold Weather Outfit	Worn	1	7	8				+5 Survival vs. cold
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, etched w/ group symbol
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		
Drinking Horn	Backpack	1						
Scroll Case	Backpack	1	0.5	1	0.5	1		
Spellbook	Backpack	1	1	0	1	0		
60' silk rope & grappling hook	Backpack	1						
Jade Raven statuette	Backpack	1						Fancy
Bedroll	Wagon	1	5	0.1	5	0.1		weight = 5lb
Totals					26	47.2		(light load to 26 lb)

<i>Item</i>	<i>Location</i>	<i>Qty</i>	<i>Unit Wt. (lb)</i>	<i>Unit Cost (gp)</i>	<i>Total Wt. (lb)</i>	<i>Total Cost</i>	<i>Uses</i>	<i>Notes</i>
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(med load to 53 lb)

Money

Platinum Coins	
Gold Coins	669
Silver Coins	22
Copper Coins	

Interesting Documents

Map of Brinestump Marsh

Rubbing of the *Kaijitsu Star* nameplate (Tien characters)

Magical Wayfinder

A magical device that provides light and a +2 bonus to Survival to avoid becoming lost. It includes a slot into which an *Ioun Stone* may be placed.

Dancing Wasp

The *Dancing Wasp* is a unique magical kusari-gama (exotic weapon, light weapon). In addition to its properties as a weapon, once per day it can summon (and control) a giant wasp. The user must whirl the weapon around his head for the summoning, and must continue the action as long as the giant wasp remains, to a maximum of 5 rounds.

<i>Weapon</i>	<i>Dmg</i>	<i>Crit</i>	<i>Wt.</i>	<i>Type</i>	<i>Special</i>
Kusarigama	1d3/1d6	x2	3 lb	S or B	double, monk, reach, trip, grapple

Giant Wasp CR 3

N Large vermin

Init +1; **Senses** darkvision 60 ft.; Perception +9

Defense

AC 14, touch 10, flat-footed 13; (+1 Dex, +4 natural, –1 size)**hp** 34 (4d8+16)**Fort** +8, **Ref** +2, **Will** +2**Immune** mind-affecting effects

Offense

Speed 20 ft., fly 60 ft. (good)**Melee** sting +6 (1d8+6 plus poison)**Space** 10 ft.; **Reach** 5 ft.

Statistics

Str 18, **Dex** 12, **Con** 18, **Int** —, **Wis** 13, **Cha** 11**Base Atk** +3; **CMB** +8; **CMD** 19**Skills** Fly +3, Perception +9; **Racial Modifiers** +8 Perception

Ecology

Environment temperate forests**Organization** solitary, pair, group (3–6), or nest (7–19)**Treasure** none

Special Abilities

Poison (Ex) Sting—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity damage; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Shozoku of the Night Wind

The Shozoku of the Night Wind is a stylish classic ninja outfit. It provides the wearer with +2 AC, a +5 circumstance bonus to Stealth, and the ability to invoke *Invisibility* once per day (CL3). If the wearer is also a ninja, it provides several additional benefits.

Claws of the Ice Bear

The *Claws of the Ice Bear* are climbing claws, strapped to the hands, that provide the following benefits:

- A +2 confidence bonus to Climb and Acrobatics skill checks (when using both hands for the purpose);
- The wearer may ignore penalties for moving slick and icy surfaces (as long as both hands are used)
- They may be used as spiked gauntlets
- Three times per day, they can provide the benefit of a *Spider Climb* spell for 1 round.

Life History

Harwynian Falingleaf, 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) 6
- Koya Mvashti (competitive) 4
- Sandru Vhiski (friendly) 10
- Shalelu Andosana (friendly) 16
- Spivey (friendly) 1

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

Date	Experience Gain	Experience Total	Notes
11/12/2011	0	0	Character created
11/27/2011	0	3000	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)
12/11/2011	0	0	Missed session
01/08/2012	0	7500	Wizard Level 3. +6 hit points, +1 Fort save, +1 Ref save, +1 L2 spell/day (+1 for INT, +1 school spell), +1 relationship with Shalelu Andosana. +1 Appraise, +1 Spellcraft, +1 Survival, +1 Knowledge: arcana, +1 Knowledge: geography, +1 Knowledge: history, 2 new spells (Spider Climb, Web), Spell Mastery feat
02/05/2012	0	14,000	Wizard Level 4. +5 hit points, +1 Will save, +1 BAB, +1 DEX. Spells/day to 4/4+1/3+1. 6 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Profession (scribe), +1 Knowledge (arcana), +1 Knowledge (geography); 2 new spells: Darkvision, Bull's Strength
04/01/2012	0	23,000	Wizard Level 5. +3 hit points. +1 L3 spell/day (+1 Transmutation spell). 7 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Profession (scribe), +1 Knowledge (arcana), +1 Knowledge (geography), +1 Linguistics (Giantish). Bonus feat: Empower Spell. Feat: Craft Wand. 2 spells: Haste, Tiny Hut
05/13/2012	0	35,000	Wizard Level 6. +6 hit points. +1 BAB, +1 Fort, +1 Ref, +1 Will. +1 L2 spell/day, +1 L3 spell/day – spells to 4/5+1/4+1/3+1. 7 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Profession (scribe), +1 Knowledge (arcane), +1 Knowledge (geography), +1 Knowledge (history). 2 spells: Resist Energy, Slow
06/17/2012	0	53,000	Wizard Level 7. +7 hit points (roll 6, +1 favored class). +1 L4 spell/day, +1 L1 spell/day – spells to 4/6+1/4+1/3+1/2+1. New feat: Heighten Spell. 6 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Profession (scribe), +1 Knowledge (geography), +1 Fly. 2 spells: Beast Shape II (tr), Calcific Touch (APG, tr)
07/21/2012	0	77,000	Wizard Level 8. +4 hit points (roll 4). +1 BAB, +1 Will, +1 INT. +1 L3 spell/day, +1 L4 spell/day – spells to 4/6+1/4+1/4+1/3+1. <i>Change Shape</i> (8 rounds/day, as <i>Beast Shape II</i> or <i>Elemental Body I</i>). 7 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Profession (scribe), +1 Knowledge (arcana), +1 Knowledge (history), +1 Fly. 2 spells: Blink, Firefall
08/18/2012	0	115,000	Wizard Level 9. +4 hit points (roll 4). +1 Fort, +1 Ref. Spells to 4/6+1/5+1/4+1/3+1/2+1. 7 skill points: +1 Appraise, +1 Spellcraft, +1 Survival, +1 Knowledge (arcane), +1 Knowledge (geography), +1 Knowledge (history), +1 Fly. 2 spells: Telekinesis (tr), Treasure Stitching (APG, tr). New Feat: Persistent Spell.