Ba´Rukk

Player: Dirk

Male half-orc conjurer 17 - CR 16
Chaotic Neutral Humanoid (Human, Orc); Atheist; Age: **19**; Height: **5' 10"** ; Weight: **175 lb.**

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	14/18	+2/+4	
CON CONSTITUTION	12/16	+1/+3	
INT INTELLIGENCE	22/28	+6/+9	
WIS WISDOM	10	0	
CHA CHARISMA	8	-1	

Stone of good luck (Luckstone) : +1 Luck bonus on ability checks

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+16 =	+5	+3	+5	+3		**Domineering**: +2 morale bonus vs. transmutation spells
REFLEX (DEXTERITY)	+15 =	+5	+4	+5	+1		**Domineering**: +2 morale bonus vs. transmutation spells
WILL (WISDOM)	+16 =	+10		+5	+1		**Domineering**: +2 morale bonus vs. transmutation spells

Energy Resistance, Cold (30)

	Total		Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	21	=	+4		+4			+3		

Touch AC 17 **Flat-Footed AC** 17

		BAB	Strength	Size	Misc
CM Bonus	+8 =	+8	+0	-	-

See the Base Attack (below) for modifiers that may also apply to CMB

		BAB	Strength	Dexterity	Size
CM Defense	34 = 10	+8	+0	+4	-

Base Attack +8
Invisible: +2 vs. sighted foes

HP 146

Damage / Current HP

Initiative +9

Speed 30 ft

+1 domineering mithral dagger

Main hand: **+9/+4**, **1d4+1**
Crit: 19-20/×2

Ranged: **+13**, **1d4+1**
Rng: 10'
Light, P/S

Invisible: +2 vs. sighted foes

Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+15	DEX (4)	10	
Appraise	+23	INT (9)	10	
Bluff	+0	CHA (-1)	-	
Climb	+3	STR (0)	2	
Diplomacy	-2	CHA (-1)	-	
Disguise	+0	CHA (-1)	-	
Escape Artist	+6	DEX (4)	1	
Fly	+14	DEX (4)	6	
Heal	+1	WIS (0)	-	
Intimidate	+2	CHA (-1)	-	
Knowledge (arcana)	+30	INT (9)	17	
Knowledge (dungeoneering)	+30	INT (9)	17	
Knowledge (engineering)	+14	INT (9)	1	
Knowledge (geography)	+16	INT (9)	3	
Knowledge (history)	+19	INT (9)	6	
Knowledge (local)	+30	INT (9)	17	
Knowledge (nature)	+30	INT (9)	17	
Knowledge (nobility)	+14	INT (9)	1	
Knowledge (planes)	+30	INT (9)	17	
Knowledge (religion)	+19	INT (9)	6	
Linguistics	+17	INT (9)	4	
Perception	+22	WIS (0)	17	
Ride	+5	DEX (4)	-	
Sense Motive	+4	WIS (0)	1	
Sleight of Hand	+6	DEX (4)	1	
Spellcraft	+30	INT (9)	17	
Stealth	+29	DEX (4)	4	
Survival	+4	WIS (0)	3	
Swim	+10	STR (0)	9	

Invisible: +20 when immobile

Activated Abilities & Adjustments

Familiar Bonus: : Within Arms Reach
Mage Armor: +4

Feats

Alertness
Augment Summoning
Combat Casting
Defensive Combat Training
Extend Spell
Great Fortitude
Improved Familiar
Improved Initiative
Quicken Spell
Scribe Scroll
Silent Spell
Spell Focus (Conjuration)
Spell Focus (Evocation)
Spell Penetration

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Feats

Wizard Weapon Proficiencies

Gear

Total Weight Carried: 21.8/100 lbs, Light Load (Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

+1 domineering mithral dagger	0.5 lbs
Anathema archive (1/day) *<In: Handy haversack (9 @*	2 lbs
Antitoxin	-
Artisan's outfit (Free)	-
Augen-Balsam / für True Seeing	-
Bedroll	5 lbs
Belt of physical might +4 (Dex, Con)	1 lb
Blanket, winter	0.75 lbs
Blessed book *<In: Handy haversack (9 @ 12.96 lbs)>*	1 lb
Cloak of resistance +5	1 lb
Diamant (2x)	-
Everburning torch *<In: Handy haversack (9 @ 12.96*	1 lb
Extend metamagic rod (lesser, 3/day)	5 lbs
Handy haversack (9 @ 12.96 lbs)	5 lbs
Headband of vast intelligence +6 (Knowledge [arcana],	1 lb
Holy water	1 lb
Ink, black	-
Ink, colored	-
Inkpen	-
Miniatur-Schwert // Spruch Mage Sword	-
Mirror / Wert 1000g *<In: Handy haversack (9 @*	1 lb
Money *<In: Handy haversack (9 @ 12.96 lbs)>*	4.96 lbs
Necklace of adaptation	1 lb
Potion of cure moderate wounds x2	-
Potion of cure serious wounds *<In: Handy haversack (9 @*	-
Ring of cold resistance (greater)	-
Ring of invisibility	-
Ring of protection +4	-
Scroll case (12 @ 0 lbs)	0.5 lbs
Scroll of comprehend languages *<In: Scroll case (12 @ 0*	-
Scroll of contact other plane *<In: Scroll case (12 @ 0 lbs)>*	-
Scroll of detect secret doors *<In: Scroll case (12 @ 0*	-
Scroll of dimension door *<In: Scroll case (12 @ 0 lbs)>*	-
Scroll of dispel magic *<In: Scroll case (12 @ 0 lbs)>*	-
Scroll of displacement	-
Scroll of endure elements *<In: Scroll case (12 @ 0 lbs)>*	-
Scroll of false life *<In: Scroll case (12 @ 0 lbs)>*	-
Scroll of fireball *<In: Scroll case (12 @ 0 lbs)>*	-
Scroll of foresight	-
Scroll of gust of wind *<In: Scroll case (12 @ 0 lbs)>*	-
Scroll of limited wish *<In: Scroll case (12 @ 0 lbs)>*	-
Scroll of plane shift	-
Scroll of rope trick *<In: Scroll case (12 @ 0 lbs)>*	-
Scroll of see invisibility *<In: Scroll case (12 @ 0 lbs)>*	-
Scroll of tiny hut	-
Sihedron Medallion	-
Sihedron ring	-
Spellbook *<In: Handy haversack (9 @ 12.96 lbs)>*	3 lbs
Stone of good luck (Luckstone)	-
Wand of lightning bolt (CL 10)	-
Wand of mage armor (50 charges) *<In: Handy haversack*	-
Wand of magic missile *<In: Handy haversack (9 @ 12.96*	-

Special Abilities

Conjuration
Darkvision (60 feet)

Experience & Wealth

Experience Points: **1340000**/1,800,000
Current Cash: **248 gp**

Special Abilities

Deliver Touch Spells Through Familiar (Su)
Empathic Link with Familiar (Su)
Enchantment
Familiar Bonus:
Necromancy
Orc Blood
Orc Ferocity (1/day)
Scry on Familiar (1/day) (Sp)
Share Spells with Familiar
[N/A] Speak with Animals (Ex)
Speak with Familiar (Ex)
Summoner's Charm (+8 rds) (Su)

Spell-Like Abilities

Acid Dart (1d6+8 acid, 12/day) (Sp) ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

Dimensional Steps (102 5-ft inc/day) (Sp) ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐

Tracked Resources

+1 domineering mithral dagger	☐
Anathema archive (1/day)	☐
Antitoxin	☐
Extend metamagic rod (lesser, 3/day)	☐☐☐
False Life (1/day)	☐
Holy water	☐
Orc Ferocity (1/day)	☐
Potion of cure moderate wounds	☐☐
Potion of cure serious wounds	☐
Scry on Familiar (1/day) (Sp)	☐
Wand of lightning bolt (CL 10)	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

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Tracked Resources

Wand of mage armor (50 charges) ☐☐☐☐☐ ☐☐☐☐☐
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Wand of magic missile ☐☐☐☐☐ ☐☐☐☐☐
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Languages

Abyssal
Auran
Common
Draconic
Dwarven
Elven
Giant
Gnoll
Gnome
Goblin
Halfling
Infernal
Orc
Thassilonian
Undercommon

Spells & Powers

Conjurer spells memorized (CL 17th; concentration +26)
Melee Touch +8 **Ranged Touch** +12
9th—*freedom*, *summon monster IX* , *time stop*
8th—*maze*, *polar ray*, *summon monster VIII* , *summon monster VIII*
7th—*quickened fireball* (DC 23), *mage's sword*, *prismatic spray* (DC 27), *spell turning*, *greater teleport*
6th—*greater dispel magic* (2), *mislead* (DC 25), *quickened scorching ray*, *summon monster VI* , *true seeing*
5th—*cone of cold* (DC 25), *quickened magic missile* (2), *summon monster V* , *telekinesis* (DC 24), *telepathic bond*, *wall of force*
4th—*arcane eye* , *dimension door* (2), *greater invisibility*, *remove curse* , *summon monster IV* , *summon monster IV*
3rd—*dispel magic* , *displacement*, *gaseous form*, *invisibility sphere*, *magic circle against evil* , *protection from energy*, *summon monster III*
2nd—*glitterdust* (DC 22), *mirror image* , *resist energy* (3), *rope trick* , *scorching ray*
1st—*endure elements* , *feather fall* , *grease*, *mage armor* , *magic missile*, *magic missile*, *protection from evil*, *shocking grasp*
0th (at will)—*detect magic* , *ghost sound* (DC 19), *prestidigitation*, *read magic*

Companions

Arcane Familiar CR –
Small air elemental (*Pathfinder RPG Bestiary* 120)
N Small outsider (air, elemental, extraplanar)
Init +7; **Senses** darkvision 60 ft.; Perception +21

Defense

AC 26, touch 14, flat-footed 23 (+3 Dex, +12 natural, +1 size)
hp 73 (2d10+2)
Fort +6, **Ref** +8, **Will** +10
Defensive Abilities air mastery, improved evasion; **Immune** elemental traits; **SR** 22

Offense

Speed fly 100 ft. (perfect)
Melee slam +12 (1d4+1)
Special Attacks deliver touch spells, whirlwind (10-20 ft. high, 1d4+1 damage, DC 19)

Statistics

Str 12, **Dex** 17, **Con** 12, **Int** 14, **Wis** 11, **Cha** 11
Base Atk +8; **CMB** +8; **CMD** 21
Feats Flyby Attack, Improved Initiative, Weapon Finesse [B]
Skills Acrobatics +16, Appraise +12, Climb +3, Escape Artist +8, Fly +22, Knowledge (planes) +23, Linguistics +6, Perception +21, Sense Motive +4, Sleight of Hand +4, Spellcraft +19, Stealth +14, Survival +3, Swim +10
Languages Auran, Common, Halfling, Orc; speak with animal (same kind only), speak with master
SQ empathic link
Combat Gear caltrops (2)

Sourcebooks Used

- **Inner Sea World Guide / Rise of the Runelords Anniversary Edition** - Covetous Aura (spell)
- **Paizo Blog / Ultimate Magic** - Breeze (spell); Drench (spell); Jolt (spell); Penumbra (spell); Root (spell); Scoop (spell)
- **Rise of the Runelords Anniversary Edition** - Domineering (item power); Anathema archive (equipment); Blood Money (spell); Deathwine (spell); Raiment of Command (spell); Sign of Wrath (spell); Sihedron Medallion (equipment); Swipe (spell); Unconscious Agenda (spell)
- **Rise of the Runelords Anniversary Edition / Rise of the Runelords GM Content** - Sihedron ring (equipment)

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