

Arizuvol Zaruiz (Eisflamme) #2

Player: Sven

Male gnome arcanist 10 - CR 9

Chaotic Good Humanoid (Gnome); Deity: **Cayden Cailean** ;
Age: **54**; Height: **3' 4"**; Weight: **37 lb.**; Eyes: **hazelnut**;
Hair: **fire**; Skin: **ice**

Ability	Score	Modifier	Temporary
STR STRENGTH	7	-2	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	20	+5	
WIS WISDOM	10	0	
CHA CHARISMA	14	+2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+8	=	+3	+2	+2	+1	
Iron Liver (trait) : +2 bonus against poison and drugs, +4 to avoid effects of alcohol, Cold weather outfit : +5 circumstance bonus vs. cold weather							

REFLEX (DEXTERITY)	+7	=	+3	+2	+2		
WILL (WISDOM)	+9	=	+7		+2		

Energy Resistance, Cold (2)

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 16	=	+2		+2	+1	+1		

Touch AC 13	Flat-Footed AC 14
	BAB Strength Size Misc

CM Bonus +2	=	+5	-2	-1	-
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CM Defense 14	=	10	BAB +5	Strength -2	Dexterity +2	Size -1
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Base Attack	+5	HP	80
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Initiative	+2	Damage / Current HP
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Speed	20 ft
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Icicle wand

Main hand: **+5, 1d3-2 plus 1 cold** Crit: 19-20/x2
Rng: 10'
Ranged: **+9, 1d3-2 plus 1 cold** Light, P/S

Light crossbow

Ranged: **+6, 1d6** Crit: 19-20/x2
Rng: 80'
Ranged, both hands: **+8, 1d6** 2-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+2	DEX (2)	-	
Speed greater/less than 30 ft. : -4 to jump				
Appraise	+15	INT (5)	7	
Bluff	+3	CHA (2)	-	
Climb	-2	STR (-2)	-	
Craft (alchemy)	+12	INT (5)	4	
Craft (mapmaking)	+11	INT (5)	3	
Diplomacy	+17	CHA (2)	10	
Disguise	+2	CHA (2)	-	
Escape Artist	+2	DEX (2)	-	
Fly	+10	DEX (2)	3	
Heal	+0	WIS (0)	-	
Intimidate	+2	CHA (2)	-	
Knowledge (arcana)	+18	INT (5)	8	
Knowledge (dungeoneering)	+9	INT (5)	1	
Knowledge (engineering)	+9	INT (5)	1	
Knowledge (geography)	+9	INT (5)	1	
Knowledge (history)	+10	INT (5)	2	
Knowledge (local)	+12	INT (5)	3	
Knowledge (nature)	+10	INT (5)	2	
Knowledge (nobility)	+9	INT (5)	1	
Knowledge (planes)	+9	INT (5)	1	
Knowledge (religion)	+9	INT (5)	1	
Linguistics	+15	INT (5)	7	
Perception	+0	WIS (0)	-	
Ride	+2	DEX (2)	-	
Sense Motive	+0	WIS (0)	-	
Spellcraft	+18	INT (5)	10	
Stealth	+6	DEX (2)	-	
Survival	+0	WIS (0)	-	
Mapmaker's kit : +2 circumstance bonus to avoid becoming lost when using a Mapmaker's Kit as you travel				
Swim	-2	STR (-2)	-	
Use Magic Device	+17	CHA (2)	10	

Activated Abilities & Adjustments

Class Skill
Saving Throw Situational
Skill Bonus: +1
Skill Bonus: +1

Feats

Combat Casting
Ectoplasmic Spell
Extra Arcanist Exploit (Arcanist)
Extra Reservoir
Simple Weapon Proficiency - All
Spell Penetration

Traits

Adaptive Magic
 Friend in every Town (+1 Diplomacy / Know. Local)
 Iron Liver (+2 save poison/drugs, +4 alcohol)
 Northern Ancestry

Masterwork dagger

Main hand: **+5, 1d3-2** Crit: 19-20/x2
 Ranged: **+9, 1d3-2** Rng: 10'
 Light, P/S

Gear

Total Weight Carried: 26.6/52.5 lbs,
Encumbrance Ignored
(Light: 17.25 lbs, Medium: 34.5 lbs, Heavy: 52.5 lbs)

Alchemist's fire x3	1 lb
Amulet of natural armor +1	-
Arktische Robe (Res.Umh.+2, 1W6 SP, bei waffenl.	-
Baijiu (per bottle)	2 lbs
Bedroll <In: Handy haversack (85 @ 44.125 lbs)>	1.25 lbs
Belt pouch (7 @ 8 lbs)	0.125 lbs
Bottle <In: Handy haversack (85 @ 44.125 lbs)>	1 lb
Bottled lightning x2 <In: Belt pouch (7 @ 8 lbs)>	1 lb
Bracers of armor +2	0.5 lbs
Cloak of resistance +2	0.5 lbs
Cold weather outfit	1.75 lbs
Crossbow bolts x35 <In: Handy haversack (85 @	0.05 lbs
Crossbow bolts x15	0.05 lbs
Feenstaub, leuchtend, gg. schatten <In: Handy	18 lbs
Flint and steel <In: Handy haversack (85 @ 44.125 lbs)>	-
Gold-Silberner Ring von Tashana, 500a alte Jadwiga	-
Handy haversack (85 @ 44.125 lbs)	2.5 lbs
Hauptzauberbuch <In: Handy haversack (85 @ 44.125	3 lbs
Hip flask	0.5 lbs
Icicle wand	0.5 lbs
Ink, black x2 <In: Handy haversack (85 @ 44.125 lbs)>	-
Inkpen <In: Handy haversack (85 @ 44.125 lbs)>	-
Light crossbow	2 lbs
Magic Ink <In: Handy haversack (85 @ 44.125 lbs)>	-
Mapmaker's kit <In: Handy haversack (85 @ 44.125	2 lbs
Marislovas Book	1 lb
Masterwork dagger	0.5 lbs
Mess kit <In: Handy haversack (85 @ 44.125 lbs)>	1 lb
Money <In: Handy haversack (85 @ 44.125 lbs)>	-
Paper x6 <In: Handy haversack (85 @ 44.125 lbs)>	-
Potion of cure light wounds	-
Potion of cure moderate wounds	-
Potion of interrogation x2	-
Robe of useful items	0.5 lbs
Scroll case (empty)	0.5 lbs
Scroll of animate objects <In: Handy haversack (85 @	-
Scroll of cure moderate wounds <In: Handy haversack (85	-
Scroll of delay poison <In: Handy haversack (85 @ 44.125	-
Scroll of dispel magic <In: Handy haversack (85 @ 44.125	-
Scroll of magic weapon <In: Handy haversack (85 @	-
Scroll of remove disease <In: Handy haversack (85 @	-
Scroll of remove sickness <In: Handy haversack (85 @	-
Scroll of scorching ray (CL 4th) <In: Handy haversack (85	-
Snowshoes	1 lb
Soap <In: Handy haversack (85 @ 44.125 lbs)>	0.5 lbs

Experience & Wealth

Experience Points: **105000/155,000**
 Current Cash: **2,438 gp, 5 sp**

Gear

Total Weight Carried: 26.6/52.5 lbs,
Encumbrance Ignored
(Light: 17.25 lbs, Medium: 34.5 lbs, Heavy: 52.5 lbs)

Spell component pouch <In: Belt pouch (7 @ 8	2 lbs
Spellbook - Jagdhütte der hohen Wächter <In:	1 lb
Spellbook - Travel 1 <In: Belt pouch (7 @ 8 lbs)>	1 lb
Thunderstone x3 <In: Belt pouch (7 @ 8 lbs)>	1 lb
Totenschädel Laterne - dauern. Licht	-
Trail rations x4 <In: Handy haversack (85 @	0.25 lbs
Traveler's outfit (Free) <In: Handy haversack (85 @	-
Unguent of timelessness <In: Handy haversack (85 @	-
Wand of ice spears (10 charges) <In: Handy haversack	-
Wand of levitate <In: Handy haversack (85 @ 44.125	-
Wand of magic weapon (24 charges) <In: Handy	-
Wand of silent image (12 charges) <In: Handy	-
Wand of spider climb (17 charges) <In: Handy	-
Wand of true strike (5 charges) <In: Handy haversack	-
Waterproof bag (empty) <In: Handy haversack	0.125 lbs
Waterskin	1 lb
Wine, fine (per bottle) x9 <In: Handy haversack	1.5 lbs

Special Abilities

Arcane Reservoir +2 DC or CL (16/day) (Su)
 Consume Spells (2/day) (Su)
 Darkvision (60 feet)
 Dimensional Slide (100 feet) (Su)
 Energy Shield (Resist 20, 10 minutes) (Su)
 Flame Arc (5d6+2 fire damage, DC 17) (Su)
 Metamixing (Su)
 Quick Study (Ex)

Spell-Like Abilities

Dancing Lights (1/day)	<input type="checkbox"/>
Flare (1/day)	<input type="checkbox"/>
Prestidigitation (1/day)	<input type="checkbox"/>
Produce Flame (1/day)	<input type="checkbox"/>

Tracked Resources

Alchemist's fire	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Arcane Reservoir +2 DC or CL (16/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Baijiu (per bottle)	<input type="checkbox"/>
Bottled lightning	<input type="checkbox"/> <input type="checkbox"/>
Consume Spells (2/day) (Su)	<input type="checkbox"/> <input type="checkbox"/>
Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Tracked Resources

Crossbow bolts	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Ice Spears (50 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Icicle wand	<input type="checkbox"/>
Masterwork dagger	<input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Potion of interrogation	<input type="checkbox"/> <input type="checkbox"/>
Thunderstone	<input type="checkbox"/> <input type="checkbox"/>
Trail rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Unguent of timelessness	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of ice spears (10 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of levitate	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of magic weapon (24 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of silent image (12 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of spider climb (17 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of true strike (5 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spells & Powers

Arcanist spells memorized (CL 10th; concentration +15)
Melee Touch +4 Ranged Touch +8
5th (3/day)—*fire snake*^{APG} (DC 20)
4th (5/day)—*phantasmal killer* (DC 19), *shocking image*^{UC}
3rd (5/day)—*dispel magic*, *fireball* (DC 18), *hostile levitation*^{UC} (DC 18)
2nd (5/day)—*acid arrow*, *detect thoughts* (DC 17), *scorching ray*, *see invisibility*
1st (6/day)—*enlarge person* (DC 16), *feather fall*, *mage armor*, *magic missile*, *ray of enfeeblement* (DC 16)
0th (at will)—*arcane mark*, *dancing lights*, *detect magic*, *disrupt undead*, *flare* (DC 15), *ghost sound* (DC 15), *mage hand*, *message*, *prestidigitation*

Languages

Abyssal	Goblin
Azlanti	Halfling
Celestial	Hallit
Common	Ignan
Dark Folk	Iobarisch
Draconic	Orc
Druidic	Skald
Dwarven	Sylvan
Elven	Thassilonian
Giant	Undercommon
Gnome	

Background

Aussehen

Arizuvol ist gut einen Meter hoch und schlank. Er ist nicht kräftig, aber seine feuerfarbenen Haare und blass bläuliche Haut machen ihn z.u einem auffälligen Zeitgenossen. Soweit möglich trägt er saubere Kleidung in erdenen Farbtönen.

In der Stadt trägt er normalerweise keine Waffen bei sich, lediglich auf Reisen ausserhalb der Sicherheit der Stadtmauern trägt er eine Armbrust bei sich, um weniger nach leichter Beute auszusehen.

Persönlichkeitszüge

Arizuvol ist offen und freundlich, kommt schnell mit anderen ins Gespräch und hat ein Händchen für Verhandlungen. Er interessiert sich für andere Kulturen, Rassen und Sprachen und lässt keine Gelegenheit aus, die Gesellschaft anderer zu genießen.

Er ist neugierig und liebt es Städte in allen Winkeln zu erkunden. Zur Natur hat er ein gespaltenes Verhältnis. Zwar mag er Sonnenschein und das Plätschern von Wasser, aber er hat Angst vor den Gefahren von Wind und Wetter, sowie wilden Tieren.

Vorbild / Ideale

Caiden Cailean, Gott der Wagemutigen und Freigeister, für seinen Willen Gutes zu tun ohne sich von Regeln abhalten zu lassen

Sein Großvater, für die Abenteuer die er erlebt hat und seinen Besuch anderer Dimensionen.

Bindung / Verpflichtung

Seine Schwester, die ihn jederzeit von überall zu sich rufen könnte.

Die Kundschaftergesellschaft, deren Mitglied er werden will um entlegene Winkel der Welt zu kartographieren.

Makel

Arizuvol neigt zu überschwenglichem Konsum von Rauschmitteln und zum Ausleben körperlicher Gelüste. Es fällt ihm schwer, eine Chance zu feiern ziehen zu lassen, auch wenn er weiß das der folgende Tag werden soll

Gesinnung

Er richtet sich nach seinem Gewissen und seinem Sinn für Gut und Böse, ohne sich von gesellschaftlichen Normen oder Gesetzen aufhalten zu lassen.

Mantel des schw. Reiters: Auserwählte Baba Jagas

Sourcebooks Used

- **Advanced Class Guide** - Arcanist (class); Dimensional Slide (special ability); Energy Shield (special ability); Euphoric Cloud (spell); Extra Arcanist Exploit (feat); Extra Reservoir (feat); Flame Arc (special ability); Metamixing (special ability); Monkey Fish (spell); Potent Magic (special ability); Quick Study (special ability)
- **Advanced Player's Guide** - Ectoplasmic Spell (feat); Fire Snake (spell)
- **Advanced Player's Guide / Advanced Race Guide** - Gift of Tongues (alternate racial trait); Pyromaniac (alternate racial trait)
- **Advanced Player's Guide / Adventurer's Armory** - Travelling spellbook (equipment); Travelling spellbook (equipment)
- **Advanced Player's Guide / Adventurer's Armory / Jade Regent / Ultimate Equipment** - Snowshoes (equipment)
- **Advanced Player's Guide / Jade Regent / Ultimate Equipment** - Mapmaker's kit (equipment)
- **Advanced Race Guide** - Darkvision (alternate racial trait); Sow Thought (spell)
- **Adventurer's Armory / Ultimate Equipment** - Waterproof bag (equipment)
- **Cities of Golarion / Reign of Winter** - Irriseni Mirror Sight (spell)
- **Inner Sea Magic / Reign of Winter** - Ice Spears (spell); Ice Spears (spell)
- **Inner Sea Races / Inner Sea World Guide** - Azlanti (language); Hallit (language); Skald (language); Thassilonian (language)
- **Paizo Blog / Ultimate Magic** - Breeze (spell)
- **People of the North / Reign of Winter** - Adaptive Magic (trait); Northern Ancestry (trait)
- **Reign of Winter** - Icicle wand (weapon)
- **Ultimate Combat** - Hostile Levitation (spell); Shocking Image (spell)
- **Ultimate Equipment** - Baijiu (per bottle) (equipment); Bottled lightning (equipment); Hip flask (equipment); Mess kit (equipment)
- **Ultimate Magic** - Corrosive Touch (spell); Disguise Other (spell); Frigid Touch (spell); Polypurpose Panacea (spell); Interrogation (spell); Unnatural Lust (spell); Youthful Appearance (spell)