

Dmitri Prokofych Razumikhin

Player: Scott David Gray

LN Male human noble wizard 1

Human, Humanoid, Lawful, Medium, Neutral

Deity: **Abadar**; Age: **50**; Height: **5' 8"**; Weight: **160 lb.**;

Eyes: **Dark brown**; Hair: **Gray**; Skin: **Pale**

Speed: **25 ft.**, Languages: Common, Hallit, Hallit, Jotun, Skald, Sylvan, Thassilonian

Hit Points	Hero Points
16	3 1

Str	Dex	Con	Int	Wis	Cha	
+0	+1	+2	+4	+2	+0	10 Str 12 Dex 14 Con 18 Int 14 Wis 10 Cha

PERCEPTION **+5_T** = +3 Base +2 Wis +0 Misc

FORTITUDE **+5_T** = +3 Base +2 Con +0 Misc

REFLEX **+4_T** = +3 Base +1 Dex +0 Misc

WILL **+7_E** = +5 Base +2 Wis +0 Misc

AC **14_T** = +13 Base +1 Dex +0 Misc

Unarmored defense (Trained)

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

Dagger (Trained)

Melee: **+4/+0/-4** (1d4 P/S, Crit 2d4 P/S)

Ranged (10 ft.): **+4/+0/-4** (1d4 P/S, Crit 2d4 P/S)

Traits: agile, finesse, thrown 10 ft., versatile S

Staff (Trained)

Melee: **+3/-2/-7** (1d4 B, Crit 2d4 B)

Traits: two-hand d8

Special Abilities

Drain Bonded Item (1/day)

Can cast again any previously cast spell without spending a spell slot.

Spell Substitution

10m: swap 1 prepared spell for another from your spellbook.

Feats

Natural Ambition [Ancestry Feats]

Gain a 1st-level class feat for your class.

Reach Spell [Class Feats]

1 Action: +30' range or range 30' for touch (and melee touch to ranged touch).

Widen Spell [Class Feats]

1 Action: +5' to radius of 10'+ bursts or +5' to cones/lines of <=15', or +10' to cones/lines > 15'

Eschew Materials [Natural Ambition]

Provide material components without a spell component pouch by drawing intricate replacement sigils in the air.

Courtly Graces

Use Society to Make an Impression on a noble, as well as with Impersonate to pretend to be a noble if you aren't one.

Character Number: 14034 - 2002



Skills

<input type="checkbox"/>	+7_T Accounting Lore _{Int}
<input type="checkbox"/>	+4_T Acrobatics _{Dex}
<input type="checkbox"/>	+7_T Arcana _{Int}
<input type="checkbox"/>	+0_U Athletics _{Str}
<input type="checkbox"/>	+4_U Crafting _{Int}
<input type="checkbox"/>	+3_T Deception _{Cha}
<input type="checkbox"/>	+3_T Diplomacy _{Cha}
<input type="checkbox"/>	+7_T Heraldry Lore _{Int}
<input type="checkbox"/>	+0_U Intimidation _{Cha}
<input type="checkbox"/>	+2_U Medicine _{Wis}
<input type="checkbox"/>	+5_T Nature _{Wis}
<input type="checkbox"/>	+7_T Occultism _{Int}
<input type="checkbox"/>	+0_U Performance _{Cha}
<input type="checkbox"/>	+5_T Religion _{Wis}
<input type="checkbox"/>	+7_T Society _{Int}
<input type="checkbox"/>	+4_T Stealth _{Dex}
<input type="checkbox"/>	+2_U Survival _{Wis}
<input type="checkbox"/>	+1_U Thievery _{Dex}

Spells

Wizard Arcane spells prepared (CL 1st)

1st—*burning hands, magic missile*

Cantrip (at will)—*chill touch, detect magic, light, prestidigitation, shield*

Tracked Resources

Dagger	<input type="checkbox"/>
Drain Bonded Item (1/day)	<input type="checkbox"/>

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

Total Bulk Carried: 5, Unencumbered

Spellbook <In: Backpack (59 @ 3.5 blk)>	1
Backpack (59 @ 3.5 blk) <In: Clothing, fine>	L
Bedroll <In: Backpack (59 @ 3.5 blk)>	L
Belt pouch (2 @ 0 blk) <In: Clothing, fine>	-
Clothing, fine (7 @ 4.9 blk)	L
Clothing, ordinary (empty) <In: Backpack (59 @ 3.5 blk)>	-
Clothing, winter (empty) <In: Backpack (59 @ 3.5 blk)>	L
Compass <In: Belt pouch (2 @ 0 blk)>	-
Dagger <In: Clothing, fine>	L
Flint and steel <In: Belt pouch (2 @ 0 blk)>	-
Money	-
Rations (1 week) <In: Backpack (59 @ 3.5 blk)>	L
Religious symbol, silver <In: Clothing, fine>	L
Repair kit <In: Backpack (59 @ 3.5 blk)>	1
Rope (foot) x50 <In: Backpack (59 @ 3.5 blk)>	L
Signal whistle <In: Clothing, fine>	-
Staff <In: Clothing, fine>	1
Tent, four-person <In: Backpack (59 @ 3.5 blk)>	1
Vial <In: Backpack (59 @ 3.5 blk)>	-
Waterskin <In: Clothing, fine>	L
Writing set <In: Backpack (59 @ 3.5 blk)>	L

Experience & Wealth

Experience Points: 4 (2nd @ 12)
Current Cash: 15 gp; 6.68 sp; 2 cp

Dmitri Prokofych Razumikhin – Abilities & Gear

Courtly Graces (Background, Feat)

Traits: General, Skill

Prerequisites: trained in Society

You were raised among the nobility or have learned proper etiquette and bearing, allowing you to present yourself as a noble and play games of influence and politics. You can use Society to Make an Impression on a noble, as well as with Impersonate to pretend to be a noble if you aren't one. If you want to impersonate a specific noble, you still need to use Deception to Impersonate normally, and to Lie when necessary.

Eschew Materials (Feat, Human, Natural Ambition, Race)

Traits: Wizard

You can use clever workarounds to replicate the arcane essence of certain materials. When Casting a Spell that requires material components, you can provide these material components without a spell component pouch by drawing intricate replacement sigils in the air. Unlike when providing somatic components, you still must have a hand completely free. This doesn't remove the need for any materials listed in the spell's cost entry.

Reach Spell (Class, Class Feats, Feat, Wizard)

Traits: Concentrate, Metamagic, Wizard

One Action

Trigger: You start to cast a spell that has a range. The spell must have a maximum of 2 spellcasting actions.

You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

Widen Spell (Class, Class Feats, Feat, Wizard)

Traits: Manipulate, Metamagic, Wizard

One Action

Trigger: You start to cast a spell that has an area of a burst, cone, or line, and that does not have a duration. The spell must have a maximum of 2 spellcasting actions.

You manipulate the energy of your spell, causing it to affect a wider area. If the next action you use is to Cast a Spell that has an area of a burst, cone, or line and does not have a duration, increase the area of that spell. Add 5 feet to the radius of a burst that normally has a radius of at least 10 feet (a burst with a smaller radius is not affected). Add 5 feet to the length of a cone or line that is normally 15 feet long or smaller, and add 10 feet to the length of a larger cone or line.

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

Traits: Arcane, Wizard

Free Action

Frequency: once per day

Requirements: You haven't acted yet on your turn.

You expend the power stored in your bonded item. This gives you the ability to 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.

Spell Substitution (Arcane Thesis, Class, Wizard)

You don't accept the fact that once spells are prepared, they can't be changed until your next daily preparation, and you have uncovered a shortcut allowing you to substitute new spells for those you originally prepared.

You can spend 10 minutes to empty one of your prepared spell slots and prepare a different spell from your spellbook in its place. If you are interrupted during such a swap, the original spell remains prepared and can still be cast. You can try again to swap out the spell later, but you must start the process over again.

Radiant Oath Champion (Boon, Faction)

Prerequisites Radiant Oath Tier 0

Cost 4 Fame

This faction boon represents your developing initial contacts with the Radiant Oath faction, allowing you to gain Reputation with the faction. While you have this boon slotted, you gain Reputation with the faction after a successfully completed adventure, as detailed in its Primary and Secondary Objectives.

Normal A character gains no Reputation unless they have a faction boon slotted.

Appears In: Pathfinder Society

Radiant Oath (Faction)

The Society's mission doesn't intrinsically involve acts of altruism, heroism, and sacrifice, yet in many areas Pathfinders are known for thwarting evil, lending a helping hand, and representing their organization as upstanding folk. For the Radiant Oath, this benevolence extends beyond incidental assistance. Instead, the faction sees the Society's broad reach as an excellent vector for assisting others the world over. Those who join the Radiant Oath swear simple vows to assist others, expanding on these promises the more they serve the faction.

Faction Leader: No stranger to peril, Valais Durant (LG female aasimar ritualist) set out for Numeria after earning her wayfinder and distinguished herself in covert operations there and in Ustalav. When the Society needed agents to investigate the possible misdeeds of Venture-Captain Thurl, she volunteered, directing her practiced senses to uncover his crimes. Unfortunately, she fell prey to his guardians and magic, ultimately being transformed into an amalgam of demonflesh. She fought off her new form's abyssal influence long enough to return to the Society, and there she sought to restore her mortal form. Her journey took her as far away as Heaven, where with other Pathfinders, she uncovered a ritual to remove the demonic corruption safely. The ritual exceeded her greatest expectations. Rather than restoring her human body, Heaven granted her a celestial form.

Even though she's still adjusting to her new body and celestial connection, Valais is committed to helping others as the Society helped her. Rather than crushing her spirit, her exposure to dark rituals and demonic whispers has taught her what's at stake if evil prevails, granting her the strength to defeat fiends and assist the vulnerable in equal measure. Her supernatural powers don't blind her to her own biases, though. Valais knows that her own perspective of justice and benevolence is but one of many the world over, so she recruits faction members of diverse backgrounds to spread good in their own ways while respecting the sensibilities and values of unfamiliar cultures.

Motto: A Light in the Shadows

Objectives: Unlike its spiritual predecessor, the Silver Crusade, which threw itself forcefully at the most significant threats and villains, the Radiant Oath emphasizes acts of kindness, compassion, and redemption. However, when dire evils threaten the world, the members of the Radiant Oath are ready to combat it. By consistently promoting the cause of good and building the faction's reputation, the Radiant Oath strives for greater influence in the Society to direct its resources toward just causes.

Appears In: Pathfinder Society

Burning Hands **1st-level**

Spell 1
Pages in Spellbook 1 (Spellbook)

Evocation, Fire
Traditions: Arcane, Primal
Cast: [2] somatic, verbal
Range: 15-foot cone
Area: 15-foot cone
Saving Throw: basic Reflex

Gouts of flame rush from your hands. You deal 2d6 fire damage to creatures in the area.

Heightened (+1) The damage increases by 2d6.

Chill Touch **Cantrip 1**

Cantrip 1
Pages in Spellbook 1 (Spellbook)

Attack, Cantrip, Necromancy, Negative
Traditions: Arcane, Divine, Occult
Cast: [2] somatic, verbal
Range: touch
Targets: 1 living or undead creature
Saving Throw: Fortitude Save

Siphoning negative energy into yourself, your hand radiates a pale darkness. Your touch weakens the living and disorients undead, possibly even causing them to flee. The effect depends on whether the target is living or undead.

- **Living Creature** The spell deals negative damage equal to 1d4 plus your spellcasting modifier. The target attempts a basic Fortitude save, but is also enfeebled 1 for 1 round on a critical failure.

- **Undead Creature** The target is flat-footed for 1 round on a failed Fortitude save. On a critical failure, the target is also fleeing for 1 round unless it succeeds at a Will save.

Heightened (+1) The negative damage to living creatures increases by 1d4.

Color Spray **1st-level**

Spell 1
Pages in Spellbook 1 (Spellbook)

Illusion, Incapacitation, Visual
Traditions: Arcane, Occult
Cast: [2] somatic, verbal
Area: 15-foot cone
Duration: 1 or more rounds (see below)
Saving Throw: Will Save

Swirling colors affect viewers based on their Will saves.

Dancing Lights **Cantrip 1**

Cantrip 1
Pages in Spellbook 1 (Spellbook)

Cantrip, Evocation, Light
Traditions: Arcane, Occult, Primal
Cast: [2] somatic, verbal
Range: 120 feet
Duration: sustained

You create up to four floating lights, no two of which are more than 10 feet apart. Each sheds light like a torch. When you Sustain the Spell, you can move any number of lights up to 60 feet. Each light must remain within 120 feet of you and within 10 feet of all others, or it winks out.

Detect Magic **Cantrip 1**

Cantrip 1
Pages in Spellbook 1 (Spellbook)

Cantrip, Detection, Divination
Traditions: Arcane, Divine, Occult, Primal
Cast: [2] somatic, verbal
Area: 30-foot emanation

You send out a pulse that registers the presence of magic. You receive no information beyond the presence or absence of magic. You can choose to ignore magic you're fully aware of, such as the magic items and ongoing spells of you and your allies.

You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) typically are detected normally.

Heightened (3rd) You learn the school of magic for the highest-level effect within range that the spell detects. If multiple effects are equally strong, the GM determines which you learn.

Heightened (4th) As 3rd level, but you also pinpoint the source of the highest-level magic. Like for an imprecise sense, you don't learn the exact location, but can narrow down the source to within a 5-foot cube (or the nearest if larger than that).

Light **Cantrip 1**

Cantrip 1
Pages in Spellbook 1 (Spellbook)

Cantrip, Evocation, Light
Traditions: Arcane, Divine, Occult, Primal
Cast: [2] somatic, verbal
Range: touch
Targets: 1 unattended, non-magical object of 1 Bulk or less
Duration: until the next time you make your daily preparations

The object glows, casting bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch. If you cast this spell again on a second object, the *light* spell on the first object ends.

Heightened (4th) The object sheds bright light in a 60-foot radius (and dim light for the next 60 feet).

Mage Armor	1st-level	Message	Cantrip 1
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Spell 1
Pages in Spellbook 1 (Spellbook)

Abjuration**Traditions:** Arcane, Occult**Cast:** [2] somatic, verbal**Duration:** until the next time you make your daily preparations

You ward yourself with shimmering magical energy, gaining a +1 item bonus to AC and a maximum Dexterity modifier of +5. While wearing *mage armor*, you use your unarmored proficiency to calculate your AC.

Heightened (4th) You gain a +1 item bonus to saving throws.**Heightened (6th)** The item bonus to AC increases to +2, and you gain a +1 item bonus to saving throws.**Heightened (8th)** The item bonus to AC increases to +2, and you gain a +2 item bonus to saving throws.**Heightened (10th)** The item bonus to AC increases to +3, and you gain a +3 item bonus to saving throws.

Mage Hand	Cantrip 1	Prestidigitation	Cantrip 1
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Cantrip 1
Pages in Spellbook 1 (Spellbook)

Cantrip, Evocation**Traditions:** Arcane, Occult**Cast:** [2] somatic, verbal**Range:** 30 feet**Targets:** 1 unattended object of light Bulk or less**Duration:** sustained

You create a single magical hand, either invisible or ghostlike, that grasps the target object and moves it slowly up to 20 feet. Because you're levitating the object, you can move it in any direction. When you Sustain the Spell, you can move the object an additional 20 feet. If the object is in the air when the spell ends, the object falls.

Heightened (3rd) You can target an unattended object with a Bulk of 1 or less.**Heightened (5th)** The range increases to 60 feet, and you can target an unattended object with a Bulk of 1 or less.**Heightened (7th)** The range increases to 60 feet, and you can target an unattended object with a Bulk of 2 or less.

Magic Missile	1st-level
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Spell 1
Pages in Spellbook 1 (Spellbook)

Evocation, Force**Traditions:** Arcane, Occult**Cast:** [1 to 3] somatic, verbal**Range:** 120 feet**Targets:** 1 creature

You send a dart of force streaking toward a creature that you can see. It automatically hits and deals 1d4+1 force damage. For each additional action you use when Casting the Spell, increase the number of missiles you shoot by one, to a maximum of three missiles for 3 actions. You choose the target for each missile individually. If you shoot more than one missile at the same target, combine the damage before applying bonuses or penalties to damage, resistances, weaknesses, and so forth.

Heightened (+2) You shoot one additional missile with each action you spend.

Cantrip 1
Pages in Spellbook 1 (Spellbook)

Auditory, Cantrip, Illusion, Linguistic, Mental**Traditions:** Arcane, Divine, Occult**Cast:** [1] verbal**Range:** 120 feet**Targets:** 1 creature**Duration:** see below

Your mouth words quietly, but instead of coming out of your mouth, they're transferred directly to the ears of the target. While others can't hear your words any better than if you normally mouthed them, the target can hear your words as if they were standing next to you. The target can give a brief response as a reaction, or as a free action on their next turn if they wish, but they must be able to see you and be within range to do so. If they respond, their response is delivered directly to your ear, just like the original message.

Heightened (3rd) The spell's range increases to 500 feet.

Cantrip 1
Pages in Spellbook 1 (Spellbook)

Cantrip, Evocation**Traditions:** Arcane, Divine, Occult, Primal**Cast:** [1] somatic, verbal**Range:** 10 feet**Targets:** 1 object (cook, lift, or tidy only)**Duration:** sustained

The simplest magic does your bidding. You can perform simple magical effects for as long as you Sustain the Spell. Each time you Sustain the Spell, you can choose one of four options.

- **Cook** Cool, warm, or flavor 1 pound of nonliving material.
- **Lift** Slowly lift an unattended object of light Bulk or less 1 foot off the ground.
- **Make** Create a temporary object of negligible Bulk, made of congealed magical substance. The object looks crude and artificial and is extremely fragile—it can't be used as a tool, weapon, or spell component.
- **Tidy** Color, clean, or soil an object of light Bulk or less. You can affect an object of 1 Bulk with 10 rounds of concentration, and a larger object a 1 minute per Bulk.

Prestidigitation can't deal damage or cause adverse conditions. Any actual change to an object (beyond what is noted above) persists only as long as you Sustain the Spell.

Read Aura **Cantrip 1** **Sleep** **1st-level**

Cantrip 1
Pages in Spellbook 1 (Spellbook)

Cantrip, Detection, Divination
Traditions: Arcane, Divine, Occult, Primal
Cast: 1 minute (somatic, verbal)
Range: 30 feet
Targets: 1 object

You focus on the target object, opening your mind to perceive magical auras. When the casting is complete, you know whether that item is magical, and if it is, you learn the school of magic (pages 297–298).

If the object is illusory, you detect this only if the effect's level is lower than the level of your *read aura* spell.

Heightened (3rd) You can target up to 10 objects.
Heightened (6th) You can target any number of objects.

Shield **Cantrip 1**

Cantrip 1
Pages in Spellbook 1 (Spellbook)

Abjuration, Cantrip, Force
Traditions: Arcane, Divine, Occult
Cast: [1] verbal
Duration: until the start of your next turn

You raise a magical shield of force. This counts as using the Raise a Shield action, giving you a +1 circumstance bonus to AC until the start of your next turn, but it doesn't require a hand to use.

While the spell is in effect, you can use the Shield Block reaction with your magic shield (see below). The shield has Hardness 5. After you use Shield Block, the spell ends and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the *magic missile* spell.

Heightening the spell increases the shield's Hardness.

Heightened (3rd) The shield has Hardness 10.
Heightened (5th) The shield has Hardness 15.
Heightened (7th) The shield has Hardness 20.
Heightened (9th) The shield has Hardness 25.

SHIELD ACTIONS

The *shield* spell works like a raised shield, and it also gives you the ability to use the Shield Block reaction.

SHIELD BLOCK [reaction]

Trigger While you have your shield raised, you take damage from a physical attack.

You place your shield to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Spell 1
Pages in Spellbook 1 (Spellbook)

Enchantment, Incapacitation, Mental, Sleep
Traditions: Arcane, Occult
Cast: [2] somatic, verbal
Range: 30 feet
Area: 5-foot burst
Saving Throw: Will Save

Each creature in the area becomes drowsy and might fall asleep. A creature that falls unconscious from this spell doesn't fall prone or release what it's holding. This spell doesn't prevent creatures from waking up due to a successful Perception check, limiting its utility in combat.

Heightened (4th) The creatures fall unconscious for 1 round on a failure or 1 minute on a critical failure. They fall prone and release what they're holding, and they can't attempt Perception checks to wake up. When the duration ends, the creature is sleeping normally instead of automatically waking up.

Tanglefoot **Cantrip 1**

Cantrip 1
Pages in Spellbook 1 (Spellbook)

Cantrip, Conjuration, Plant
Traditions: Arcane, Primal
Cast: [2] somatic, verbal
Range: 30 feet
Targets: 1 creature

A vine covered in sticky sap appears from thin air, flicking from your hand and lashing itself to the target. Attempt a spell attack against the target.

Heightened (2nd) The effects last for 2 rounds.
Heightened (4th) The effects last for 1 minute.