

NAME: Don Luis Maria Tesla y Feérica, Kalistocrat

CLASSES:

Favored Class: Sorcerer, Archetype: False/Razmiran Priest

BACKGROUND:

Race: Human, Alignment: True Neutral, Deity: Philkosophies of Kalistrade, +2 Bonus to Charisma, Faction: Sczarni, Ethnicity: Taldan, Languages: Common, Aklo, Sylvan

ABILITIES:

Strength: 10 [0], Dexterity: 14 [5], Constitution: 12 [2] Intelligence: 14 [5], Wisdom: 8 [-2], Charisma: 16/18 [10]

SORCERER:

Level 1 +1 Skill Point, Bloodline: Elemental (Air), 0: Detect Magic, Light, Prestidigitation, Message, 1: Mage Armor, Snowball

SKILLS:

Appraise (0), Bluff (0), Diplomacy (+1), Knowledge Arcana (0), Knowledge Geography (0), Knowledge Local (0), Knowledge Nature (+1), Knowledge Nobles (0), Knowledge Planes (0), Knowledge Religion (+1), Perform Oratory (+1), Spellcraft (+1), Use Magic Device (+1)

FEATS:

Traits: Precocious Spellcaster (Message, Snowball) [Regional Taldor], Magical Lineage (Snowball) [Magic]

Feats: Spontaneous Metafocus (Snowball), Reach Spell

GEAR:

Cleric's Vestment's (Free), Gold Holy Symbol of Kalistrade (100), Courtier's Outfit (30), Black Ink (8), 20 pieces parchment (4), 9 sheets of paper (3.6), 2 charcoal sticks (1), 2.5 quarts whiskey [10xcup] (1), Belt Pouch (1), Hip Flask (1), 4 Inkpens (0.4)

PERSONAL:

Male, 73", 195 lbs, Age 19, Hair: Midlength Dark Brown, with Trimmed Beard, Eyes: Light Blue, Skin: Bronze.

Background: Several years ago Señor Tesla was packed off to boarding school by his step-father, Don Pela. The first year was rough, but over the course of a frustrating and humiliating year Tesla found himself able to spontaneously create and hurl small balls of lightening and frozen water over thirty yards, and suddenly it wasn't so rough. The lectures were generally dull, but engaging in conversation with other kids from merchant houses was fascinating. The more that Tesla studied business practices, while at the same time developing his arcane abilities, the more convinced he became that with magical developments and innovation occurring frequently (including the death of a major god during the period of Tesla's enrollment), it would be both uninteresting and unprofitable to enter a stable career in transport or manufacture. Instead, Tesla determined that his future would be one that embraced change and sought to exploit changing circumstance. This desire to leave his options open and be ready to leap at opportunity led Tesla to study the ways of the First World closely, to continue to embrace and explore his latent elemental bloodline, and to immerse himself in the sect of Kalistrade. Tesla expects that as Golorion decreases its reliance on the gods there are many potential lessons to be learnt by examining the First World, and he also hopes to eventually find and work with emerging markets in the First World (for example, on Golarion the production of steel is easy – but with unworked iron being caustic to most fey there may be a market there; and by the same token the First World has expert agriculturalists that produce vastly more superior food than they could possibly consume).

LEVEL 2:

Sorcerer Favored Class: +1 Skill Point **Spells:** 0: Read Magic, **Skills:** Appraise (+1), Bluff (0), Diplomacy (+2), Knowledge Arcana (+1), Knowledge Geography (0), Knowledge Local (0), Knowledge Nature (+2), Knowledge Nobles (+1), Knowledge Planes (0), Knowledge Religion (1), Perform Oratory (1), Spellcraft (1), Use Magic Device (+2). **Items:** Holy Symbol Tattoo Stylized Seal of Kalistrade on back of left fist (100), Gold brooch with inset aquamarine (52), Holy text Aphorisms of Kalistrade (50), Absinthe (30), Oldlaw Whiskey (20), Golden ring (20)

LEVEL 3:

Sorcerer Favored Class: +1 Skill Point **Spells:** 1: Burning Hands, **Skills:** Appraise (1), Bluff (+1), Diplomacy (+3), Knowledge Arcana (1), Knowledge Geography (0), Knowledge Local (+1), Knowledge Nature (+3), Knowledge Nobles (1), Knowledge Planes (+1), Knowledge Religion (1), Perform Oratory (1), Spellcraft (1), Use Magic Device (+3). **Feat:** Merciful Spell. **Items:** Cloak of Resistance +1 (1000) [9], Wand of Cure Light Wounds (750), Sleeves of Many Garments (200) [5]

LEVEL 4:

Sorcerer Favored Class: +1 Spell Known (1: Silent Image) **Attribute:** +1 Charisma. **Spells:** 0: Mage Hand, 2: Flaming Sphere, **Skills:** Appraise (1), Bluff (1), Diplomacy (+4), Knowledge Arcana (1), Knowledge Geography (+1), Knowledge Local (1), Knowledge Nature (+4), Knowledge Nobles (1), Knowledge Planes (1), Knowledge Religion (+2), Perform Oratory (1), Spellcraft (1), Use Magic Device (+4). **Items:** Ring of Feather Falling (2200) [13], Handy Haversack (2000) [13]

LEVEL 5:

Sorcerer Favored Class: +1 Spell Known (1: Vanish) **Spells:** 1: True Strike, 2: Glitterdust, **Skills:** Appraise (1), Bluff (1), Diplomacy (+5), Knowledge Arcana (+2), Knowledge Geography (1), Knowledge Local (1), Knowledge Nature (+5), Knowledge Nobles (1), Knowledge Planes (1), Knowledge Religion (+3), Perform Oratory (1), Spellcraft (1), Use Magic Device (+5). **Feat:** Intensified Spell. **Items:** Caravan [Diplomacy] (5 prestige), Circlet of Persuasion (4500) [18]

LEVEL 6:

Sorcerer Favored Class: +1 Spell Known (2: Mirror Image) **Spells:** 0: Scrivener's Chant, 3: Fly, **Skills:** Appraise (1), Bluff (1), Diplomacy (+6), Knowledge Arcana (2), Knowledge Geography (1), Knowledge Local (1), Knowledge Nature (+6), Knowledge Nobles (1), Knowledge Planes (1), Knowledge Religion (+4), Perform Oratory (1), Spellcraft (+2), Use Magic Device (+6). **Items:** +2 Headband of Alluring Charisma (4000) [18]

LEVEL 7:

Sorcerer Favored Class: +1 Spell Known (2: Invisibility) **Spells:** 1: Unseen Servant, 2: False Life, 3: Vampiric Touch, **Skills:** Appraise (1), Bluff (1), Diplomacy (+7), Knowledge Arcana (+3), Knowledge Geography (1), Knowledge Local (1), Knowledge Nature (+7), Knowledge Nobles (1), Knowledge Planes (1), Knowledge Religion (+5), Perform Oratory (1), Spellcraft (2), Use Magic Device (+7). **Bonus Feat:** Empower Spell **Feat:** Magical Aptitude. **Items:** Silent Metamagic Rod Lesser (3000) [13], Extend Metamagic Rod Lesser (3000) [13]

LEVEL 8:

Sorcerer Favored Class: +1 Spell Known (3: Fireball) **Attribute:** +1 Charisma. **Spells:** 0: Mending, 4: Dimension Door, **Skills:** Appraise (1), Bluff (1), Diplomacy (+8), Knowledge Arcana (3), Knowledge Geography (1), Knowledge Local (1), Knowledge Nature (+8), Knowledge Nobles (1), Knowledge Planes (1), Knowledge Religion (+6), Perform Oratory (1), Spellcraft (+3), Use Magic Device (+8). **Items:** Sorcerer's Robe (5000) [18], +2 Belt of Incredible Dexterity (4000) [18]

LEVEL 9:

Sorcerer Favored Class: +1 Spell Known (3: Stinking Cloud) **Spells:** 2: Touch of Idiocy, 3: Haste, 4: Confusion, **Skills:** Appraise (1), Bluff (1), Diplomacy (+9), Knowledge Arcana (+4), Knowledge Geography (1), Knowledge Local (1), Knowledge Nature (+9), Knowledge Nobles (1), Knowledge Planes (1), Knowledge Religion (+7), Perform Oratory (1), Spellcraft (3), Use Magic Device (+9). **Feat:** Spell Focus (Conjuration). **Items:** Scroll Glyph of Warding (575), Scroll Nap Stack (475), Scroll Masterwork Transformation [300 gp component] (450), Scroll of Continual Flame (425), Scroll Create Food and Water (375), Scroll Cure Serious Wounds (375), Scroll Daylight (375), Scroll Neutralize Poison (375), Scroll Remove Blindness Deafness (375), Scroll Augury (175), Scroll Consecrate (175), Scroll Barkskin (150), Scroll Cure Moderate Wounds (150), Scroll Enthral (150), Scroll Make Whole (150), Scroll Lesser Restoration (150), Scroll Bless Water (50), Scroll Air Bubble (25), Ant Haul (25), Scroll Bless (25), Scroll Detect Evil (25), Scroll Endure Elements (25), Scroll Divine Scroll Favor (25), Scroll Murderous Command (25), Scroll Restore Corpse (25), Scroll Sanctuary (25), Scroll Shield of Faith (25), Scroll Unbreakable Heart (25)

LEVEL 10:

Sorcerer Favored Class: +1 Spell Known (4: Greater Invisibility) **Spells:** 0: Haunted Fey Aspect, 5: Communal Stoneskin, **Skills:** Appraise (1), Bluff (1), Diplomacy (+10), Knowledge Arcana (4), Knowledge Geography (1), Knowledge Local (1), Knowledge Nature (9), Knowledge Nobles (1), Knowledge Planes (1), Knowledge Religion (7), Perform Oratory (1), Spellcraft (++++5), Use Magic Device (+10). **Items:** Spectacles of Understanding (3000) [13], Upgrade Cloak of Resistance +3 (3000) [20], Scroll of Restoration [1000 gp component] (1700), Scroll of Divination (725), Scroll of Air Walk (700), Scroll of Death Ward (700), Scroll of Freedom of Movement (700), Scroll of Holy Smite (700), Scroll of Kiss of the First World (700)

LEVEL 11:

Sorcerer Favored Class: +1 Spell Known (4: Enervation) **Spells:** 2: Create Treasure Map, 3: Communal Darkvision, 4: Charm Monster, 5: Summon Monster V, **Skills:** Appraise (1), Bluff (1), Diplomacy (10), Knowledge Arcana (+5), Knowledge Geography (1), Knowledge Local (1), Knowledge Nature (9), Knowledge Nobles (1), Knowledge Planes (1), Knowledge Religion (7), Perform Oratory (1), Spellcraft (+++++10), Use Magic Device (10). **Feat:** Selective Spell. **Items:** Maximize Metamagic Rod Lesser (14000) [31], Upgrade Cloak of Resistance +3 (5000) [27], Upgrade Headband of Alluring Charisma to Headband of Mental Prowess +2 Perception (6000) [27]

LEVEL 12:

Sorcerer Favored Class: +1 Spell Known (5: Telekenesis) **Attribute:** +1 Charisma. **Spells:** 6: Acid Fog, **Skills:** Appraise (1), Bluff (1), Diplomacy (++++12), Knowledge Arcana (5), Knowledge Geography (1), Knowledge Local (1), Knowledge Nature (+10), Knowledge Nobles (1), Knowledge Planes (1), Knowledge Religion (10), Perform Oratory (1), Spellcraft (10), Use Magic Device (++++12). **Items:** Upgrade Headband of Mental Prowess +4 Perception Appraise (30000) [45], Scroll of Raise Dead (6125), Scroll of Commune (1650), Scroll of Breath of Life (1125), Scroll of Cure Light Wounds Mass (1125), Scroll of Plane Shift (1125)

LEVEL 13:

Pathfinder Savant: **Skills:** Appraise (1), Bluff (1), Diplomacy (+13), Knowledge Arcana (++++7), Knowledge

Geography (1), Knowledge Local (1), Knowledge Nature (10), Knowledge Nobles (1), Knowledge Planes (1), Knowledge Religion (10), Perform Oratory (1), Spellcraft (+11), Use Magic Device (+13). **Feat:** Spontaneous Metafocus (Fireball) **Trade Spell:** Silent Image > Sure Casting

LEVEL 14:

Pathfinder Savant: Spells: 4: Wall of Ice, 5: Baleful Polymorph, 6: Summon Monster VI, **Skills:** Appraise (1), Bluff (1), Diplomacy (+14), Knowledge Arcana (++9), Knowledge Geography (1), Knowledge Local (1), Knowledge Nature (10), Knowledge Nobles (1), Knowledge Planes (1), Knowledge Religion (10), Perform Oratory (1), Spellcraft (+12), Use Magic Device (+14). **Esoteric Magic:** 6/5: Breath of Life

Retrain Sorc 11+12 -> Pathfinder Savant 3+4: Drop Wall of Ice, Summon Monster V, Esoteric Magic Death Ward, Slay Living

LEVEL 15:

Pathfinder Savant: Spells: 7: Greater Teleport, **Skills:** Appraise (0), Bluff (1), Diplomacy (+15), Knowledge Arcana (10), Knowledge Geography (1), Knowledge Local (1), Knowledge Nature (10), Knowledge Nobles (1), Knowledge Planes (1), Knowledge Religion (7), Perform Oratory (1), Spellcraft (15), Use Magic Device (+15).

Esoteric Magic: 7/6: Heal **Feat:** Quicken Spell

LEVEL 16:

Pathfinder Savant: Attribute: +1 Charisma. **Spells:** 5: Overland Flight, 6: Flesh to Stone, 7: Waves of Exhaustion, **Skills:** Appraise (0), Bluff (1), Diplomacy (+16), Knowledge Arcana (++12), Knowledge Geography (1), Knowledge Local (1), Knowledge Nature (10), Knowledge Nobles (1), Knowledge Planes (1), Knowledge Religion (7), Perform Oratory (1), Spellcraft (+16), Use Magic Device (+16). **Esoteric Magic:** 7/6:

Overwhelming Presence

LEVEL 17:

Pathfinder Savant: Spells: 8: Polymorph Any Object, **Skills:** Appraise (0), Bluff (1), Diplomacy (+17), Knowledge Arcana (++14), Knowledge Geography (1), Knowledge Local (1), Knowledge Nature (10), Knowledge Nobles (1), Knowledge Planes (1), Knowledge Religion (7), Perform Oratory (1), Spellcraft (+17), Use Magic Device (+17). **Esoteric Magic:** 8/7: Destruction **Feat:** Piercing Spell **Retrain Merciful Spell ->**

Persistent Spell

LEVEL 18:

Pathfinder Savant: Spells: 7: Reverse Gravity, 8: Prismatic Wall, **Skills:** Appraise (0), Bluff (1), Diplomacy (+18), Knowledge Arcana (++16), Knowledge Geography (1), Knowledge Local (1), Knowledge Nature (10), Knowledge Nobles (1), Knowledge Planes (1), Knowledge Religion (7), Perform Oratory (1), Spellcraft (+18), Use Magic Device (+18). **Esoteric Magic:** 8/7: Cure Serious Wounds Mass

LEVEL 19:

Pathfinder Savant: Spells: 9: Time Stop, **Skills:** Appraise (0), Bluff (1), Diplomacy (+19), Knowledge Arcana (+18), Knowledge Geography (1), Knowledge Local (1), Knowledge Nature (10), Knowledge Nobles (1), Knowledge Planes (1), Knowledge Religion (7), Perform Oratory (1), Spellcraft (+19), Use Magic Device (+19).

Esoteric Magic: 9/8: Earthquake **Feat:** Spell Penetration

LEVEL 20:

Pathfinder Savant: Attribute: +1 Charisma. **Spells:** 8: Maze, 9: Mage's Disjunction, **Skills:** Appraise (0), Bluff (1), Diplomacy (+20), Knowledge Arcana (++20), Knowledge Geography (1), Knowledge Local (1), Knowledge Nature (10), Knowledge Nobles (1), Knowledge Planes (1), Knowledge Religion (7), Perform Oratory (1), Spellcraft (+20), Use Magic Device (+20). **Esoteric Magic:** 9/8: Nine Lives