

Bonjerus Valerae, Chelaxian Expatriate

Player: Evil Monkey

Male human (chelaxian) sorcerer 7 - CR 6

Chaotic Good Humanoid (Human); Age: 18; Height: 5' 9";
Weight: 175lb.; Eyes: Blue; Hair: Black; Skin: Fair

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	18	+4	
CON CONSTITUTION	14	+2	
INT INTELLIGENCE	12	+1	
WIS WISDOM	12	+1	
CHA CHARISMA	20	+5	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+5	=	+2	+2	+1		
REFLEX (DEXTERITY)	+7	=	+2	+4	+1		
WILL (WISDOM)	+7	=	+5	+1	+1		

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC 20	=	+4		+4		+1	+1	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
Touch AC 15								

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
CM Bonus +3	=	+3		+0		-	-	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
CM Defense 18	=	10	+3	+0		+4	-	

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
Base Attack			+3					

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
Initiative			+4					

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
Speed			30 ft					

Dagger

Main hand: +3, 1d4

Crit: 19-20/x2

Rng: 10'

Ranged: +7, 1d4

Light, P/S

Longbow

Ranged, both hands: +7, 1d8

Crit: x3

Rng: 100'

2-hand, P



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+5	DEX (4)	1	
Appraise	+5	INT (1)	1	
Bluff	+10	CHA (5)	2	
Climb	+0	STR (0)	-	
Diplomacy	+14	CHA (5)	5	
Disguise	+5	CHA (5)	-	
Escape Artist	+4	DEX (4)	-	
Fly	+4	DEX (4)	-	
Heal	+1	WIS (1)	-	
Intimidate	+11	CHA (5)	3	
Knowledge (arcana)	+10	INT (1)	6	
Knowledge (planes)	+5	INT (1)	1	
Perception	+3	WIS (1)	2	
Ride	+4	DEX (4)	-	
Sense Motive	+1	WIS (1)	-	
Spellcraft	+15	INT (1)	7	
Stealth	+4	DEX (4)	-	
Survival	+1	WIS (1)	-	
Swim	+0	STR (0)	-	
Use Magic Device	+15	CHA (5)	7	

Feats

Combat Casting
Empower Spell
Eschew Materials
Leadership (Base Score 12)
Martial Weapon Proficiency (Longbow)
Point-Blank Shot
Precise Shot
Simple Weapon Proficiency - All
Skill Focus (Spellcraft)

Traits

Classically Schooled

Traits

Ease of Faith

Gear

Total Weight Carried: 18.5/100lbs, Light Load (Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)

Amulet of natural armor +1	-
Antiplague x4 <In: Handy haversack (18 @ 17 lbs)>	-
Antitoxin x2 <In: Handy haversack (18 @ 17 lbs)>	-
Artisan's outfit (Free)	-
Belt pouch (2 @ 2 lbs)	0.5 lbs
Bracers of armor +1	1 lb
Caltnrops x2 <In: Handy haversack (18 @ 17 lbs)>	2 lbs
Cloak of resistance +1	1 lb
Dagger	1 lb
Everburning torch	1 lb
Flask <In: Belt pouch (2 @ 2 lbs)>	1.5 lbs
Flint and steel <In: Handy haversack (18 @ 17 lbs)>	-
Handy haversack (18 @ 17 lbs)	5 lbs
Longbow	3 lbs
Mirror <In: Handy haversack (18 @ 17 lbs)>	0.5 lbs
Oil <In: Handy haversack (18 @ 17 lbs)>	1 lb
Periscope	4 lbs
Potion of cure light wounds	-
Potion of cure moderate wounds	-
Potion of levitate (CL 3rd)	-
Ring of protection +1	-
Scroll case (empty) <In: Handy haversack (18 @ 17 lbs)>	0.5 lbs
Scroll of protection from energy	-
Shaving kit <In: Handy haversack (18 @ 17 lbs)>	0.5 lbs
Signet ring	-
Silk rope <In: Handy haversack (18 @ 17 lbs)>	5 lbs
Smoked goggles <In: Handy haversack (18 @ 17 lbs)>	-
Soap, bar (50 uses) <In: Handy haversack (18 @ 17 lbs)>	0.5 lbs
String or twine <In: Belt pouch (2 @ 2 lbs)>	0.5 lbs
Wand of magic missile (CL 3rd, 11 charges)	-
Wand of magic missile (CL 3rd, 13 charges)	-
Waterskin <In: Handy haversack (18 @ 17 lbs)>	4 lbs
Whetstone <In: Handy haversack (18 @ 17 lbs)>	1 lb

Special Abilities

Arcane
 Arcane Bond (Amulet of natural armor +1) (1/day) (Sp)
 Bloodline Arcana: Arcane (Ex)
 Metamagic Adept (2/day) (Ex)

Tracked Resources

Antiplague	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Antitoxin	<input type="checkbox"/> <input type="checkbox"/>
Arcane Bond (Amulet of natural armor +1) (1/day) (Sp)	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Metamagic Adept (2/day) (Ex)	<input type="checkbox"/> <input type="checkbox"/>
Potion of cure light wounds	<input type="checkbox"/>
Potion of cure moderate wounds	<input type="checkbox"/>
Potion of levitate (CL 3rd)	<input type="checkbox"/>

Experience & Wealth

Experience Points: **35000/51000**
 Current Cash: **2,391 gp, 8 sp, 3 cp**

Tracked Resources

Shaving kit	<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"/>
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Wand of magic missile (CL 3rd, 13 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"/>
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Languages

Common

Undercommon

Spells & Powers

Sorcerer spells known (CL 7th; concentration +12)
Melee Touch +3 Ranged Touch +7
3rd (5/day)—*dispel magic*, *fireball* (DC 18), *haste*
2nd (7/day)—*glitterdust* (DC 17), *invisibility*, *mirror image*, *scorching ray*
1st (8/day)—*burning hands* (DC 16), *identify*, *mage armor*, *magic missile*, *protection from evil*, *ray of enfeeblement* (DC 16)
0th (at will)—*acid splash*, *detect magic*, *disrupt undead*, *light*, *prestidigitation*, *read magic*, *touch of fatigue* (DC 15)

Background

Bonjerus Valerae; the Chelaxian sorcerer from a hoytie-toytie, Chelaxian wizarding family (but you can call him... BANJO!). He was never very good with his studies but he managed a pretty good shot with a longbow so his brothers left him alone. At an early age Banjo realized he did not fit in too well in Chelaxian society or even his own home, so he ran away at age 15.

He was not missed. Or at least, his father did not send a bounty hunter to haul him back home.

Jasper Spider Figurine - 5000 GP, Slot -

Upon saying the command word "lurux", the figurine becomes a large monstrous spider. It does not attack but may be ridden by a medium or small character. The spider will remain for up to 12 hours, until killed or until the command word is spoken again. The figurine may not be activated for another 24 hours after any of those events occur.