

Eru Litse



Female elf (Forlorn) sorcerer 18 - CR 17

True Neutral Humanoid (Elf); Atheist; Age: 124; Height: 6' 1"; Weight: 117 lb.

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	14/20	+2/+5	
CON CONSTITUTION	12/18	+1/+4	
INT INTELLIGENCE	13/19	+1/+4	
WIS WISDOM	10/16	0/+3	
CHA CHARISMA	20/26	+5/+8	

Saving Throw Total Base Ability Resist Misc Temp Notes

FORTITUDE
(CONSTITUTION) +12 =

Pattern Seeker: +1 trait bonus vs. illusion effects, **Elven Immunities**: +2 vs. enchantments, **Shadow-Scarred**: -1 in areas of dim light or darkness

REFLEX
(DEXTERITY) +13 =

Pattern Seeker: +1 trait bonus vs. illusion effects, **Elven Immunities**: +2 vs. enchantments, **Shadow-Scarred**: -1 in areas of dim light or darkness

WILL
(WISDOM) +16 =

Pattern Seeker: +1 trait bonus vs. illusion effects, **Elven Immunities**: +2 vs. enchantments, **Shadow-Scarred**: -1 in areas of dim light or darkness

Elven Immunities **Energy Resistance, Fire (5)**

Elven Immunities - Sleep

Total Armor Shield Dex Size Natur Deflec Dodge Misc
AC 26 =

Touch AC **Flat-Footed AC**
BAB Strength Size Misc

CM Bonus +9 =

BAB Strength Dexterity Size
CM Defense 27 = 10

Base Attack **HP**

Damage / Current HP
Initiative

Speed



Skill Name	Total	Ability	Ranks	Temp
Acrobatics	+23	DEX (5)	18	
Appraise	+4	INT (4)	-	
Bluff	+12	CHA (8)	1	
Climb	+0	STR (0)	-	
Diplomacy	+8	CHA (8)	-	
Disguise	+8	CHA (8)	-	
Escape Artist	+5	DEX (5)	-	
Fly	+15	DEX (5)	7	
Heal	+3	WIS (3)	-	
Intimidate	+8	CHA (8)	-	
Knowledge (arcana)	+15	INT (4)	8	
Knowledge (planes)	+22	INT (4)	18	
Perception	+25	WIS (3)	16	
Ride	+5	DEX (5)	-	
Sense Motive	+3	WIS (3)	-	
Spellcraft	+25	INT (4)	18	
Elven Magic : +2 to identify magic item properties				
Stealth	+23	DEX (5)	18	
Survival	+3	WIS (3)	-	
Swim	+0	STR (0)	-	
Use Magic Device	+15	CHA (8)	4	

Feats

- Elemental Focus (Fire)
- Eschew Materials
- Greater Spell Focus (Evocation)
- Greater Spell Penetration
- Magical Trick (Fireball)
- Quicken Spell

Feats

Reach Spell
Selective Spell
Simple Weapon Proficiency - All
Sorcerous Bloodstrike (1/day)
Spell Focus (Evocation)
Spell Penetration
Spell Perfection (Fireball)

Traits

Magical Lineage (Fireball)
Pattern Seeker
Warrior of Old

Drawbacks

Shadow-Scarred

Gear

**Total Weight Carried: 27/100 lbs, Light Load
(Light: 33 lbs, Medium: 66 lbs, Heavy: 100 lbs)**

Amulet of natural armor +3 -
Artisan's outfit (Free) -
Belt of physical might +6 (Dex, Con) 1 lb
Blazing robe 1 lb
Bracers of armor +5 1 lb
Cloak of resistance +2 1 lb
Endless bandolier (empty) 2 lbs
Enlarge metamagic rod (lesser, 3/day) 5 lbs
Extend metamagic rod (lesser, 3/day) 5 lbs
Headband of mental superiority +6 (Acrobatics, 1 lb
Intensified metamagic rod (lesser, 3/day) 5 lbs
Maximize metamagic rod (lesser, 3/day) 5 lbs
Money -
Phoenix feather -
Ring of protection +3 -
Ring of wizardry III -

Special Abilities

Arcane Focus
Blazing robe (1/day, DC 16)
Blood Havoc (Sorcerer Bloodline Power [1st])
Blood Intensity +8 (Sorcerer Bloodline Power [3rd], 4/day)
Blood Piercing +8 (Sorcerer Bloodline Power [9th], 4/day)
Bloodline Arcana: Phoenix (Su)
Elven Magic
Low-Light Vision

Spell-Like Abilities

Restoration, Greater (1/day)

Tracked Resources

Blazing robe (1/day, DC 16)
Blood Intensity +8 (Sorcerer Bloodline Power [3rd], 4/day)
Blood Piercing +8 (Sorcerer Bloodline Power [9th], 4/day)
Enlarge metamagic rod (lesser, 3/day)
Extend metamagic rod (lesser, 3/day)
Intensified metamagic rod (lesser, 3/day)
Maximize metamagic rod (lesser, 3/day)

Experience & Wealth

Experience Points: **1800000**/2,550,000
Current Cash: **1,000 gp**

Tracked Resources

Phoenix feather
Sorcerous Bloodstrike (1/day)

Languages

Common	Orc
Elven	Shoanti
Ignan	Varisian

Spells & Powers

Sorcerer spells known (CL 18th; concentration +26)
Melee Touch +9 Ranged Touch +14
9th (3/day)—*wish*
8th (6/day)—*moment of prescience*, *prismatic wall* (DC 26), *wall of lava*^{APG}
7th (7/day)—*caustic eruption*^{UM} (DC 25), *elemental body IV*, *elemental bombardment*, *firebrand*^{APG} (DC 26)
6th (7/day)—*chains of fire*^{ARG} (DC 27), *contagious flame*^{APG}, *greater dispel magic*, *path of the winds*^{ARG} (DC 26)
5th (7/day)—*break enchantment*, *elemental body II*, *fire snake*^{APG} (DC 26), *telekinesis* (DC 23), *teleport*
4th (8/day)—*controlled fireball*^{UI} (DC 25), *detonate*^{APG} (DC 25), *dimension door*, *firefall*^{APG} (DC 23), *wall of fire*
3rd (14/day)—*dispel magic*, *displacement*, *fireball* (DC 27), *gaseous form*, *magic circle against evil*
2nd (8/day)—*burning arc* (DC 23), *fiery shuriken*^{UC}, *glitterdust* (DC 20), *invisibility*, *resist energy*, *see invisibility*
1st (8/day)—*abjuring step*^{UC}, *air bubble*^{UC}, *color spray* (DC 20), *expeditious retreat*, *ray of enfeeblement* (DC 19), *shield*
0th (at will)—*dancing lights*, *detect fiendish presence*, *detect magic*, *drench*^{UM} (DC 18), *jolt*^{UM}, *mage hand*, *mending*, *message*, *prestidigitation*

Elemental Focus (Fire)

Feat

Your spells of a certain element are more difficult to resist.

Benefit: Choose one energy type (acid, cold, electricity, or fire). Add +1 to the Difficulty Class for all saving throws against spells that deal damage of the energy type you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new energy type.

Appears In : Advanced Player's Guide

Eschew Materials

Feat

You can cast many spells without needing to utilize minor material components.

Benefit: You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

Greater Spell Focus (Evocation)

Feat

Choose a school of magic to which you have already applied the Spell Focus feat. Any spells you cast of this school are very hard to resist.

Prerequisite: Spell Focus.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school to which you already have applied the Spell Focus feat.

Greater Spell Penetration

Feat

Your spells break through spell resistance much more easily than most.

Prerequisite: Spell Penetration.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.

Magical Trick (Fireball)

Feat

Choose one spell. You are able to manipulate that spell beyond its typical uses.

Prerequisite: Ability to cast *fireball*.

Benefit: You can use any magic tricks relating to the chosen spell so long as you meet the appropriate magic trick requirements.

Special: You can select the Magic Trick feat multiple times. Each time you take the feat, it applies to a new type of spell.

Vincent the Pyroclastic is a destructive force in the Society. He has caused permanent damage to and condemnation of more buildings in the Inner Sea region than any other agent. For him, incineration became an art. In addition to the feat, skill, or other requirements listed in parentheses for each of these tricks, you must have the Magic Trick (*fireball*) feat to use the trick.

Alchemist's Inferno (Craft [alchemy] 9 ranks, Spellcraft 9 ranks): Using alchemist's fire as a material component, your *fireball* sets everything it touches ablaze. The initial blast deals half as much damage, but targets that fail their Reflex saves also catch fire. A creature that catches fire in this way must attempt a Reflex save against the DC of the *fireball* spell to stop burning instead of the typical DC (*Pathfinder Core Rulebook* 444). Unattended objects automatically catch fire, though nonflammable objects burn for only 1 additional round.

Cluster Bomb (Spellcraft 6 ranks): You are able to throw multiple small explosions with a single spell instead of the normal effect. For every 2 caster levels, you toss a miniature *fireball* with a 10-foot radius that deals 2d6 points of fire damage. The grid intersection of all blasts must be within 30 feet of each other. If a creature is in the area of multiple blasts, it attempts a single Reflex save against the combined damage.

Concentrated Fire (Selective Spell ^{APG} or Widen Spell, Spellcraft 6 ranks): You can reduce the radius of your *fireball* by increments of 5 feet, to a minimum of a 5-foot radius. For each 5-foot increment you reduce the spell, you increase the spell's damage by 1d6. This additional damage can exceed the spell's maximum damage.

Sculpt Flames (Reach Spell ^{APG}, Selective Spell ^{APG}): You can alter the shape of your *fireball* to send its fire along the path you desire. When casting the spell, you can change the area to one 5-foot square per caster level. The spell's area must be continuous and unbroken when cast. If its blocked or otherwise interrupted by a 5-foot wide or larger environmental feature like a wall, the spell fails. A creature only takes damage once from a *fireball* cast in this way, even if the spell's area intersects with the creature multiple times.

Where There's Smoke (Craft [alchemy] 6 ranks, Spellcraft 6 ranks): Using a smokestick as a material component, you make your *fireball* leave behind a thick cloud of smoke in the spell's area for 1 minute. A moderate or stronger wind dissipates the smoke in 1 round as a smokestick. When using a smokestick in this way, your *fireball* deals only 1d6 points of damage per 2 caster levels (maximum 5d6).

Appears In : Chronicle of Legends

Quicken Spell Feat

You can cast spells in a fraction of the normal time.

Benefit: Casting a quickened spell is a swift action. You can perform another action, even casting another spell, in the same round as you cast a quickened spell. A spell whose casting time is more than 1 round or 1 full-round action cannot be quickened.

A quickened spell uses up a spell slot four levels higher than the spell's actual level. Casting a quickened spell doesn't provoke an attack of opportunity.

Special: You can apply the effects of this feat to a spell cast spontaneously, so long as it has a casting time that is not more than 1 full-round action, without increasing the spell's casting time.

Reach Spell Feat

Your spells go farther than normal.

Benefit: You can alter a spell with a range of touch, close, or medium to increase its range to a higher range category, using the following order: touch, close, medium, and long. A reach spell uses up a spell slot one level higher than the spell's actual level for each increase in range category. For example, a spell with a range of touch increased to long range uses up a spell slot three levels higher. Spells modified by this feat that require melee touch attacks instead require ranged touch attacks.

Spells that do not have a range of touch, close, or medium do not benefit from this feat.

Appears In : Advanced Player's Guide

Selective Spell Feat

Your allies need not fear friendly fire.

Prerequisite: Spellcraft 10 ranks.

Benefit: When casting a selective spell with an area effect and a duration of instantaneous, you can choose a number of targets in the area equal to the ability score modifier used to determine bonus spells of the same type (Charisma for bards, oracles, paladins, sorcerers, and summoners; Intelligence for witches and wizards; Wisdom for clerics, druids, inquisitors, and rangers). These targets are excluded from the effects of your spell. A selective spell uses up a spell slot one level higher than the spell's actual level.

Spells that do not have an area of effect or a duration of instantaneous do not benefit from this feat.

Appears In : Advanced Player's Guide

Sorcerous Bloodstrike (1/day) Feat

You can regain power when you kill a creature.

Prerequisites: Cha 13, sorcerer bloodline class feature.

Benefit: Once per day, as an immediate action upon reducing a creature to 0 or fewer hit points with one of your sorcerer spells, you can regain one usage of a sorcerer bloodline power that has a limited number of uses per day. The slain creature must have at least half as many Hit Dice as your sorcerer level. You cannot use this feat to gain another usage of a bloodline power that you have not yet used today.

Appears In : Ultimate Magic

Spell Focus (Evocation) Feat

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Spell Penetration Feat

Your spells break through spell resistance more easily than most.

Benefit: You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.

Spell Perfection (Fireball) Feat

You are unequaled at the casting of one particular spell.

Prerequisites: Spellcraft 15 ranks, at least three metamagic feats.

Benefit: Pick one spell which you have the ability to cast. Whenever you cast that spell you may apply any one metamagic feat you have to that spell without affecting its level or casting time, as long as the total modified level of the spell does not use a spell slot above 9th level. In addition, if you have other feats which allow you to apply a set numerical bonus to any aspect of this spell (such as Spell Focus, Spell Penetration, Weapon Focus [ray], and so on), double the bonus granted by that feat when applied to this spell.

Appears In : Advanced Player's Guide

Magical Lineage (Fireball) Trait

One of your parents was a gifted spellcaster who not only used metamagic often, but developed many magical items and perhaps even a new spell or two—and you have inherited a fragment of this greatness.

Benefit: Pick one spell when you choose this trait. When you apply metamagic feats to this spell, treat its actual level as 1 lower for determining the spell's final adjusted level.

Appears In : Character Traits Web Enhancement, Advanced Player's Guide Traits, Ultimate Campaign

Pattern Seeker Trait

There are patterns in the world, both natural and artificial, that if only one can interpret them correctly, great secrets could be divined. You have long been fascinated by the idea of these hidden patterns, perhaps because a sibling or parent went to the grave obsessed with seeking a pattern, or maybe because you feel that you've uncovered a previously unknown pattern. Kintargo has a particularly unique pattern of its own; the belfry atop the Temple of Asmodeus rings at what seem to be random intervals. None know who or what rings the bells, and no true pattern by which the so-called Devil's Bells has yet accurately predicted the tolling. Many have tried, and extensive but always incomplete documents exist that track the dates and times of recorded ringings back to the end of the Chelish Civil War, when the church of Asmodeus first claimed the abandoned temple of Aroden as their own. Maybe you will be the one to solve the pattern of the Devil's Bells?

You gain a +1 trait bonus on all Perception checks, and Perception is always a class skill for you. In addition, you increase the save DC of any illusion (pattern) spell you cast by 1, and you gain a +1 trait bonus on all saving throws against illusion effects.

Appears In : Hell's Rebels

Eru Litse – Abilities & Gear

Warrior of Old

Trait

As a child, you put in long hours in combat drills, and though time has made this training a dim memory, you still have a knack for quickly responding to trouble. You gain a +2 trait bonus on Initiative checks.

Appears In : Advanced Player's Guide Traits, Elves of Golarion, Ultimate Campaign

Arcane Focus

Unknown

Some elven families have such long traditions of producing wizards (and other arcane spellcasters) that they raise their children with the assumption each is destined to be a powerful magic-user, with little need for mundane concerns such as skill with weapons. Elves with this racial trait gain a +2 racial bonus on concentration checks made to cast arcane spells defensively. This racial trait replaces weapon familiarity.

Appears In : Advanced Race Guide

Blazing robe (1/day, DC 16)

Unknown

This red and orange silk robe gives viewers the impression of a flame roiling just below the fabric's slick surface. The robe grants the wearer fire resistance 5 and increases the wearer's caster level for all spells with the fire descriptor by +1. Once per day on command, the wearer of the robe can emit a 20-foot-radius burst of fire. Creatures other than the wearer within the area take 2d6 points of fire damage (Reflex DC 16 half).

Construction

Requirements Craft Wondrous Item, Heighten Spell, *resist energy, fireball*; **Cost** 5,500 gp

Appears In : Ultimate Equipment

Elven Immunities

Racial Ability (Elf)

+2 racial bonus on saving throws against enchantment spells and effects.

Elven Immunities - Sleep

Unknown

You are immune to magic sleep effects.

Elven Magic

Racial Ability (Elf)

Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft checks made to identify the properties of magic items.

Energy Resistance, Fire (5)

Unknown

You have the specified Energy Resistance against Fire attacks.

Low-Light Vision

Racial Ability, Senses

A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of dim light. It retains the ability to distinguish color and detail under these conditions.

Blood Havoc (Sorcerer Bloodline Power [1st])

Class Ability

Whenever you cast a bloodrager or sorcerer spell that deals damage, add 1 point of damage per die rolled. This benefit applies only to damaging spells that belong to schools you have selected with Spell Focus or that are bloodline spells for your bloodline. This ability replaces the sorcerer's 1st-level bloodline power or the bloodrager's 4th-level bloodline power.

Appears In : Magic Tactics Toolbox

Blood Intensity +8 (Sorcerer Bloodline Power [3rd], Class Ability)

Whenever you cast a bloodrager or sorcerer spell that deals damage, you can increase its maximum number of damage dice by an amount equal to your Strength or Charisma modifier, whichever is higher. This otherwise functions as-and does not stack with- the Intensified Spell^{UM} feat. You can use this ability once per day at 3rd level and one additional time per day for every 4 caster levels you have beyond 3rd, up to five times per day at 19th level. This ability replaces the sorcerer's 3rd-level bloodline power or the bloodrager's 8th-level bloodline power.

Appears In : Magic Tactics Toolbox

Blood Piercing +8 (Sorcerer Bloodline Power [9th], Class Ability)

When you cast a bloodrager or sorcerer spell that deals damage, creatures affected by the spell reduce their energy resistance and spell resistance against the spell's effects by an amount equal to your Strength or Charisma modifier, whichever is higher. You can use this ability once per day at 4th level and one additional time per day for every 5 caster levels you have beyond 3rd, up to four times per day at 18th level. This ability replaces the sorcerer's 9th-level bloodline power or the bloodrager's 4th-level bloodline power.

Appears In : Magic Tactics Toolbox

Bloodline Arcana: Phoenix (Su) Class Ability (Sorcerer)

When casting any spell that deals fire damage, you can instead heal your targets. The spell deals no damage, and living creatures affected by the spell instead regain a number of hit points equal to half the fire damage the spell would normally deal.

Ring of protection +3

Ring

This ring offers continual magical protection in the form of a deflection bonus of +3 to AC.

Construction

Requirements: Forge Ring, *shield of faith*, caster must be of a level at least three times the bonus of the ring; **Cost** 9,000 gp

Ring of wizardry III

Ring

This special ring is useful only to arcane spellcasters. The wearer's arcane spells per day are doubled for 3rd-level spells. Bonus spells from high ability scores or school specialization are not doubled.

Construction

Requirements: Forge Ring, *limited wish*; **Cost** 35,000 gp

Enlarge metamagic rod (lesser, 3/day) Rod

Metamagic rods hold the essence of a metamagic feat, allowing the user to apply metamagic effects to spells (but not spell like abilities) as they are cast. This does not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses (except for *quicken metamagic rods*, which can be used as a swift action).

The wielder can cast up to three spells per day that are enlarged as though using the Enlarge Spell feat. Lesser metamagic rods can be used with spells of 3rd level or lower.

Construction

Requirements: Craft Rod, Enlarge Spell feat; **Cost** 1,500 gp

Extend metamagic rod (lesser, 3/day) Rod

Metamagic rods hold the essence of a metamagic feat, allowing the user to apply metamagic effects to spells (but not spell like abilities) as they are cast. This does not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses (except for *quicken metamagic rods*, which can be used as a swift action).

The wielder can cast up to three spells per day that are extended as though using the Extend Spell feat. Lesser metamagic rods can be used with spells of 3rd level or lower.

Construction

Requirements: Craft Rod, Extend Spell feat; **Cost** 1,500 gp

Intensified metamagic rod (lesser, 3/day) Rod

The wielder can cast up to three spells per day that are intensified as though using the Intensified Spell feat.

Metamagic rods hold the essence of a metamagic feat, allowing the user to apply metamagic effects to spells as they are cast. This does not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses (except for *quicken metamagic rods*, which can be used as a swift action).

Lesser and Greater Metamagic Rods : Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

Construction

Requirements Craft Rod, Intensified Spell; **Cost** 1,500 gp

Appears In : Advanced Player's Guide, Ultimate Equipment

Maximize metamagic rod (lesser, 3/day) Rod

Metamagic rods hold the essence of a metamagic feat, allowing the user to apply metamagic effects to spells (but not spell like abilities) as they are cast. This does not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses (except for *quicken metamagic rods*, which can be used as a swift action).

The wielder can cast up to three spells per day that are maximized as though using the Maximize Spell feat. Lesser metamagic rods can be used with spells of 3rd level or lower.

Construction

Requirements: Craft Rod, Maximize Spell feat; **Cost** 7,000 gp

Amulet of natural armor +3 Wondrous Item (Neck)

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor of +3.

Construction

Requirements: Craft Wondrous Item, *barkskin*, creator's caster level must be at least three times the amulet's bonus; **Cost** 9,000 gp

Eru Litse – Abilities & Gear

Belt of physical might +6 (Dex, Con) Wondrous Item (Belt)

This belt has a large steel buckle, usually depicting the image of a giant. The belt grants the wearer an enhancement bonus to Dexterity and Constitution of +6. Treat this as a temporary ability bonus for the first 24 hours the belt is worn. The ability score bonuses are chosen when the belt is created and cannot be changed.

Construction

Requirements: Craft Wondrous Item, *bear's endurance*, *cat's grace*; **Cost** 45,000 gp

Blazing robe Wondrous Item (Body)

This red and orange silk robe gives viewers the impression of a flame roiling just below the fabric's slick surface. The robe grants the wearer fire resistance 5 and increases the wearer's caster level for all spells with the fire descriptor by +1. Once per day on command, the wearer of the robe can emit a 20-foot-radius burst of fire. Creatures other than the wearer within the area take 2d6 points of fire damage (Reflex DC 16 half).

Construction

Requirements Craft Wondrous Item, Heighten Spell, *resist energy*, *fireball*; **Cost** 5,500 gp

Appears In : Ultimate Equipment

Bracers of armor +5 Wondrous Item (Wrist)

These items appear to be wrist or arm guards, sometimes etched with symbols of protection or depictions of vigilant-looking animals. *Bracers of armor* surround the wearer with an invisible but tangible field of force, granting him an armor bonus of +5, just as though he were wearing armor. Both *bracers of armor* must be worn for the magic to be effective.

Construction

Requirements: Craft Wondrous Item, *mage armor*, creator's caster level must be at least two times that of the bonus placed in the bracers; **Cost** 12,500 gp

Cloak of resistance +2 Wondrous Item (Shoulders)

Flecks of silver or steel are often sown amid the fabric of these magical cloaks. This garment offers magic protection in the form of a +2 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Construction

Requirements: Craft Wondrous Item, *resistance*, creator's caster level must be at least three times the cloak's bonus; **Cost** 2,000 gp

Endless bandolier (empty) Wondrous Item (Chest)

Small loops sewn into this bandolier look like they can hold twenty alchemical cartridges (ammunition for a firearm, see *Ultimate Combat*), but due to a subtle bending of space can actually hold up to 60 cartridges. Additionally, the six thin pockets on the bandolier are extradimensional spaces meant to hold extra guns and gear. The four small pockets can each hold a one-handed firearm, 1 pound of ammunition, a powder horn, or a similarly sized object. The two large pockets are large enough to hold a two-handed firearm or a similarly sized object. The wearer can draw an item stored in the bandolier as easily as if from an ordinary ammunition pouch or holster. The bandolier weighs the same no matter what is placed inside it.

Construction

Requirements Craft Wondrous Item, *secret chest*; **Cost** 750 gp

Appears In : Ultimate Equipment

Headband of mental superiority +6 (Acrob) Wondrous Item (Headband)

This ornate headband is decorated with numerous small white gemstones. The headband grants the wearer an enhancement bonus to all mental ability scores (Intelligence, Wisdom, and Charisma) of +6. Treat this as a temporary ability bonus for the first 24 hours the headband is worn. The headband also grants skill ranks as a Headband of vast intelligence.

Construction

Requirements: Craft Wondrous Item, *eagle's splendor*, *fox's cunning*, *owl's wisdom*; **Cost** 72,000 gp

Headband of mental superiority +6 3rd skill bon Wondrous Item

Phoenix feather Wondrous Item

This vibrant red feather is surrounded by a faint, soothing golden glow that makes it appear preternaturally shiny and pristine. As an immediate action, the user can activate the *phoenix feather* to attempt a saving throw against a spell or effect with the death descriptor, even if the spell or effect does not normally allow a saving throw. If the spell or effect normally allows a saving throw for reduced damage or a partial effect, the bearer suffers only the reduced damage or partial effect on a failed saving throw, and completely negates all damage and effects on a successful saving throw. If the spell or effect does not normally allow a saving throw, calculate the DC of the saving throw this item provides as if it did.

Alternatively, when a single attack, spell, or effect deals hit point damage to the user that would reduce her to negative hit points, after the hit point damage is rolled but before it is applied to her, she can activate the *phoenix feather* as a free action. If she does, she reduces the amount of hit point damage she takes by up to 5d8 + 9 points. (She can never reduce the amount of damage taken to less than 0.) A *phoenix feather* is usable once, after which it immediately burns away in a fiery flash before being reduced to ash.

Construction

Requirements Craft Wondrous Item, *breath of life*, *death ward*, creator must be good; **Cost** 2,250 gp

Appears In : Healer's Handbook

Background

You are Eru Litse, only child of your father Llamman Litse, an Elven trader and part-time bard of some repute throughout Varisia and the surrounding areas. You do not know your mother, and for all of your life, you've never met her. On the rare occasion that you can get your father to speak of her, the tales are strangely wild. He talks about a great Diviner from the Mordant Spire, and how he only met her for a few passionate nights—twice in his life—the night you were conceived, and two years later on the night she brought you and left you with him.

“You have a destined path,” she told him, but she did not elaborate just what that path was, nor how to identify when it would begin. He has tried over the years to help you find reasons for why things happen and to help you learn all that he knows. As you two traveled across Varisia and into Cheliox, by wagon, caravan, and ship, he's done his best to shield you from danger so that you can live up to your mother's prophecy, as vague as it was.

Other Elves have called you “Forlorn” because you've spent most of your life among the shorter-lived races. You feel anything but that, however, and your freewheeling and capricious nature is often in full effect as you move from place to place and meet people from all over. Indeed, your inner nature showed itself when your Sorceress powers became evident, especially in your natural penchant for spells of the Element of Fire.

One of your last stops with your father was outside the Silver City of Kintargo in Cheliox, where you sought out information about your magical powers. While staying in the city, the Humans there began a revolution against a despotic and evil Mayor named Thrune. You saw patterns in the events as they unfolded, and you quickly became a part of that revolution. Your father was an important contact, staying outside of the city proper, feeding the revolution vital information, and giving aid to refugees.

Now that the revolution has ended, you and your friends have helped the newly burgeoning country of Ravounel form and continue to lend aid to the government. Your powerful Sorcery aided and just like the mighty Phoenix whom you take after, you see Kintargo rising from the ashes of its past and further into shining glory.

Sourcebooks Used

- **Advanced Player's Guide** - Contagious Flame (spell); Detonate (spell); Elemental Focus (feat); Fiery Body (spell); Fire Snake (spell); Firebrand (spell); Firefall (spell); Reach Spell (feat); Selective Spell (feat); Spell Perfection (feat); Wall of Lava (spell)
- **Advanced Player's Guide / Ultimate Equipment** - Intensified metamagic rod (lesser) (equipment)
- **Advanced Player's Guide Traits / Character Traits**
- **Web Enhancement / Ultimate Campaign** - Magical Lineage (trait)
- **Advanced Player's Guide Traits / Elves of Golarion / Ultimate Campaign** - Warrior of Old (trait)
- **Advanced Race Guide** - Arcane Focus (alternate racial trait); Chains of Fire (spell); Path of the Winds (spell)
- **Agents of Evil** - Detect Fiendish Presence (spell)
- **Chronicle of Legends** - Magical Trick (Fireball) (feat)
- **Healer's Handbook** - Phoenix feather (equipment)
- **Hell's Rebels** - Pattern Seeker (trait)
- **Heroes from the Fringe** - Forlorn (race option)
- **Heroes of Golarion** - Phoenix (special ability)
- **Humans of Golarion** - Burning Arc (spell)
- **Inner Sea Races / Inner Sea World Guide** - Shoanti (language); Varisian (language)
- **Magic Tactics Toolbox** - Blood Havoc (special ability); Blood Intensity (special ability); Blood Piercing (special ability)
- **Mythic Origins** - Elemental Bombardment (spell)
- **Paizo Blog / Ultimate Magic** - Drench (spell); Jolt (spell)
- **Quests & Campaigns** - Shadow-Scarred (???)
- **Ultimate Combat** - Abjuring Step (spell); Air Bubble (spell); Fiery Shuriken (spell)
- **Ultimate Equipment** - Blazing robe (equipment); Blazing robe (equipment); Endless bandolier (equipment)
- **Ultimate Intrigue** - Controlled Fireball (spell)
- **Ultimate Magic** - Caustic Eruption (spell); Sorcerous Bloodstrike (feat)

Title - Eru Litse (Adventure Journal)

Date (game world) : 0000/00/00; **Date (real world)** : 2023/02/02

XP Reward : 0 XP; **Net Cash** :

- no notes -