

Dual Talented Human Magus ||18 10 14 17 10 8|| Fav(+¼ arcane pool) ||Spellcraft, Arcana, Dungeoneering, Planes, Alchemy; Fly, Linguistics, Nature, Religion, History, Engineering
 Traits: Shrouded Casting(evocation), Blood of Dragons(low-light vision)

1. Extra Arcane Pool	Arcane pool , cantrips , spell combat	
2.	Spellstrike	
3. Extra Arcane Pool		<i>Arcane Accuracy (Su)</i>
4.	Spell recall	+1 intelligence
5. Extra Arcane Pool, Power Attack		
6.		<i>Enduring Blade (Su)</i>
7. Extra Arcane Pool	Knowledge pool , medium armor	
8.	Improved spell combat	+1 intelligence
9. Extra Arcane Pool		<i>Hasted Assault (Su)</i>
10.	Fighter training	
11. Extra Arcane Pool, Intensify Spell	improved spell recall	
12.		<i>Spell Blending(Heroism, Protection From Energy), +1 int</i>
13. Extra Arcane Pool	Heavy armor	
14.	Greater spell combat	
15. Extra Arcane Pool		<i>Spell Blending(Remove Curse, Dimensional Anchor)</i>
16.	Counterstrike	+1 intelligence
17. Extra Arcane Pool, Craft Wondrous Item		
18.		<i>Spell Blending(Break Enchantment, Fickle Winds)</i>
19. Extra Arcane Pool	Greater spell access	
20.	True magus	+1 intelligence

Greater Spell Access

0th: Detect Poison, Message

1st: Mage Armor, Disguise Self

2nd: Command Undead, Spectral Hand

3rd: Magic Circle Against Evil, Magic Circle Against Good

4th: Animate Undead, Bestow Curse

5th: Permanency, Dominate Person

6th: Create Undead, Planar Binding

DT Human Telekinetic ||7 19 20 10 8 7 || Fav(+1 HP) ||Stealth, Sleight of Hand, Disable Device, Perception || Traits: Trapfinding, Blood of Dragons(low-light vision)

1. Weapon Finesse	Burn, elemental focus, gather power, infusion, kinetic blast	Kinetic blade, telekinetic blast, basic telekinesis
2.	Elemental defense, utility wild talent	Force ward, telekinetic finesse
3. Combat Reflexes	Elemental overflow +1, infusion	Extended range
4.	Utility wild talent	Telekinetic haul
5. Skill Focus(perception)	Infusion, infusion specialization 1, metakinesis (empower)	Flurry of blasts
6.	Elemental overflow +2, internal buffer 1, utility wild talent	Telekinetic invisibility
7. Extra Wild Talent 1	Expanded element	Self telekinesis, kinetic healer
8.	Infusion specialization 2, utility wild talent	Telekinetic maneuvers
9. Extra Wild Talent 2	Elemental overflow +3, infusion, metakinesis (maximize)	Grappling infusion, kinetic cover
10.	Utility wild talent	Greater self telekinesis
11. Extra Wild Talent 3	Infusion, infusion specialization 3, internal buffer 2, supercharge	Wall, touchsight
12.	Elemental overflow +4, utility wild talent	Spark of life
13. Extra Wild Talent 4	Infusion, metakinesis (quicken)	Disintegrating infusion, foe

		throw
14.	Infusion specialization 4, utility wild talent	Aether puppet
15. Extra Wild Talent 5	Expanded element, elemental overflow +5	Force barrier
16.	Composite specialization, internal buffer 3, utility wild talent	Telekinetic globe, spell deflection
17. Extra Wild Talent 6	Infusion, infusion specialization 5, metakinesis (twice)	Many throw, ride the blast
18.	Elemental overflow +6, utility wild talent	Reverse shift
19. Extra Wild Talent 7	Infusion, metakinetic master	Extreme range, spell deflection
20.	Infusion specialization 6, omnikinesis, utility wild talent	Reactive touchsight

DT Human Geokinetic ||7 19 20 10 8 7 || Fav(+1 HP) ||Acrobatics, Stealth, Climb, Perception ||
 Traits: Blood of Dragons(low-light vision), indomitable will

1. Weapon Finesse	Burn, elemental focus, gather power, infusion, kinetic blast	Kinetic blade, earth blast, basic geokinesis
2.	Elemental defense, utility wild talent	Flesh of stone
3. Combat Reflexes	Elemental overflow +1, infusion	Kinetic cover
4.	Utility wild talent	Earth climb
5. Toughness	Infusion, infusion specialization 1, metakinesis (empower)	Entangling infusion
6.	Elemental overflow +2, internal buffer 1, utility wild talent	Tremorsense
7. Extra Wild Talent 1	Expanded element	Magnetic infusion, extended range
8.	Infusion specialization 2, utility wild talent	Shift earth

9. Extra Wild Talent 2	Elemental overflow +3, infusion, metakinesis (maximize)	Impale, bowling infusion
10.	Utility wild talent	Earth glide
11. Extra Wild Talent 3	Infusion, infusion specialization 3, internal buffer 2, supercharge	Wall, rare-metal infusion
12.	Elemental overflow +4, utility wild talent	Spark of Life
13. Extra Wild Talent 4	Infusion, metakinesis (quicken)	Deadly earth, enduring earth
14.	Infusion specialization 4, utility wild talent	Greater shift earth
15. Extra Wild Talent 5	Expanded element, elemental overflow +5	Fragmentation, Stone sculptor
16.	Composite specialization, internal buffer 3, utility wild talent	Reverse shift
17. Extra Wild Talent 6	Infusion, infusion specialization 5, metakinesis (twice)	Grappling infusion, ride the blast
18.	Elemental overflow +6, utility wild talent	Seismic master
19. Extra Wild Talent 7	Infusion, metakinetic master	Extreme Range, Greater tremorsense
20.	Infusion specialization 6, omnikinesis, utility wild talent	Kinetic Form

Elf Occultist||14 14 12 18 10 8||Fav(+½ mental focus)||Use Magic Device, Perception, Spellcraft, Religion, Arcana, Planes, Engineering, History; Fly, Diplomacy, Linguistics, Sense Motive, Disguise, Appraise

Traits: Pragmatic Activator, Worldly(1/day, roll twice for untrained skill)

1. Extra Mental Focus	Focus powers, implements 2, knacks, mental focus	Necromancy, Conjuraton, Necromantic Servant
2.	Implements 3, magic item skill, object reading	Illusion

3. Extra Focus Power	Focus power	Unseen, Flesh Mend
4.	Shift focus	
5. Extra Focus Power	Aura sight, focus power	Psychic Curse, Purge Corruption
6.	Implements 4	Transmutation
7. Extra Focus Power	Focus power	Mind Over Gravity, Side Step
8.	Magic circles, outside contact 1	
9. Extra Focus Power	Focus power	Shadow Beast, Telekinetic Mastery
10.	Implements 5	Abjuration
11. Extra Focus Power	Focus power	Globe of Negation, Loci Sentry
12.	Binding circles, outside contact 2	
13. Efficient Focus Shift	Focus power	Aegis
14.	Implements 6	Divination
15. Extra Focus Power	Focus power	Mind Eye, Danger Sight
16.	Fast circles, outside contact 3	
17. Efficient Focus Shift	Focus power	Future Gaze
18.	Implements 7	Enchantment
19. Extra Focus Power	Focus power	Inspired Assault, Forced Alliance
20.	Implement mastery, outside contact 4	

DT Human Medium TN || 17 14 14 10 8 16 || Fave +¼ spirit surge || Bluff, Diplomacy, Perception, Use Magic Device || Traits: Natural-Born Leader, Blood of Dragons(low-light vision) || Feats: Skill Focus(perception), Craft Wondrous Item, Power Attack, Leadership, Eldritch Heritage(Red Dragon), Improved Eldritch Heritage(Resistance), Improved Eldritch Heritage(Breath Weapon), Spirit Focus(Marshal), Greater Eldritch Heritage, Barroom Brawler

Spells:

0th: *prestidigitation, dancing lights, ghost sound, mage hand, grave words, haunted fey aspect*

1st: *enlarge person, silent image, ill omen, remove fear, burst of insight*

2nd: *heroism, haste, tactical acumen, invisibility, spider climb, placebo effect*

3rd: *possession, dimension door, invisibility (greater), remove curse, fly, dispel magic*

4th: *reincarnate, command (greater), break enchantment, plane shift, teleport*

Uroque

Forlorn Elf: 10 18 12 16 10 10 (Fav +1 HP) Skill focus(Bluff)

Skills: [Acrobatics](#), [Bluff](#), [Climb](#), [Diplomacy](#), [Disable Device](#), [Disguise](#), [Escape Artist](#), [Perception](#), [Sleight of Hand](#), [Stealth](#), [Use Magic Device](#)

Feats: [Combat Expertise](#), [Improved Feint](#), [Deceitful](#), [Stealthy](#), Skill focus(Stealth), Skill focus(Use Magic Device), Skill focus(Disguise), Skill focus(Acrobatics), Skill focus(Diplomacy), Skill focus(Perception)

Talents: [Fast Stealth](#), [Expert Leaper](#), [Follow Clues](#), [Camouflage](#); Skill Mastery, Double Debilitation, [Stealthy Sniper](#), [Crippling Strike](#), [Quick Shot](#), [Opportunist](#)

Rogue Edge: [Stealth](#), [Perception](#), [Climb](#), [Acrobatics](#)

Uroque

Focus Study Human: 10 18 14 14 10 10 (Fav +1 HP) Skill focus(Bluff, Stealth, Diplomacy)

Skills: [Acrobatics](#), [Bluff](#), [Climb](#), [Diplomacy](#), [Disable Device](#), [Disguise](#), [Escape Artist](#), [Perception](#), [Sleight of Hand](#), [Stealth](#), [Use Magic Device](#)

Feats: [Combat Expertise](#), [Improved Feint](#), [Deceitful](#), [Stealthy](#), Skill focus(Perception), Skill focus(Use Magic Device), Skill focus(Disguise), Skill focus(Acrobatics), Skill focus(Escape Artist), Skill focus(Sleight of Hand)

Talents: [Fast Stealth](#), [Expert Leaper](#), [Follow Clues](#), [Camouflage](#); Skill Mastery(Bluff, Diplomacy), Double Debilitation, [Stealthy Sniper](#), [Crippling Strike](#), [Quick Shot](#), [Opportunist](#)

Rogue Edge: [Stealth](#), [Perception](#), [Climb](#), [Acrobatics](#)

Traits: [Blood of Dragons](#), [Magical Talent\(Prestidigitation\)](#)

Forlorn Elf Slayer: 16 17 12 10 10 10 (Fav +1 HP) Skill Focus(Stealth)

Skills: [Acrobatics](#), [Climb](#), [Perception](#), [Stealth](#), [Survival](#), [Disable Device](#)

Talents: [Trapfinding](#), [Ranger Combat Style\(Rapid Shot\)](#), [Ranger Combat Style 2](#), [Terrain Mastery\(Underground\)](#), [Slayer Camouflage](#), [Terrain Mastery\(Urban\)](#), [Terrain Mastery\(Plains\)](#), [Terrain Mastery\(Mountains\)](#), [Terrain Mastery\(Cold\)](#), [Terrain Mastery\(Desert\)](#)

Feats: [Power Attack](#), [Deadly Aim](#), [Signature Skill\(Stealth\)](#), [Improved Precise Shot](#), [Manyslot](#), [Dazing Assault](#), [Quickdraw](#), [Combat Reflexes](#), [Blind-fight](#), [Iron Will](#)