

Exploiter Wizard (5) / **Souleater** (1) AKA: The Soulless Crafter (*Must be **Neutral Evil***)

Race: Elven

Alt Racial: Overwhelming Magic, Elemental Resistance (Acid)

Stats: Int>Dex>Con>Str=Wis>Cha (Middle-aged)

Favored Class Options: +1 HP

Feats: [6] Spell Focus (Evocation) (racial), Scribe Scroll (Class), Spell Specialization (Burning Hands -> Fireball), Craft Wondrous Item, Craft Magic Arms and Armor (Wizard Bonus), Favored Prestige Class

Exploits: [2] Potent Magic, Item Crafting (Craft Wand)

Traits: Warrior of Old, (Hedge Magician or preferably Spark of Creation)

Base Attack: +3

Base Saves: 2/2/5

Spells Per Day: 4/3/2/1

Arcane Reservoir: 3+½ Lvl = 5

Max Reservoir: 3+Lvl= 8

Cacodaemon Familiar. - Valet Familiar Archetype

Future/Other Feats: Greater Spell Focus, Craft Rod, Forge Ring*, Spell Penetration (Gtr.), Combat Casting, Augment Summoning, Superior Summoning, Spell Perfection, Metamagic Feats: Dazing Spell, Intensified Spell*, Lingering Spell, Focused Spell, Extend Spell, Sickening Spell, Bouncing Spell, Rime Spell, Persistent Spell, [Prestigious Spellcaster* x2, Favored Prestige Class], Cooperative Crafting

Future/Other Exploits: Consume Magic Items

Possible Defensive Feats: Toughness

Recommended items: Wands!, Scrolls!, Pearls of Power* (level 1), Rods (lesser metamagic empower, lesser persistent, lesser bouncing, lesser echoing* (for 3rd level spells)), Mellowroot, Anti-Toxin, Antiplague, Meditation Tea, Cloak of Resistance, Belt of Mighty Constitution +2/4/6, Slippers of Spider Climbing, Quick Runner's Shirt, Buffering Cap, Headband of Vast Intelligence* +2/4/6, Gloves of Elvenkind*, Ring of Sustenance** (to create (4 hours => 2 hours) of creation while adventuring) while others sleep), One Way Window,

- You can save money by using souls for item creation. (At level 7, but a bit at 6 with your familiar's ability to create soul gems). Check with your DM if this is legit in their game.

- Spell Selection is going to be big. Make sure you choose the right wands to use and create. Scrolls also help. You have a tiny pool to work with, so you're going to be using many scrolls early in your career. Enlarge scrolls for reach fighters are good. Mage armor as a scroll may be useful as well if it's the right type of dungeon/campaign.
- Don't scribe scrolls into your spellbook. Go to town and 'borrow'/buy the option of scribing other mages spells into your spellbook. Don't buy scrolls to be scribed into your spellbook - that's a waste of cash. You also stop getting automatic spells added to your spellbook when you take the prestige class levels.
- Stinking Cloud can be used with 'Delay Poison' on your allies to effectively make them immune. It's a save every round - so, even if your high DC's aren't the be all, the high Fort save enemies might still get hit if they stay.
- Spell-storing armor is really useful. You can deal damage to creatures as they hit your party members.
- Contingent Scroll is also useful. With the souls, you don't really have to worry about items taking away too much from your gold per level.
- [Simulacrum](#) I'm sure can be exploited somewhere and somehow..
- [Fabricate](#) is also useful for Adamantine + Mithral items. Remember [Crafter's Fortune](#) and [traveler's anytool](#). Also, the feat [Breadth of Experience](#) might be useful.
- Ring Gates aren't a thing in pathfinder, but maybe they can be ported.
- [Demiplanes](#) that slow time.
- If you want to up your crafting (but lose spell focus/spell specialization), go dwarf and breadth of experience. The dwarven favored class option can accelerate crafting. I would prefer to use simulacrums though and spell specialization to remain useful as a damage dealer.