

THE BUILD

A controller. It decides where the fight happens by putting a wall through it, and every other spell in the plan is about denying a creature the ground it wanted.
Human, Versatile heritage, Wizard of the school of civic wizardry, arcane. Free Archetype, in Seven Dooms for Sandpoint. Rarity policy: common only. Party context: standalone.

ANCESTRY

Human, Versatile heritage: two free boosts, extra feats at first level, and a free general feat spent on Toughness — which is where a third of the Hit Point pool comes from.

BACKGROUND

Scholar. Intelligence and an unconstrained free boost, which is the cleanest way to reach the key attribute this build needs.

CLASS

Wizard, arcane, prepared, key attribute Intelligence. The school grants a curriculum slot at every rank, which is where a fifth of the day's spells come from.
Free archetype: the familiar line. It is not a pet — it is the origin point that turns a short-range spell into one that reaches behind the wall.

ATTRIBUTES

+0 Strength 10	+4 Dexterity 18	+4 Constitution 18	+5 Intelligence 20	+3 Wisdom 16	+0 Charisma 10
--	---	--	--	--	--

DEFENSES

ARMOR CLASS 27 base +10 + level and trained +12 + Dexterity +4 + +1 armor potency, item +1	FORTITUDE 19 level and expert +14 + Constitution +4 + Resilient, item +1	REFLEX 19 level and expert +14 + Dexterity +4 + Resilient, item +1
WILL 18 level and expert +14 + Wisdom +3 + Resilient, item +1	HIT POINTS 118 Human ancestry +8 + class and Constitution, ten levels +100 + Toughness +10	SPEED 30 Human base +25 + Fleet +5
CURRENT HIT POINTS	TEMPORARY HIT POINTS	CONDITIONS

THE NUMBER EVERYTHING ELSE IS MEASURED AGAINST

SPELL DC 29 base +10 + level and expert +14 + Intelligence +5
--

SKILLS AND PERCEPTION

Perception	expert · Wisdom	+17
Fortitude	expert · Constitution · +1 item	+19
Reflex	expert · Dexterity · +1 item	+19
Will	expert · Wisdom · +1 item	+18
Class DC	trained · Intelligence	+27
Arcane	expert · Intelligence	—
Unarmored Defense	trained · Dexterity · +1 item	—
Arcana	master · Intelligence	—

SPELLCASTING

Arcane · prepared Spell DC 29 Spell attack 19 SLOTS rank 0 rank 1 rank 2 rank 3 rank 4 rank 5 PREPARED OR KNOWN Detect Magic · Shield · Electric Arc · Telekinetic Projectile · Daze · Tangle Vine · Message · Light · Prestidigitation · Read Aura · Grease · Fear · Force Barrage · Dizzying Colors · Mystic Armor · Hydraulic Push · Pummeling Rubble · Sleep · Summon Construct · Web · Mist · Dispel Magic · Darkness · Revealing Light · Slow · Wall of Wind · Shifting Sand · Earthbind · Haste · Safe Passage · Wall of Fire · Confusion · Fly · Translocate · Vision of Death · Unfettered Movement · Wall of Stone · Toxic Cloud · Banishment

STRIKES

Staff	+12	1d4
two-hand d8		

PROGRESSION

WHAT THE CLASS GIVES

A curriculum slot at every rank, on top of the table's own.
Drain Bonded Item once per day; a spell already cast today, for free.
Linked Focus returns a Focus Point when the bonded item is drained, which is what pairs the two.
Scroll Adept adds temporary scrolls each morning, which is most of the build's tail.

INVENTORY

ITEM	LEVEL	PRICE	FUNDED BY
Magic Wand (4th-rank Spell - wall of fire)	9	700 gp	allotment
Staff of Earth (Greater)	8	450 gp	allotment
Resilient	8	340 gp	allotment
Magic Wand (3rd-rank Spell - slow)	7	360 gp	allotment
Spellguard Shield	6	250 gp	allotment
Armor Potency (+1)	5	160 gp	allotment
Magic Scroll (5th-rank - wall of stone)	9	150 gp	currency
Magic Scroll (4th-rank - wall of fire)	7	70 gp	currency
Magic Scroll (4th-rank - confusion)	7	70 gp	currency
Magic Scroll (3rd-rank - slow)	5	30 gp	currency
Magic Scroll (2nd-rank - web)	3	12 gp	currency
Healer's Toolkit	0	5 gp	currency
Adventurer's Pack	0	1.5 gp	currency
Explorer's Clothing	0	0.1 gp	currency

AFFORDABILITY

Declared form: item-allotment · PASS

ALLOTMENT

1 × level 9 · 2 × level 8 · 1 × level 7 · 2 × level 6

CURRENCY, TOTALLED SEPARATELY

338.6 gp of 350 gp

Arithmetic: permanent: 1×lv9 + 2×lv8 + 1×lv7 + 2×lv6; currency: 150 gp + 70 gp + 70 gp + 30 gp + 12 gp + 5 gp + 1.5 gp + 0.1 gp = 338.6 gp vs. 350 gp allotted → 0 gp over Shortfall: 0 gp

WHAT DOES NOT STACK

Reach Spell and Familiar Conduit both cost an action, and a two-action spell has no room for either alongside itself. Pick one.
A wall allows no saving throw, and that is also its limit: it cannot be resisted and it cannot be aimed at a creature. It shapes ground, not targets.
The short-range spells are the build's real reach limit. The walls reach far; Slow and Confusion do not.

1 □ refreshes: Refocus, ten minutes; Drain Bonded Item returns a spell already cast, once per day

WHAT	WHEN AND HOW
Earthworks	The one focus spell, and the opening when a wall does not fit the room. A burst of difficult terrain that hinders flying creatures at the higher ranks.
Drain Bonded Item	Free action, once per day: cast a spell already cast today without spending a slot.
Linked Focus	Draining the bonded item returns a Focus Point, which is what makes the free wall a two-round routine rather than a one-off.
Bond Conservation	After draining, the next spell of a lower rank costs no slot either.
Staff of Earth	Charges each morning equal to the highest rank prepared, and every wall in the build's plan can come off it.

Focus Point ☐
 Drain Bonded Item, once per day ☐
 Staff charge ☐☐☐☐☐☐☐☐☐
 Magic Scroll ☐☐☐☐
 Scroll Adept, temporary scrolls ☐☐

THIS SESSION

WHAT	WHEN AND HOW
Fey Dragonet	Independent, so it moves and acts on its own action rather than costing one of the wizard's.
Familiar Conduit	One action: the familiar becomes the origin point of the next spell, which is what puts a short-range spell behind the wall.
Flier	How the conduit gets where it needs to be without a Stride from the wizard.

SPENT TODAY

Familiar abilities re-chosen at daily preparations☐☐☐☐

THIS SESSION

PLAY STRATEGY

HOW IT IS PLAYED

Read the room before rolling initiative where the table allows it. The wall is the whole first turn and it cannot be taken back.
Place it to cut the enemy's line in half, not to shield the party: a wall that separates a melee enemy from its ranged support wins a fight that a wall in front of the party only delays.

THE OPENING

Wall of Stone, three actions, at long range. If the party has already engaged, place it behind the front rank to cut off reinforcement.
If the room is too open or too small for a wall to matter, the opening is Earthworks instead, at three actions and a Focus Point rather than a slot.

THE LOOP

Loop A, a target worth denying and beyond the short range: Familiar Conduit, then Slow. The familiar is the origin point, so the range is measured from wherever it flew.
Loop B, a target worth denying and close: Raise a Shield, then Slow or Confusion. If something is that close to the wizard, the round wants the shield.
Loop C, nothing worth denying: the Shield cantrip and Electric Arc. This is the honest floor of a build with no damage tier, and it will happen.
Loop D, the free wall: Drain Bonded Item, then Wall of Stone, which returns a Focus Point through Linked Focus. Save it for the second serious fight of the day.

WHEN THE PLAN FAILS

FAILURE	WHAT THE BUILD DOES
The target is immune to what you do	A burrower walks under a wall and a mindless creature ignores Confusion and Fear. Fall back to terrain plus damage: Shifting Sand and Web hinder anything with a Speed, and Toxic Cloud is a basic Fortitude save that does not care what the target thinks.
The tactic is out of range	The short-range spells are the real limit, not the walls. Reach Spell doubles it and Familiar Conduit re-origins it at the familiar; they do not stack in one turn with a two-action spell.
The flying enemy ignores the ground	Earthbind brings it down, from a slot or off the staff. Earthworks at the higher ranks already hinders flying creatures.
The enabling piece is spent	In order: the staff's charges, the two wands, the scrolls, the temporary scrolls, then Refocus between encounters, then cantrips. The build has a longer tail than its slot table shows.
The check missed	A wall allows no saving throw at all — it can only be walked around. A saved-against Slow can simply be re-targeted next round; there is no penalty for re-attempting.
You are grabbed or immobilised	Unfettered Movement is prepared in a rank-four slot every day for exactly this.
You are dropped	Battle Medicine with the Healer's Toolkit, on yourself. It is the only healing a standalone build has.

BETWEEN FIGHTS

Refocus for ten minutes, and Battle Medicine on yourself. The staff recharges at daily preparations, not between fights, which is what makes its charges a whole-day budget.

RULES TRAPS

FINDINGS ON RECORD

DIFFICULTY

WHAT THE NEXT LEVEL CHANGES

Perception Expertise arrives from the class itself, which is what Canny Acumen was bought early to cover. Defensive Robes becomes ownable the level after.

TODAY

SESSION NOTES