

CHARACTER NAME _____

CLASS _____

Character Level / CR EXP / NEXT LEVEL

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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PLAYER NAME _____

RACE	SIZE / FACE
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AGE	GENDER
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TOTAL SKILLPOINTS: 14		SKILLS		MAX RANKS: 27		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	Acrobatics	DEX	3	= 3		
<input type="checkbox"/>	Appraise	INT	10	= 5 + 2 + 3		
<input type="checkbox"/>	Bluff	CHA	2	= 2		
<input type="checkbox"/>	Climb	STR	-1	= -1		
<input type="checkbox"/>	Craft (Untrained)	INT	5	= 5		
<input type="checkbox"/>	Diplomacy	CHA	2	= 2		
<input type="checkbox"/>	Disguise	CHA	2	= 2		
<input type="checkbox"/>	Escape Artist	DEX	3	= 3		
<input type="checkbox"/>	Fly	DEX	8	= 3 + 2 + 3		
<input type="checkbox"/>	Heal	WIS	-1	= -1		
<input type="checkbox"/>	Intimidate	CHA	2	= 2		
	Knowledge (Arcana)	INT	10	= 5 + 2 + 3		
	Knowledge (History)	INT	10	= 5 + 2 + 3		
	Knowledge (Nature)	INT	10	= 5 + 2 + 3		
	Knowledge (Religion)	INT	10	= 5 + 2 + 3		
<input type="checkbox"/>	Perception	WIS	3	= -1		+ 4
<input type="checkbox"/>	Perform (Untrained)	CHA	2	= 2		
<input type="checkbox"/>	Ride	DEX	3	= 3		
<input type="checkbox"/>	Sense Motive	WIS	1	= -1		+ 2
	Spellcraft	INT	10	= 5 + 2 + 3		
	Spellcraft (Identify magic item)	INT	12	= 5 + [2] + 5		
<input type="checkbox"/>	Stealth	DEX	3	= 3		
<input type="checkbox"/>	Survival	WIS	-1	= -1		
<input type="checkbox"/>	Swim	STR	-1	= -1		
				=	+	+
				=	+	+

☐ can be used untrained. ☐ exclusive skills. *: Skill Mastery.

Acid Dart (Sp): As a standard action, you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6+1 points of acid damage. You can use this ability 8 times per day. [Paizo Inc. - Core Rulebook, p.80]

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Spellbook (Wizard's/Blank)	Carried	1	3	15
TOTAL WEIGHT CARRIED/VALUE			3 lbs. / 15 gp	

WEIGHT ALLOWANCE			
Light	26	Medium	53
Lift over head	80	Lift off ground	160
		Heavy	80
		Push / Drag	400

LANGUAGES	
Celestial, Common, Draconic, Elven, Gnome, Orc	

Special Attacks	
Acid Dart (Sp)	[Paizo Inc. - Core Rulebook, p.80]
As a standard action, you can unleash an acid dart targeting any foe within 30 feet as a ranged touch attack. The acid dart deals 1d6+1 points of acid damage. You can use this ability 8 times per day.	

Special Qualities	
Arcane Bond (Su)	[Paizo Inc. - Core Rulebook, p.78]
You have selected to establish a powerful arcane bond with a creature.	
Cantrips	[Paizo Inc. - Core Rulebook, p.79]
You can prepare a number of cantrips, or 0-level spells, each day. These spells are cast like any other spell, but they are not expended when cast and may be used again. You can prepare a cantrip from a prohibited school, but it uses up two of your available slots.	
Conjuration School	[Paizo Inc. - Core Rulebook, p.80]
You have chosen to specialize in conjuration spells.	
Elven Immunities (Ex)	[Paizo Inc. - Core Rulebook, p.22]
Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.	
Elven Magic (Ex)	[Paizo Inc. - Core Rulebook, p.22]
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 skill checks made to identify the properties of magic items.	
Enchantment Opposition School	[Paizo Inc. - Core Rulebook, p.78]
You have chosen enchantment spells as an opposition school. Preparing an enchantment spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an enchantment spell as a prerequisite.	
Evocation Opposition School	[Paizo Inc. - Core Rulebook, p.78]
You have chosen evocation spells as an opposition school. Preparing an evocation spell takes up two spell slots of the same level. You take a -4 penalty on any skill checks made when crafting a magic item that has an evocation spell as a prerequisite.	
Familiar	[Core Rulebook, p.82]
A familiar grants special abilities to its master. These special abilities apply only when the master and familiar are within 1 mile of each other.	
Keen Senses (Ex)	[Paizo Inc. - Core Rulebook, p.22]
Elves receive a +2 bonus on Perception skill checks.	
Low-Light Vision (Ex)	[Bestiary]
You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
Summoner's Charm (Su)	[Paizo Inc. - Core Rulebook, p.80]
When casting Conjuration (summoning) spells the duration is increased by 1 rounds.	
Weapon and Armor Proficiency	[Paizo Inc. - Core Rulebook]
Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.	
Weapon Familiarity (Ex)	[Paizo Inc. - Core Rulebook, p.22]
Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word "elven" in its name as a martial weapon.	

Feats	
Toughness	[Paizo Inc. - Core Rulebook, p.135]
You gain +3 hit points.	
Scribe Scroll	[Paizo Inc. - Core Rulebook, p.132]
You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price. See the magic item creation rules in Chapter 15 for more information.	
Alertness (Granted)	[Paizo Inc. - Core Rulebook, p.117]
You get a +2 bonus on Perception and Sense Motive skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.	

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Longbow, Longsword, Quarterstaff, Rapier, Shortbow, Spells (Ray), Spells (Touch), Splash Weapon, Unarmed Strike	

TEMPLATES	
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Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
PER DAY	4+0	4+1	—	—	—	—	—	—	—	—
Concentration	+7									

LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
Acid Splash <i>School:</i> Conjuration, EarthSchool (Creation) [Acid] <i>Effect:</i> You fire a small orb of acid at the target dealing 1d3 points of acid damage.	<i>SR:</i> No	1 standard action	Instantaneous	Close (30 ft.)	V, S	CR: p.239
Arcane Mark <i>School:</i> Universal <i>Effect:</i> This spell allows you to inscribe your personal rune or mark.	<i>SR:</i> No	1 standard action	Permanent	Touch	V, S	CR: p.244
Bleed <i>School:</i> Necromancy <i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.	DC: 15, Will negates <i>SR:</i> Yes	1 standard action	Instantaneous	Close (30 ft.)	V, S	CR: p.249
Dancing Lights <i>School:</i> Evocation [Light] <i>Effect:</i> You create up to four lights that resemble lanterns or torches.	<i>SR:</i> No	1 standard action	1 minute [D]	Medium (120 ft.)	V, S	CR: p.263
Daze <i>School:</i> Enchantment (Compulsion) [Mind-Affecting] <i>Effect:</i> This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions.	DC: 15, Will negates <i>SR:</i> Yes	1 standard action	1 round	Close (30 ft.)	V, S, M	CR: p.264
Detect Magic <i>School:</i> Divination <i>Effect:</i> You detect magical auras.	<i>SR:</i> No	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	V, S	CR: p.267
Detect Poison <i>School:</i> Divination <i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.	<i>SR:</i> No	1 standard action	Instantaneous	Close (30 ft.)	V, S	CR: p.268
Disrupt Undead <i>School:</i> Necromancy <i>Effect:</i> You direct a ray of positive energy dealing 1d6 points of damage to Undead.	<i>SR:</i> Yes	1 standard action	Instantaneous	Close (30 ft.)	V, S	CR: p.273
Flare <i>School:</i> Evocation [Light] <i>Effect:</i> This cantrip creates a burst of light.	DC: 15, Fortitude negates <i>SR:</i> Yes	1 standard action	Instantaneous	Close (30 ft.)	V	CR: p.284
Ghost Sound <i>School:</i> Illusion (Figment) <i>Effect:</i> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place.	DC: 15, Will disbelief <i>SR:</i> No	1 standard action	2 rounds [D]	Close (30 ft.)	V, S, M	CR: p.289
Light <i>School:</i> Evocation [Light] <i>Effect:</i> This spell causes a touched object to glow like a torch.	<i>SR:</i> No	1 standard action	20 minutes	Touch	V, M/DF	CR: p.304
Mage Hand <i>School:</i> Transmutation <i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance.	<i>SR:</i> No	1 standard action	Concentration	Close (30 ft.)	V, S	CR: p.306
Mending <i>School:</i> Transmutation <i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.	DC: 15, Will negates (harmless, object) <i>SR:</i> Yes (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	CR: p.312
Message <i>School:</i> Transmutation, AirSchool [Language-Dependent] <i>Effect:</i> You can whisper messages and receive whispered replies.	<i>SR:</i> No	1 standard action	20 minutes	Medium (120 ft.)	V, S, F	CR: p.313
Open/Close <i>School:</i> Transmutation <i>Effect:</i> You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container.	DC: 15, Will negates (object) <i>SR:</i> Yes (object)	1 standard action	Instantaneous	Close (30 ft.)	V, S, F	CR: p.317
Prestidigitation <i>School:</i> Universal <i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice.	DC: 15, See text <i>SR:</i> No	1 standard action	1 hour	10 ft.	V, S	CR: p.325
Ray of Frost <i>School:</i> Evocation, WaterSchool [Cold] <i>Effect:</i> A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage.	<i>SR:</i> Yes	1 standard action	Instantaneous	Close (30 ft.)	V, S	CR: p.330
Read Magic <i>School:</i> Divination <i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.	<i>SR:</i>	1 standard action	20 minutes	Personal	V, S, F	CR: p.330
Resistance <i>School:</i> Abjuration <i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.	DC: 15, Will negates (harmless) <i>SR:</i> Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	CR: p.334
Spark <i>School:</i> Evocation, FireSchool [Fire] <i>Effect:</i> Ignites flammable objects.	DC: 15, Fortitude negates (object) <i>SR:</i> Yes (object)	1 standard action	Instantaneous	Close (30 ft.)	V or S	APG: p.246
Touch of Fatigue <i>School:</i> Necromancy <i>Effect:</i> You channel negative energy through your touch, fatiguing the target.	DC: 15, Fortitude negates <i>SR:</i> Yes	1 standard action	2 rounds	Touch	V, S, M	CR: p.360

LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
Comprehend Languages <i>School:</i> Divination <i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.	<i>SR:</i>	1 standard action	20 minutes	Personal	V, S, M/DF	CR: p.258
Detect Secret Doors <i>School:</i> Divination <i>Effect:</i> You can detect secret doors, compartments, caches, and so forth.	<i>SR:</i> No	1 standard action	Concentration, up to 2 minutes [D]	60 ft.	V, S	CR: p.268
Feather Fall <i>School:</i> Transmutation, AirSchool <i>Effect:</i> The affected creatures or objects fall slowly.	DC: 16, Will negates (harmless) or Will negates (object); <i>SR:</i> Yes (object)	1 immediate action	Until landing or 2 rounds	Close (30 ft.)	V	CR: p.281
Identify <i>School:</i> Divination <i>Effect:</i> This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession.	<i>SR:</i> No	1 standard action	6 rounds [D]	60 ft.	V, S, M	CR: p.299
Mage Armor <i>School:</i> Conjuration (Creation) [Force] <i>Effect:</i> An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.	DC: 16, Will negates (harmless) <i>SR:</i> No	1 standard action	2 hours [D]	Touch	V, S, F	CR: p.306

* =Domain/Speciality Spell

Wizard Spells

☐☐☐☐☐ Magic Weapon	DC: 16, Will negates (harmless, object)	1 standard action 2 minutes	Touch	V, S, DF	CR: p.310
School: Transmutation	SR: Yes (harmless, object)	Target: Weapon touched		Caster Level:2	Concentration:~7
Effect: Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls.					
☐☐☐☐☐ Protection from Evil	DC: 16, Will negates (harmless)	1 standard action 2 minutes [D]	Touch	V, S, M/DF	CR: p.327
School: Abjuration [Good]	SR: No; see text	Target: Creature touched		Caster Level:2	Concentration:~7
Effect: This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures.					
☐☐☐☐☐ Shield		1 standard action 2 minutes [D]	Personal	V, S	CR: p.342
School: Abjuration [Force]	SR:	Target: You		Caster Level:2	Concentration:~7
Effect: Shield creates an invisible shield of force that hovers in front of you.					
☐☐☐☐☐ *Summon Monster I		1 round 3 rounds [D]	Close (30 ft.)	V, S, F/DF	CR: p.350
School: Conjuraton (Summoning)	SR: No	Target: One summoned creature		Caster Level:2	Concentration:~7
Effect: This spell summons an extraplanar creature.					
☐☐☐☐☐ *Unseen Servant		1 standard action 2 hours	Close (30 ft.)	V, S, M	CR: p.364
School: Conjuraton (Creation)	SR: No	Target: One invisible, mindless, shapeless servant		Caster Level:2	Concentration:~7
Effect: An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command.					
* =Domain/Speciality Spell					

Spellbook: Prepared Spells

Wizard

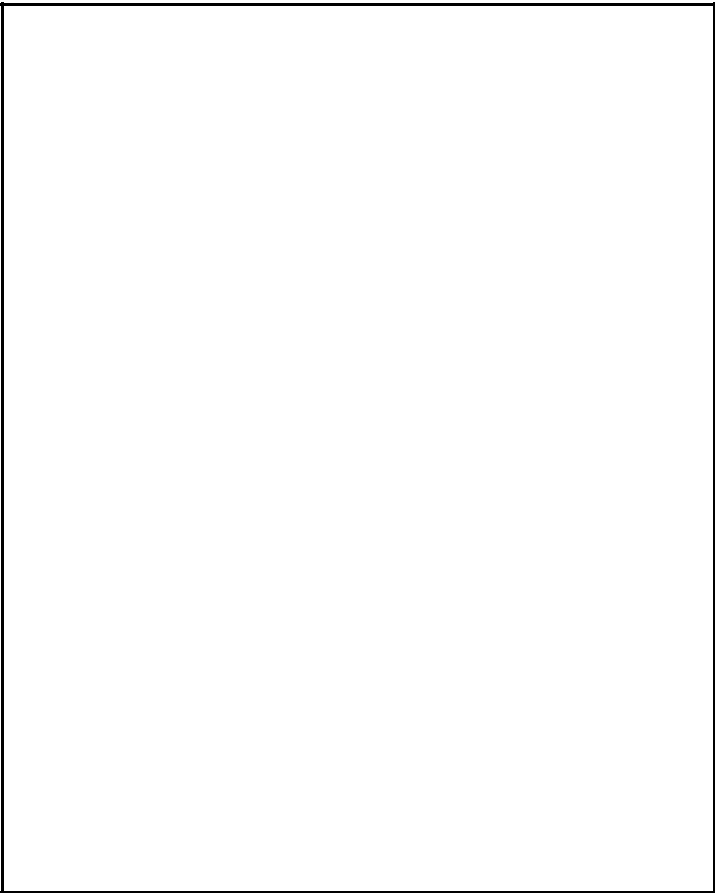
Level 0

- ☐ Detect Magic (DC:)
- ☐ Mage Hand (DC:)
- ☐ Prestidigitation (DC:15)

Level 1

- ☐ Magic Weapon (DC:16)
- ☐☐☐* Summon Monster I (DC:)

Spindle



Elf
RACE
143
AGE
Male
GENDER
Low-Light Vision
VISION
Lawful Neutral
ALIGNMENT
Right
DOMINANT HAND
5' 8"
HEIGHT
112 lbs.
WEIGHT
EYE COLOUR
SKIN COLOUR
,
HAIR
Water
PHOBIAS
,
PERSONALITY TRAITS
INTERESTS
,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
LOCATION
None
REGION

Description:
Biography: