

Findeer

Male Elf Wizard 5 - CR 5

Neutral Good; Age: 124; Height: 4' 10"; Weight: 110lb.;
Eyes: Blue; Hair: Blond; Skin: Pale

Ability	Score	Modifier	Temporary
STR STRENGTH	10	0	
DEX DEXTERITY	14	+2	
CON CONSTITUTION	12	+1	
INT INTELLIGENCE	19	+4	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
FORTITUDE (CONSTITUTION)	+4	=	+1	+1		+2	
REFLEX (DEXTERITY)	+3	=	+1	+2			
WILL (WISDOM)	+5	=	+4	+1			

Immunity to Sleep

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	16	=	+4		+2				

Touch AC 12 **Flat-Footed AC** 14

	Total	Damage / Current HP
HP	22	

Base Attack	+2	Initiative	+2
Grapple	+2	Speed	30 / 20 ft

Dagger

Mainhand: +2, 1d4 Crit: 19-20/x2
Rng: 10'
Ranged: +4, 1d4 Light, P/S

Masterwork Quarterstaff

Both Hands: +3, 1d6 Crit: 20/x2
Double: -1 (Off: -5), 1d6/1d6 Double, B

Shortbow

Ranged, Both Hands: +4, 1d6 Crit: 20/x3
Rng: 60'
2-Hand, P

Unarmed Strike

Mainhand: +2, 1d3 Crit: 20/x2
Light, B



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Skill Name	Total	Ability	Ranks	Misc
Appraise	+4	INT (4)		
Balance	-1	DEX (2)		
Bluff	-1	CHA (-1)		
Climb	-3	STR (0)		
Concentration	+9	CON (1)	8	
Decipher Script	+6	INT (4)	2	
Diplomacy	-1	CHA (-1)		
Disguise	-1	CHA (-1)		
Escape Artist	-1	DEX (2)		
Forgery	+4	INT (4)		
Gather Information	-1	CHA (-1)		
Heal	+1	WIS (1)		
Hide	-1	DEX (2)		
Intimidate	-1	CHA (-1)		
Jump	-9	STR (0)		
Knowledge: Arcana	+14	INT (4)	8	
Knowledge: Architecture & Engineering	+6	INT (4)	2	
Knowledge: Dungeoneering	+10	INT (4)	6	
Knowledge: The Planes	+9	INT (4)	5	
Listen	+5	WIS (1)		
Move Silently	-1	DEX (2)		
Ride	+2	DEX (2)		
Search	+6	INT (4)		
Sense Motive	+1	WIS (1)		
Speak Language	+1		1	
Spellcraft	+14	INT (4)	8	
Spot	+5	WIS (1)		
Survival	+1	WIS (1)		
Swim	-6	STR (0)		
Use Rope	+2	DEX (2)		

Gear

Total Weight Carried: 39/100lbs, Medium Load
(Light: 33lbs, Medium: 66lbs, Heavy: 100lbs)

Antitoxin (vial) x2	
Arrows x20	0.15lbs
Artisan's Outfit (Free)	-
Backpack (empty)	2lbs
Bag of Wind (Gust of Wind CL 5)	-
Bedroll	5lbs
Caltrops	2lbs
Case, map or scroll (empty)	0.5lbs
Chalk, 1 piece	
Dagger	1lb
Everburning torch	1lb
Flint and steel	
Ink (1 oz., black) x2	
Masterwork Quarterstaff	4lbs
Paper (sheet) x5	
Parchment (sheet) x16	
Pitch topped jar x2	-
Potion of Mage Armor	-
Potion of Protection From Evil	-
Pouch, belt (empty)	0.5lbs
Rations, trail (per day) x7	1lb
Scroll of Disguise Self, Animate Rope, Color Spray,	-
Scroll of Hold Person, Flame Arrow	-
Shortbow	2lbs
Spell component pouch	2lbs
Spellbook, wizard's (blank)	3lbs
Sunrod x2	1lb
Vial* (room 3-5)	-
Wand of Mage Armor	-
Waterskin	4lbs

Feats, Traits & Flaws

Cloudy Conjunction
 Collegiate Wizard
 Elven Weapon Proficiencies
 Scribe Scroll
 Spell Focus - Conjunction
 Wizard Weapon Proficiencies

Special Abilities

+2 to Fortitude saves while familiar is within 1 mile.
 +2 to saves vs Enchantments
 Deliver Touch Spells Through Familiar (Su)
 Empathic Link (Su)
 Low-Light Vision
 Racial Skill Bonus
 Share Spells
 Speak With Familiar (Ex)
 Subtype - Elf
 Type - Humanoid
 Wizard Forbidden School: Enchantment
 Wizard Forbidden School: Necromancy
 Wizard Specialized School: Conjunction

Charges

Arrows	0/20
Dagger	0/1
Potion of Mage Armor	0/1
Potion of Protection From Evil	0/1

Experience & Wealth

Experience Points: **10,000/15,000**
 Current Cash: **5 PP, 380 GP, 168 SP, 9 CP**

Languages

Auran	Elven
Common	Gnome
Draconic	Goblin

Spells & Powers

Wizard Spell DC: 14 + spell level

Maximum Wizard spells per day: **4x0; 4x1; 3x2; 2x3**
 Wizard 0: Light, Flare, Detect Magic, Detect Magic, Acid Splash
 Wizard 1: Enlarge Person, Mage Armor, Color Spray, Grease, Silent Image
 Wizard 2: Web, Invisibility, Cloud of Knives, Glitterdust
 Wizard 3: Dispel Magic, Haste, Sleet Storm

Companions

Arcane Familiar, Male Animal, Rat - CL1 - CR 1/8

STR 2 (-4), DEX 15 (+2), CON 10 (0), INT 10 (0), WIS 12 (+1), CHA 2 (-4); Fortitude +2, Reflex +4, Will +5

HP: 11/11; Init: +2; Speed: 15 feet

Attack Bonus: +4; Armor Class: 17 / 14 Tch / 15 Fl

Balance **+10**, Climb **+12**, Concentration **+8**, Decipher

Script **+2**, Hide **+18**, Listen **+1**, Move Silently **+12**,

Speak Language **+1**, Spellcraft **+8**, Spot **+1**, Swim **+10**

Bite (Animal, Rat) **+6, 1d3-4**, 20/x2

Unarmed Strike **+6, 1-4**, 20/x2

Special: Climbing (15 feet), Improved Evasion (Ex), Low-Light Vision, Racial Skill Bonus, Scent (Ex), Swimming (15 feet), Type - Animal

Background

Other stuff/gear:

Cloak (Conjunction - room 4a-3)

Scroll (Arcane - room 4a-8)

Namora's ring - (intelligent) Water Breathing

Shopping list:

Aboleth Eyes

Delver Acid

Giant Bladderwart

Succubus Hair

Black Pudding