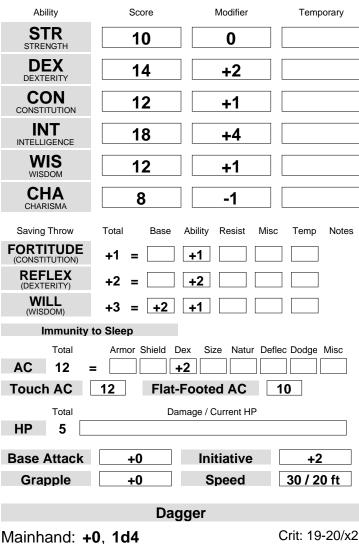
Findeer

Male Elf Wizard 1 - CR 1

Neutral Good; Age: 124; Height: 4' 10"; Weight: 110lb.;

Eves: Blue; Hair: Blond; Skin: Pale



Mainhand: +0, 1d4	Crit: 19-20/x2
Ranged: +2 , 1d4	Rng: 10' Light, P/S

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

Mainhand: +0, 1d3

Crit: 20/x2 Light, B







Skill Name	Total	Ability	Ranks	Misc
Appraise	+4	INT (4)		
⊎ Balance	-1	DEX (2)		
Bluff	-1	CHA (-1)		
¹⁷ Climb	-3	STR (0)		
Concentration	+5	CON (1)	4	
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)		
¹⁷ Hide	-1	DEX (2)		
Intimidate	-1	CHA (-1)		
⁰ Jump	-9	STR (0)		
Knowledge: Arcana	+10	INT (4)	4	
Knowledge: Dungeoneering	+8	INT (4)	4	
Knowledge: The Planes	+6	INT (4)	2	
Listen	+3	WIS (1)		
Move Silently	-1	DEX (2)		
Ride	+2	DEX (2)		
Search	+6	INT (4)		
Sense Motive	+1	WIS (1)		
Spellcraft	+8	INT (4)	4	
Spot	+3	WIS (1)		
Survival	+1	WIS (1)		
⁰⁰ Swim	-6	STR (0)		
Use Rope	+2	DEX (2)		

Feats, Traits & Flaws

Collegiate Wizard
Elven Weapon Proficiencies

Gear

Total Weight Carried: 34/100lbs, Medium Load (Light: 33lbs, Medium: 66lbs, Heavy: 100lbs)

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Arrows x20	0.15lbs
Artisan's Outfit (Free)	-
Backpack (empty)	2lbs
Bedroll	5lbs
Caltrops	2lbs
Case, map or scroll (empty)	0.5lbs
Chalk, 1 piece	
Dagger	1lb
Flint and steel	
Paper (sheet) x5	
Pitch topped jar x2	-
Pouch, belt (empty)	0.5lbs
Rations, trail (per day) x7	1lb
Shortbow	2lbs
Spell component pouch	2lbs
Spellbook, wizard's (blank)	3lbs
Sunrod x2	1lb
Waterskin	4lbs

Feats, Traits & Flaws

Scribe Scroll

Wizard Weapon Proficiencies

Special Abilities

+2 to Fortitude saves while familiar is within 1 mile.

+2 to saves vs Enchantments

Empathic Link (Su)

Low-Light Vision

Racial Skill Bonus

Share Spells

Subtype - Elf

Type - Humanoid

Wizard Forbidden School: Enchantment Wizard Forbidden School: Necromancy Wizard Specialized School: Conjuration

Charges

Arrows 0/20 Dagger 0/1

Languages

Common Gnome
Draconic Goblin
Elven

Spells & Powers

Wizard Spell DC: 14 + spell level

Maximum Wizard spells per day: **3**x0; **2**x1 Wizard 0: Light, Flare, Detect Magic, Acid Splash Wizard 1: Mage Armor, Color Spray, Grease

Experience & Wealth

Experience Points: **0**/1,000 Current Cash: **59 GP, 9 SP, 9 CP**

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 +3

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

Attack Bonus: +2; Armor Class: 15 / 14 Tch / 13 Fl

Balance +10, Climb +12, Concentration +4, Decipher Script +2, Hide +18, Listen +1, Move Silently +12, Spellcraft +4, Spot +1, Swim +10

Bite (Animal, Rat) +4, 1d3-4, 20/x2 Unarmed Strike +4, 1-4, 20/x2

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