

Findeer

Male Elf Wizard 1 - CR 1

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	18	+4	
WIS WISDOM	12	+1	
CHA CHARISMA	8	-1	

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

Immunity to Sleep

	Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
AC	12	=		+2					

Touch AC **12** **Flat-Footed AC** **10**

	Total	Damage / Current HP
HP	5	

Base Attack	+0	Initiative	+2
Grapple	+0	Speed	30 / 20 ft

Dagger

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



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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	+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)		
Hide	-1	DEX (2)		
Intimidate	-1	CHA (-1)		
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)		
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)

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: 3x0; 2x1

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