

**Nuane** CHARACTER NAME **AI** PLAYER NAME **None** DEITY **Neutral** ALIGNMENT  
 Rogue 5, Diviner 1 CLASS **Human** RACE **Medium** SIZE **6' 4"** HEIGHT **210 lbs.** WEIGHT **Normal** VISION  
 6 Character Level **16132 / 23000** EXP / NEXT LEVEL **21** AGE **Female** GENDER **EYES** HAIR **POINTS**

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	10		+0		
<b>DEX</b> Dexterity	18		+4		
<b>CON</b> Constitution	12		+1		
<b>INT</b> Intelligence	17		+3		
<b>WIS</b> Wisdom	13		+1		
<b>CHA</b> Charisma	11		+0		

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>33</b> hit points				Walk 30 ft.
<b>AC</b> armor class	<b>18</b> : <b>18</b> : <b>14</b> = <b>10</b> + <b>4</b>	<b>0</b> + <b>4</b> + <b>0</b> + <b>0</b> + <b>0</b> + <b>0</b> + <b>0</b> + <b>0</b> + <b>0</b>		<b>15</b> <b>+0</b> <b>0</b>
	TOTAL FLAT TOUCH BASE ARMOR BONUS	SHIELD BONUS STAT SIZE NATURAL ARMOR DEFLECTION DODGE MISC		MISS CHANCE ARCANESPELL FAILURE ARMOR CHECK PENALTY SPELL RESIST

<b>INITIATIVE</b> modifier	<b>+5</b> = <b>+4</b> + <b>+1</b>
	TOTAL DEX MODIFIER MISC MODIFIER
<b>BASE ATTACK</b> bonus	<b>+3</b>

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	Conditional Modifiers +1 Reflex to avoid traps
<b>FORTITUDE</b> (constitution)	<b>+2</b> = <b>+1</b> + <b>+1</b> + <b>+0</b> + <b>+0</b> + <b>+0</b> + <b>+0</b>							
<b>REFLEX</b> (dexterity)	<b>+8</b> = <b>+4</b> + <b>+4</b> + <b>+0</b> + <b>+0</b> + <b>+0</b> + <b>+0</b>							
<b>WILL</b> (wisdom)	<b>+4</b> = <b>+3</b> + <b>+1</b> + <b>+0</b> + <b>+0</b> + <b>+0</b> + <b>+0</b>							

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	<b>+3</b>	<b>+3</b>	<b>+0</b>	<b>+0</b>	<b>+0</b>	<b>+0</b>	
<b>RANGED</b> attack bonus	<b>+7</b>	<b>+3</b>	<b>+4</b>	<b>+0</b>	<b>+0</b>	<b>+0</b>	
<b>CMB</b> attack bonus	<b>+7</b>	<b>+3</b>	<b>+4</b>	<b>+0</b>	<b>+0</b>	<b>+0</b>	

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
<b>Offense</b>	<b>+7</b>	<b>+7</b>	<b>+7</b>	<b>+7</b>	<b>+7</b>	<b>+7</b>
<b>Defense</b>	<b>17</b>	<b>17</b>	<b>17</b>	<b>17</b>	<b>17</b>	<b>17</b>

<b>+1 Dagger</b>		HAND Carried	TYPE PS	SIZE M	CRITICAL 19-20/x2	REACH 5 ft.
	<b>To Hit</b>				<b>To Hit</b>	<b>Dam</b>
1H-P	<b>+8</b>				<b>+4</b>	<b>1d4+1</b>
1H-O	<b>+8</b>				<b>+6</b>	<b>1d4+1</b>
2H	<b>+8</b>				<b>+6</b>	<b>1d4+1</b>
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	<b>+9</b>	<b>+7</b>	<b>+5</b>	<b>+2</b>	<b>+0</b>	
Dam	<b>1d4+2</b>	<b>1d4+2</b>	<b>1d4+2</b>	<b>1d4+1</b>	<b>1d4+1</b>	
Special Properties	<b>(+1 Dagger)</b>					

<b>Dagger</b>		HAND Carried	TYPE PS	SIZE M	CRITICAL 19-20/x2	REACH 5 ft.
	<b>To Hit</b>				<b>To Hit</b>	<b>Dam</b>
1H-P	<b>+7</b>				<b>+3</b>	<b>1d4</b>
1H-O	<b>+7</b>				<b>+5</b>	<b>1d4</b>
2H	<b>+7</b>				<b>+5</b>	<b>1d4</b>
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	<b>+8</b>	<b>+6</b>	<b>+4</b>	<b>+1</b>	<b>-1</b>	
Dam	<b>1d4+1</b>	<b>1d4+1</b>	<b>1d4+1</b>	<b>1d4</b>	<b>1d4</b>	
Special Properties						

<b>Quarterstaff</b>		HAND Carried	TYPE B/B	SIZE M	CRITICAL 20/x2	REACH 5 ft.
TOTAL ATTACK BONUS		DAMAGE				
<b>+3</b>		<b>1d6</b>				
Special Properties						

\*: weapon is equipped  
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
<b>*+1 Studded Leather</b>	Light	<b>+4</b>	<b>+5</b>	<b>+0</b>	<b>15</b>

TOTAL SKILLPOINTS: 66		SKILLS		MAX RANKS: 6/6	
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	11	= 4 + 4 + 3		
✓ Appraise	INT	10	= 3 + 4 + 3		
✓ Bluff	CHA	0	= 0		
✓ Climb	STR	7	= 0 + 4 + 3		
✓ Craft (Untrained)	INT	3	= 3		
✓ Diplomacy	CHA	4	= 0 + 1 + 3		
✓ Disable Device	DEX	15	= 4 + 6 + 5		
✓ Disguise	CHA	5	= 0 + 2 + 3		
✓ Escape Artist	DEX	10	= 4 + 3 + 3		
✓ Fly	DEX	4	= 4		
✓ Heal	WIS	1	= 1		
✓ Intimidate	CHA	0	= 0		
Knowledge (Arcana)	INT	8	= 3 + 2 + 3		
Knowledge (Dungeoneering)	INT	8	= 3 + 2 + 3		
Knowledge (Planes)	INT	9	= 3 + 3 + 3		
Linguistics (Draconic, Orc, Undercommon, Dwarven)	INT	10	= 3 + 4 + 3		
✓ Perception	WIS	12	= 1 + 6 + 5		
✓ Perception (Trapfinding)	WIS	14	= 1 + [6] + 7		
✓ Perform (Untrained)	CHA	0	= 0		
Perform (Wind Instruments)	CHA	4	= 0 + 1 + 3		
✓ Ride	DEX	4	= 4		
✓ Sense Motive	WIS	9	= 1 + 2 + 6		
Sleight of Hand	DEX	11	= 4 + 4 + 3		
Spellcraft	INT	12	= 3 + 6 + 3		
✓ Stealth	DEX	16	= 4 + 6 + 6		
✓ Survival	WIS	1	= 1		
✓ Swim	STR	0	= 0		
Use Magic Device	CHA	10	= 0 + 6 + 4		
			= + +		
			= + +		

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

<b>Diviner's Fortune</b>	
Uses per day	□□□□□□
Diviner's Fortune (Sp): When you activate this school power, you can touch any creature as a standard action to give it an insight bonus on all of its attack rolls, skill checks, ability checks, and saving throws equal to 1 for one round. You can use this ability 6 times per day. [PFCR, p.81]	

Short Sword (Masterwork)			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	19-20/x2	5 ft.
	To Hit	Dam			To Hit	Dam	
1H-P	+8	1d6	2W-P-(OH)			+4	1d6
1H-O	+8	1d6	2W-P-(OL)			+6	1d6
2H	+8	1d6	2W-OH			+6	1d6
<b>Special Properties</b>			(Masterwork Sword (Short)), (Masterwork Sword (Short))				

Shortbow			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	20/x3	5 ft.
	30 ft.	60 ft.	120 ft.			180 ft.	240 ft.
TH	+8	+7	+5			+3	+1
Dam	1d6+1	1d6	1d6			1d6	1d6
<b>Special Properties</b>							

Spear			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	20/x3	5 ft.
	To Hit	Dam			To Hit	Dam	
2H	+3	1d8	2W-OH			N/A	N/A
	20 ft.	30 ft.	40 ft.			60 ft.	80 ft.
TH	+8	+6	+5			+3	+1
Dam	1d8+1	1d8+1	1d8			1d8	1d8
<b>Special Properties</b>			Extra damage when set against a charging character (pg. 144)				

Sword, Short			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	19-20/x2	5 ft.
	To Hit	Dam			To Hit	Dam	
1H-P	+7	1d6	2W-P-(OH)			+3	1d6
1H-O	+7	1d6	2W-P-(OL)			+5	1d6
2H	+7	1d6	2W-OH			+5	1d6
<b>Special Properties</b>							

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>+1 Studded Leather</b>	Equipped	1	20.0	1175.0
<b>Handy Haversack</b>	Equipped	1	5.0	2000.0
92.48 lbs., 1 Acid (Flask), 1 Feather Token, Anchor, 5 Fishhook, 9 Flash Pellet, 1 Flint and Steel, 2 Grappling Hook, 1 Ink (1 oz. Vial), 1 Inkpen, 1 Lantern (Hooded), 1 Leather Belt, 1 Masterwork Thieves' Tools, 20 Arrow, 1 Backpack, 6 Oil (1 Pint Flask), 5 Paper (Sheet), 5 Parchment (Sheet), 1 Pearl of Power (1st Level), 1 Potion of Cat's Grace, 1 Potion of Pass without Trace, 1 Quarterstaff, 5 Rations (Trail/Per Day), 1 Rope (Silk/50 ft.), 1 Bedroll, 2 Sack, 2 Scroll (Comprehend Languages), 3 Scroll (Jump), 1 Short Sword (Masterwork), 1 Shortbow, 1 Spear, 3 Sunrod, 1 Sword, Short, 1 Tanglefoot Bag, 6 Thunderstone, 1 Bread (Loaf), 1 Tindertwig, 3 Torch, 1 Universal Solvent, 1 Waterskin (Filled), 1 Chain (10 Ft.), 1 Lock (Superior), 1 Potion of Hide from Animals, 2 Scroll (Detect Magic), 2 Scroll (Detect Poison), 2 Scroll (Expeditious Retreat), 1 Scroll (Fly), 1 Scroll (Identify), 3 Scroll (Mage Hand), 3 Scroll (Magic Missile), 1 Scroll (Message), 1 Scroll (Mount), 1 Scroll (Open/Close), 2 Scroll (Read Magic), 2 Scroll (Shield), 2 Scroll (Sleep), 1 Scroll (Web), 1 Wand of Daylight, 1 Wand of Magic Missile, 1 Scroll (Reduce Person), 5 Soap (per lb.), 1 Bag of Tricks (Rust), 2 Arrow +2, 7 Coin (Copper Piece), 8 Coin (Silver Piece), 3 Coin (Gold Piece), 1 Trade Gem (100), 1 Trade Gem (1000), 4 Scroll (Vanish/Wizard/6th/Arcane/Minor), 1 Crowbar, 2 Dagger				
<b>Explorer's Outfit</b>	Equipped	1	8.0	0.0
<b>+1 Dagger</b>	Carried	1	1.0	2302.0
(+1 Dagger)				
<b>Acid (Flask)</b>	Handy Haversack	1	1.0	10.0
<b>Arrow</b>	Handy Haversack	20	0.15 (3.0)	0.05 (1.0)
<b>Arrow +2</b>	Handy Haversack	2	0.15 (0.3)	166.05 (332.1)
<b>Backpack</b>	Handy Haversack	1	2.0	2.0
0 lbs.				
<b>Bag of Tricks (Rust)</b>	Handy Haversack	1	0.0	8500.0
Animals produced are always random, and only one may exist at a time. Up to ten animals can be drawn from the bag each week, but no more than two per day.				
<b>Bedroll</b>	Handy Haversack	1	5.0	0.1
<b>Bread (Loaf)</b>	Handy Haversack	1	0.5	0.02
<b>Chain (10 Ft.)</b>	Handy Haversack	1	2.0	30.0
<b>Crowbar</b>	Handy Haversack	1	5.0	2.0
+2 circumstance bonus to Strength checks to force open a door or chest				
<b>Dagger</b>	Handy Haversack	2	1.0 (2.0)	2.0 (4.0)
<b>Feather Token, Anchor</b>	Handy Haversack	1	0.02	50.0
<b>TOTAL WEIGHT CARRIED/VALUE</b>			26 lbs.	23493.15 gp

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Fishhook</b>	Handy Haversack	5	0.0 (0.0)	0.1 (0.5)
<b>Flash Pellet</b>	Handy Haversack	9	0.1 (0.9)	5.0 (45.0)
On impact with a hard surface, the pellet shatters, releasing a blinding flash similar to the Flare spell.				
<b>Flint and Steel</b>	Handy Haversack	1	0.0	1.0
<b>Grappling Hook</b>	Handy Haversack	2	4.0 (8.0)	1.0 (2.0)
<b>Ink (1 oz. Vial)</b>	Handy Haversack	1	0.0	8.0
<b>Inkpen</b>	Handy Haversack	1	0.0	0.1
<b>Lantern (Hooded)</b>	Handy Haversack	1	2.0	7.0
Bright illumination (30'), shadowy illumination (60'), 6 hr./pintBright illumination: 30 ft., Duration: 6 hr./pint, Shadowy illumination: 60 ft.				
<b>Leather Belt</b>	Handy Haversack	1	0.0	0.0
0 lbs.				
<b>Lock (Superior)</b>	Handy Haversack	1	1.0	150.0
<b>Masterwork Thieves' Tools</b>	Handy Haversack	1	1.0	100.0
<b>Oil (1 Pint Flask)</b>	Handy Haversack	6	1.0 (6.0)	0.1 (0.6)
<b>Paper (Sheet)</b>	Handy Haversack	5	0.0 (0.0)	0.4 (2.0)
<b>Parchment (Sheet)</b>	Handy Haversack	5	0.0 (0.0)	0.2 (1.0)
<b>Pearl of Power (1st Level)</b>	Handy Haversack	1	0.02	1000.0
<b>Potion of Cat's Grace</b>	Handy Haversack	1	0.0	300.0
+4 enhancement bonus to Dexterity for 3 minutes				
<b>Potion of Hide from Animals</b>	Handy Haversack	1	0.0	50.0
Target cannot be perceived by animals for 10 minutes				
<b>Potion of Pass without Trace</b>	Handy Haversack	1	0.0	50.0
Leave no footprints or scent trail while moving for 1 hour				
<b>Quarterstaff</b>	Handy Haversack	1	4.0	0.0
<b>Rations (Trail/Per Day)</b>	Handy Haversack	5	1.0 (5.0)	0.5 (2.5)
<b>Rope (Silk/50 ft.)</b>	Handy Haversack	1	5.0	10.0
4 hp, DC 24 Strength check to burst				
<b>Sack</b>	Handy Haversack	2	0.5 (1.0)	0.1 (0.2)
0 lbs.				
<b>Scroll (Comprehend Languages)</b>	Handy Haversack	2	0.01 (0.02)	25.0 (50.0)
<b>Scroll (Detect Magic)</b>	Handy Haversack	2	0.01 (0.02)	12.5 (25.0)
<b>Scroll (Detect Poison)</b>	Handy Haversack	2	0.01 (0.02)	12.5 (25.0)
<b>Scroll (Expeditious Retreat)</b>	Handy Haversack	2	0.01 (0.02)	25.0 (50.0)
<b>Scroll (Fly)</b>	Handy Haversack	1	0.01	375.0
<b>Scroll (Identify)</b>	Handy Haversack	1	0.01	25.0
<b>Scroll (Jump)</b>	Handy Haversack	3	0.01 (0.03)	25.0 (75.0)
<b>Scroll (Mage Hand)</b>	Handy Haversack	3	0.01 (0.03)	12.5 (37.5)
<b>Scroll (Magic Missile)</b>	Handy Haversack	3	0.01 (0.03)	25.0 (75.0)
<b>Scroll (Message)</b>	Handy Haversack	1	0.01	12.5
<b>Scroll (Mount)</b>	Handy Haversack	1	0.01	25.0
<b>TOTAL WEIGHT CARRIED/VALUE</b>			26 lbs.	23493.15 gp

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
<input type="checkbox"/> Scroll (Open/Close)	Handy Haversack	1	0.01	12.5	
<input type="checkbox"/> Scroll (Read Magic)	Handy Haversack	2	0.01 (0.02)	12.5 (25.0)	
<input type="checkbox"/> Scroll (Reduce Person)	Handy Haversack	1	0.01	25.0	
<input type="checkbox"/> Scroll (Shield)	Handy Haversack	2	0.01 (0.02)	25.0 (50.0)	
<input type="checkbox"/> Scroll (Sleep)	Handy Haversack	2	0.01 (0.02)	25.0 (50.0)	
<input type="checkbox"/> Scroll (Vanish/Wizard/6th/Arcane/Minor)	Handy Haversack	4	0.0 (0.0)	150.0 (600.0)	
<input type="checkbox"/> Scroll (Web)	Handy Haversack	1	0.01	150.0	
<input type="checkbox"/> Short Sword (Masterwork)	Handy Haversack	1	2.0	310.0	
<small>(Masterwork Sword (Short)), (Masterwork Sword (Short))</small>					
<input type="checkbox"/> Shortbow	Handy Haversack	1	2.0	30.0	
<small>0 lbs.</small>					
<input type="checkbox"/> Soap (per lb.)	Handy Haversack	5	1.0 (5.0)	0.5 (2.5)	
<input type="checkbox"/> Spear	Handy Haversack	1	6.0	2.0	
<small>Extra damage when set against a charging character (pg. 144)</small>					
<input type="checkbox"/> Sunrod	Handy Haversack	3	1.0 (3.0)	2.0 (6.0)	
<small>Bright Illumination: 30 ft., Duration: 6 hr., Shadowy Illumination: 60 ft.</small>					
<input type="checkbox"/> Sword, Short	Handy Haversack	1	2.0	10.0	
<input type="checkbox"/> Tanglefoot Bag	Handy Haversack	1	4.0	50.0	
<input type="checkbox"/> Thunderstone	Handy Haversack	6	1.0 (6.0)	30.0 (180.0)	
<input type="checkbox"/> Tindertwig	Handy Haversack	1	0.0	1.0	
<input type="checkbox"/> Torch	Handy Haversack	3	1.0 (3.0)	0.01 (0.03)	
<small>Bright Illumination: 20 ft., Duration: 1 hr., Shadowy Illumination: 40 ft.</small>					
<input type="checkbox"/> Universal Solvent	Handy Haversack	1	0.02	50.0	
<input type="checkbox"/> Wand of Daylight	Handy Haversack	1	0.0	4275.0	
<input type="checkbox"/> Waterskin (Filled)	Handy Haversack	1	4.0	1.0	
<input type="checkbox"/> Wand of Magic Missile	Handy Haversack	1	0.06	750.0	
TOTAL WEIGHT CARRIED/VALUE			26 lbs.	23493.15 gp	

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

MONEY	
Coin (Gold Piece): 3[Handy Haversack]	
Coin (Silver Piece): 8[Handy Haversack]	
Coin (Copper Piece): 7[Handy Haversack]	
1 x Trade Gem (1000) (1000) [Handy Haversack]	
1 x Trade Gem (100) (100) [Handy Haversack]	
Total = 1103.87 gp	

LANGUAGES	
Common, Draconic, Dwarven, Elven, Gnome, Halfling, Orc, Undercommon	

Traits	
<b>Dangerously Curious</b>	[PFAPG, p.329]
You have always been intrigued by magic, possibly because you were the child of a magician or priest. You often snuck into your parent's laboratory or shrine to tinker with spell components and magic devices, and often caused quite a bit of damage and headaches for your parent as a result.	
<b>Suspicious</b>	[PFAPG, p.330]
You discovered at an early age that someone you trusted, perhaps an older sibling or a parent, had lied to you, and often, about something you had taken for granted, leaving you quick to question the claims of others.	

Special Attacks	
<b>Sneak Attack (Ex)</b>	[PFCR, p.68]
If you can catch an opponent when he is unable to defend himself effectively from your attack, you can strike a vital spot for extra damage.	

Special Qualities	
<b>Arcane Bond (Su)</b>	[PFCR, p.78]
You have selected to establish a powerful arcane bond with a creature.	
<b>Bonus Feat</b>	[PFCR, p.27]
Humans select one extra feat at 1st level.	
<b>Cantrips</b>	[PFCR, 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.	
<b>Divination School</b>	[PFCR, p.80]
You have chosen to specialize in divination spells.	
<b>Diviner's Fortune (Sp)</b>	[PFCR, p.81]
When you activate this school power, you can touch any creature as a standard action to give it an insight bonus on all of its attack rolls, skill checks, ability checks, and saving throws equal to 1 for one round. You can use this ability 6 times per day.	
<b>Evasion (Ex)</b>	[PFCR]
You can avoid damage from many area-effect attacks.	
<b>Familiar</b>	[PFCR, 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.	
<b>Forwarned (Su)</b>	[PFCR, p.80]
You can always act in the surprise round, but you are still considered flat-footed until you take an action. In addition, you receive a +1 bonus on initiative rolls.	
<b>Illusion Opposition School</b>	[PFCR, p.78]
You have chosen illusion spells as an opposition school.	
<b>Necromancy Opposition School</b>	[PFCR, p.78]
You have chosen necromancy spells as an opposition school.	
<b>Skilled</b>	[PFCR, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
<b>Trapfinding (Ex)</b>	[PFCR, p.68]
You add +2 to Perception skill checks made to locate traps and to Disable Device skill checks. You can use the Disable Device skill to disarm magical traps.	
<b>Trap Sense (Ex)</b>	[PFCR]
You gain a +1 bonus on Reflex saves made to avoid traps, and a +1 dodge bonus to AC against attacks made by traps.	
<b>Trap Spotter (Ex)</b>	[PFCR, p.69]
Whenever you come within 10 feet of a trap, you receive an immediate Perception skill check to notice the trap. This check should be made in secret by the GM.	
<b>Uncanny Dodge (Ex)</b>	[PFCR]
You can react to danger before your senses would normally allow you to do so.	

## Feats

<b>Agile Maneuvers</b>	<b>[PFCR, p.117]</b>
You learned to use your quickness in place of brute force when performing combat maneuvers.	
<b>Point-Blank Shot</b>	<b>[PFCR, p.131]</b>
You are especially accurate when making ranged attacks against close target.	
<b>Spell Mastery (Feather Fall, True Strike, Comprehend Languages)</b>	<b>[PFCR, p.134]</b>
You have mastered a small handful of spells, and can prepare these spells without referencing your spellbooks at all.	
<b>Two-Weapon Fighting</b>	<b>[PFCR, p.136]</b>
You can fight with a weapon in each of your hands. You can make one extra attack each round with the secondary weapon.	
<b>Armor Proficiency, Light</b>	<b>[PFCR, p.118]</b>
You are skilled at wearing light armor.	
<b>Scribe Scroll</b>	<b>[PFCR, p.132]</b>
You can create magic scrolls.	
<b>Simple Weapon Proficiency</b>	<b>[PFCR, p.133]</b>
You are trained in the use of basic weapons.	
<b>Alertness (Granted)</b>	<b>[PFCR, p.117]</b>
You often notice things that others might miss.	
<b>Weapon Finesse (Granted)</b>	<b>[PFCR, p.136]</b>
You are trained in using your agility in melee combat, as opposed to brute strength.	

## PROFICIENCIES

Bayonet, Blowgun, Cestus, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Rock, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Stake, Sword (Short), Unarmed Strike

## TEMPLATES

### Familiar: cat (Cat)

HP:	16	AC:	15	INIT:	+2
FORT:	+1	REF:	+6	WILL:	+4
*Bite (Natural/Primary)	+7	DAM:	1d3-4	CRIT:	20/x2
*Claw (Natural/Primary)	+7/+7	DAM:	1d2-4	CRIT:	20/x2
Special:					

# Wizard Spells

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

## LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
□□□□ Acid Splash <i>School:</i> Conjuration (Creation) [Acid] <i>Effect:</i> You fire a small orb of acid at the target dealing 1d3 points of acid damage.	SR: No	1 standard action	Instantaneous	Close (25 ft.)	V, S	PFCR: p.239 Caster Level: 1 Concentration: +4
□□□□ Arcane Mark <i>School:</i> Universal <i>Effect:</i> This spell allows you to inscribe your personal rune or mark.	SR: No	1 standard action	Permanent	Touch	V, S	PFCR: p.244 Caster Level: 1 Concentration: +4
□□□□ 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: 13, Will negates SR: Yes	1 standard action	Instantaneous	Close (25 ft.)	V, S	PFCR: p.249 Caster Level: 1 Concentration: +4
□□□□ Dancing Lights <i>School:</i> Evocation [Light] <i>Effect:</i> You create up to four lights that resemble lanterns or torches.	SR: No	1 standard action	1 minute [D]	Medium (110 ft.)	V, S	PFCR: p.263 Caster Level: 1 Concentration: +4
□□□□ 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: 13, Will negates SR: Yes	1 standard action	1 round	Close (25 ft.)	V, S, M	PFCR: p.264 Caster Level: 1 Concentration: +4
□□□□ Detect Magic <i>School:</i> Divination <i>Effect:</i> You detect magical auras.	SR: No	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	V, S	PFCR: p.267 Caster Level: 1 Concentration: +4
□□□□ Detect Poison <i>School:</i> Divination <i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.	SR: No	1 standard action	Instantaneous	Close (25 ft.)	V, S	PFCR: p.268 Caster Level: 1 Concentration: +4
□□□□ Disrupt Undead <i>School:</i> Necromancy <i>Effect:</i> You direct a ray of positive energy dealing 1d6 points of damage to Undead.	SR: Yes	1 standard action	Instantaneous	Close (25 ft.)	V, S	PFCR: p.273 Caster Level: 1 Concentration: +4
□□□□ Flare <i>School:</i> Evocation [Light] <i>Effect:</i> This cantrip creates a burst of light.	DC: 13, Fortitude negates SR: Yes	1 standard action	Instantaneous	Close (25 ft.)	V	PFCR: p.284 Caster Level: 1 Concentration: +4
□□□□ 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: 13, Will disbelief SR: No	1 standard action	1 rounds [D]	Close (25 ft.)	V, S, M	PFCR: p.289 Caster Level: 1 Concentration: +4
□□□□ Light <i>School:</i> Evocation [Light] <i>Effect:</i> This spell causes a touched object to glow like a torch.	SR: No	1 standard action	10 minutes	Touch	V, M/DF	PFCR: p.304 Caster Level: 1 Concentration: +4
□□□□ 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.	SR: No	1 standard action	Concentration	Close (25 ft.)	V, S	PFCR: p.306 Caster Level: 1 Concentration: +4
□□□□ Mending <i>School:</i> Transmutation <i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.	DC: 13, Will negates (harmless, object) SR: Yes (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	PFCR: p.312 Caster Level: 1 Concentration: +4
□□□□ Message <i>School:</i> Transmutation [Language-Dependent] <i>Effect:</i> You can whisper messages and receive whispered replies.	SR: No	1 standard action	10 minutes	Medium (110 ft.)	V, S, F	PFCR: p.313 Caster Level: 1 Concentration: +4
□□□□ 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: 13, Will negates (object) SR: Yes (object)	1 standard action	Instantaneous	Close (25 ft.)	V, S, F	PFCR: p.317 Caster Level: 1 Concentration: +4
□□□□ Prestidigitation <i>School:</i> Universal <i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice.	DC: 13, See text SR: No	1 standard action	1 hour	10 ft.	V, S	PFCR: p.325 Caster Level: 1 Concentration: +4
□□□□ Ray of Frost <i>School:</i> Evocation [Cold] <i>Effect:</i> A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage.	SR: Yes	1 standard action	Instantaneous	Close (25 ft.)	V, S	PFCR: p.330 Caster Level: 1 Concentration: +4
□□□□ 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.	SR:	1 standard action	10 minutes	Personal	V, S, F	PFCR: p.330 Caster Level: 1 Concentration: +4
□□□□ 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: 13, Will negates (harmless) SR: Yes (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	PFCR: p.334 Caster Level: 1 Concentration: +4
□□□□ Spark <i>School:</i> Evocation [Fire] <i>Effect:</i> Ignites flammable objects.	DC: 13, Fortitude negates (object) SR: Yes (object)	1 standard action	Instantaneous	Close (25 ft.)	V or S	PFAPG: p.246 Caster Level: 1 Concentration: +4
□□□□ Touch of Fatigue <i>School:</i> Necromancy <i>Effect:</i> You channel negative energy through your touch, fatiguing the target.	DC: 13, Fortitude negates SR: Yes	1 standard action	1 rounds	Touch	V, S, M	PFCR: p.360 Caster Level: 1 Concentration: +4

## 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.	SR:	1 standard action	10 minutes	Personal	V, S, M/DF	PFCR: p.258 Caster Level: 1 Concentration: +4
□□□□ Expeditious Retreat <i>School:</i> Transmutation <i>Effect:</i> This spell increases your base land speed by 30 feet.	SR:	1 standard action	1 minutes [D]	Personal	V, S	PFCR: p.279 Caster Level: 1 Concentration: +4
□□□□ Feather Fall <i>School:</i> Transmutation <i>Effect:</i> The affected creatures or objects fall slowly.	DC: 14, Will negates (harmless) or Will negates (object); SR: Yes (object)	1 immediate action	Until landing or 1 rounds	Close (25 ft.)	V	PFCR: p.281 Caster Level: 1 Concentration: +4
□□□□ Jump <i>School:</i> Transmutation <i>Effect:</i> The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps.	DC: 14, Will negates (harmless) SR: Yes	1 standard action	1 minutes [D]	Touch	V, S, M	PFCR: p.303 Caster Level: 1 Concentration: +4
□□□□ Magic Missile <i>School:</i> Evocation [Force]	SR: Yes	1 standard action	Instantaneous	Medium (110 ft.)	V, S	PFCR: p.309 Caster Level: 1 Concentration: +4

\* =Domain/Specialty Spell

## Wizard Spells

*Effect:* A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

<p>☐☐☐☐☐ <b>Mount</b></p> <p><i>School:</i> Conjuration (Summoning)      <i>SR:</i> No</p> <p><i>Effect:</i> You summon a light horse or a pony [your choice] to serve you as a mount.</p>	1 round	2 hours [D]	Close (25 ft.)	V, S, M	PFCR: p.315
	<i>Target:</i> One mount			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<p>☐☐☐☐☐ <b>Shield</b></p> <p><i>School:</i> Abjuration [Force]      <i>SR:</i></p> <p><i>Effect:</i> Shield creates an invisible shield of force that hovers in front of you.</p>	1 standard action	1 minutes [D]	Personal	V, S	PFCR: p.342
	<i>Target:</i> You			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<p>☐☐☐☐☐ <b>Sleep</b></p> <p><i>School:</i> Enchantment (Compulsion) [Mind-Affecting]      <i>SR:</i> Yes      <b>DC: 14, Will negates</b></p> <p><i>Effect:</i> A sleep spell causes a magical slumber to come upon 4 HD of creatures.</p>	1 round	1 minutes	Medium (110 ft.)	V, S, M	PFCR: p.344
	<i>Target:</i> One or more living creatures within a 10-ft.-radius burst			<i>Caster Level:</i> 1	<i>Concentration:</i> +4
<p>☐☐☐☐☐ <b>*True Strike</b></p> <p><i>School:</i> Divination      <i>SR:</i></p> <p><i>Effect:</i> You gain temporary, intuitive insight into the immediate future during your next attack.</p>	1 standard action	See text	Personal	V, F	PFCR: p.363
	<i>Target:</i> You			<i>Caster Level:</i> 1	<i>Concentration:</i> +4

\* =Domain/Speciality Spell

## Notes:

Character Sheet Notes:

### Hidden:

#Character Sheet Plugin Properties

#Sun Nov 27 19:52:58 CST 2011

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