

**Nuane** **AI** **Neutral**  
 NAME PLAYERNAME DEITY ALIGNMENT  
 Rog4 Div1 13595 Human Medium 6' 4" 210 lbs.  
 CLASS EXPERIENCE RACE SIZE HEIGHT WEIGHT VISION  
 5 15000 21 Female Female 0  
 Character Level NEXT LEVEL AGE GENDER EYES HAIR POINTS

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

<b>HP</b> hit points	27	WOUNDS/CURRENT HP			
<b>AC</b> armor class	18	18	14	10	4
		FLAT	TOUCH	BASE	ARMOR BONUS
<b>INITIATIVE</b> modifier	+5	+4	+1		
		TOTAL	DEX MODIFIER	MISC MODIFIER	
<b>BASE ATTACK</b> bonus	+3				

SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
				Walk 30 ft.	
ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION
+4	+0	+4	+0	+0	+0
MISS CHANCE		ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST	
		15	+0	0	

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

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

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7	1d3	20/x2	5 ft.

+1 Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+8	1d4+1	2W-P-(OH)	+4	1d4+1	
1H-O	+8	1d4+1	2W-P-(OL)	+6	1d4+1	
2H	+8	1d4+1	2W-OH	+6	1d4+1	
TH	+9	+7	+5	+2	+0	
Dam	1d4+2	1d4+2	1d4+2	1d4+1	1d4+1	
Special Properties (+1 Dagger)						

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+7	1d4	2W-P-(OH)	+3	1d4	
1H-O	+7	1d4	2W-P-(OL)	+5	1d4	
2H	+7	1d4	2W-OH	+5	1d4	
TH	+8	+6	+4	+1	-1	
Dam	1d4+1	1d4+1	1d4+1	1d4	1d4	
Special Properties						

Quarterstaff		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE					
+3	1d6					
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
*+1 Studded Leather	Light	+4	+5	+0	15

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/5
✓ Acrobatics	DEX	11	= 4	+4.0	+3
✓ Appraise	INT	10	= 3	+4.0	+3
✓ Bluff	CHA	0	= 0	+	+
✓ Climb	STR	7	= 0	+4.0	+3
✓ Craft (Untrained)	INT	3	= 3	+	+
✓ Diplomacy	CHA	4	= 0	+1.0	+3
Disable Device	DEX	13	= 4	+4.0	+5
✓ Disguise	CHA	5	= 0	+2.0	+3
✓ Escape Artist	DEX	10	= 4	+3.0	+3
✓ Fly	DEX	4	= 4	+	+
✓ Heal	WIS	1	= 1	+	+
✓ Intimidate	CHA	0	= 0	+	+
Knowledge (Arcana)	INT	7	= 3	+1.0	+3
Knowledge (Dungeoneering)	INT	8	= 3	+2.0	+3
Knowledge (Planes)	INT	8	= 3	+2.0	+3
Linguistics(Draconic, Orc, Undercommon, Dwarven)	INT	10	= 3	+4.0	+3
✓ Perception	WIS	10	= 1	+4.0	+5
✓ Perception (Trapfinding)	WIS	12	= 1	+4.0	+7
✓ Perform (Untrained)	CHA	0	= 0	+	+
Perform (Wind Instruments)	CHA	4	= 0	+1.0	+3
✓ Ride	DEX	4	= 4	+	+
✓ Sense Motive	WIS	9	= 1	+2.0	+6
Sleight of Hand	DEX	11	= 4	+4.0	+3
Spellcraft	INT	10	= 3	+4.0	+3
✓ Stealth	DEX	14	= 4	+4.0	+6
✓ Survival	WIS	1	= 1	+	+
✓ Swim	STR	0	= 0	+	+
Use Magic Device	CHA	8	= 0	+4.0	+4
			=	+	+
			=	+	+

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

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			
Special Properties		(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			
Special Properties								

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			
Special Properties		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			
Special Properties								

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	
87.17 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.), 9 Coin (Copper Piece), 4 Coin (Gold Piece), 8 Coin (Silver Piece), 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 Crowbar, 2 Dagger					
Explorer's Outfit	Equipped	1	8.0	0.0	
<b>+1 Dagger</b> (+1 Dagger)	Carried	1	1.0	2302.0	
Acid (Flask)	Handy Haversack	1	1.0	10.0	
Arrow	Handy Haversack	20	0.15 (3.0)	0.05 (1.0)	
Backpack	Handy Haversack	1	2.0	2.0	
Bedroll	Handy Haversack	1	5.0	0.1	
Bread (Loaf)	Handy Haversack	1	0.5	0.02	
Chain (10 Ft.)	Handy Haversack	1	2.0	30.0	
Crowbar	Handy Haversack	1	5.0	2.0	
+2 circumstance bonus to Strength checks to force open a door or chest					
Dagger	Handy Haversack	2	1.0 (2.0)	2.0 (4.0)	
<b>Feather Token, Anchor</b>	Handy Haversack	1	0.02	50.0	
Fishhook	Handy Haversack	5	0.0 (0.0)	0.1 (0.5)	
Flash Pellet	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.					
Flint and Steel	Handy	1	0.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			26 lbs.	13508.55 gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Grappling Hook	Handy Haversack	2	4.0 (8.0)	1.0 (2.0)	
Ink (1 oz. Vial)	Handy Haversack	1	0.0	8.0	
Inkpen	Handy Haversack	1	0.0	0.1	
Lantern (Hooded)	Handy Haversack	1	2.0	7.0	
Bright illumination (30'), shadowy illumination (60'), 6 hr./pint					
Leather Belt	Handy Haversack	1	0.0	0.0	
0 lbs.					
Lock (Superior)	Handy Haversack	1	1.0	150.0	
Masterwork Thieves' Tools	Handy Haversack	1	1.0	100.0	
Oil (1 Pint Flask)	Handy Haversack	6	1.0 (6.0)	0.1 (0.6)	
Paper (Sheet)	Handy Haversack	5	0.0 (0.0)	0.4 (2.0)	
Parchment (Sheet)	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					
Quarterstaff	Handy Haversack	1	4.0	0.0	
Rations (Trail/Per Day)	Handy Haversack	5	1.0 (5.0)	0.5 (2.5)	
Rope (Silk/50 ft.)	Handy Haversack	1	5.0	10.0	
4 hp, DC 24 Strength check to burst					
Sack	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>Scroll (Open/Close)</b>	Handy Haversack	1	0.01	12.5	
<b>Scroll (Read Magic)</b>	Handy Haversack	2	0.01 (0.02)	12.5 (25.0)	
<b>Scroll (Shield)</b>	Handy Haversack	2	0.01 (0.02)	25.0 (50.0)	
TOTAL WEIGHT CARRIED/VALUE			26 lbs.	13508.55 gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
<b>Scroll (Sleep)</b>	Handy	2	0.01	25.0	
<input type="checkbox"/>	Haversack		(0.02)	(50.0)	
<b>Scroll (Web)</b>	Handy	1	0.01	150.0	
<input type="checkbox"/>	Haversack				
<b>Short Sword (Masterwork)</b>	Handy	1	2.0	310.0	
(Masterwork Sword (Short)), (Masterwork Sword (Short))	Haversack				
<b>Shortbow</b>	Handy	1	2.0	30.0	
0 lbs.	Haversack				
<b>Spear</b>	Handy	1	6.0	2.0	
Extra damage when set against a charging character (pg. 144)	Haversack				
<b>Sunrod</b>	Handy	3	1.0	2.0 (6.0)	
<input type="checkbox"/>	Haversack		(3.0)		
<b>Sword, Short</b>	Handy	1	2.0	10.0	
<input type="checkbox"/>	Haversack				
<b>Tanglefoot Bag</b>	Handy	1	4.0	50.0	
<input type="checkbox"/>	Haversack				
<b>Thunderstone</b>	Handy	6	1.0	30.0	
<input type="checkbox"/>	Haversack		(6.0)	(180.0)	
<b>Tindertwig</b>	Handy	1	0.0	1.0	
<input type="checkbox"/>	Haversack				
<b>Torch</b>	Handy	3	1.0	0.01	
<input type="checkbox"/>	Haversack		(3.0)	(0.03)	
<b>Universal Solvent</b>	Handy	1	0.02	50.0	
<input type="checkbox"/>	Haversack				
<b>Wand of Daylight</b>	Handy	1	0.0	4500.0	
<input type="checkbox"/>	Haversack				
<b>Waterskin (Filled)</b>	Handy	1	4.0	1.0	
<input type="checkbox"/>	Haversack				
TOTAL WEIGHT CARRIED/VALUE			26 lbs.	13508.55 gp	

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

MONEY	
Coin (Gold Piece): 4[Handy Haversack]	
Coin (Silver Piece): 8[Handy Haversack]	
Coin (Copper Piece): 9[Handy Haversack]	
Total = 4.89 gp	

Traits	
<b>Dangerously Curious</b>	[PFCT, p.5]
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>	[PFCT, p.6]
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. Your attack deals 2d6 points of extra damage anytime your target would be denied a Dexterity bonus to AC, or when you flank your target. Should you score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet. With a weapon that deals nonlethal damage, you can make a sneak attack that deals nonlethal damage instead of lethal damage. You cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual -4 penalty. You must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. You cannot sneak attack while striking a creature with concealment.	

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. If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. Evasion can only be used if you are wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.	
<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>Forewarned (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. Preparing an illusion 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 illusion spell as a prerequisite.	
<b>Necromancy Opposition School</b>	[PFCR, p.78]
You have chosen necromancy spells as an opposition school. Preparing an necromancy 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 necromancy spell as a prerequisite.	
<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. You cannot be caught flat-footed, nor do you lose your Dexterity bonus to AC if the attacker is invisible. You still lose your Dexterity bonus to AC if immobilized. You can still lose your Dexterity bonus to AC if an opponent successfully uses the feint action against you.	

## Feats

**Agile Maneuvers** [PFCR, p.117]

You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Chapter 8) instead of your Strength bonus.

**Point-Blank Shot** [PFCR, p.131]

You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

**Spell Mastery (Feather Fall, True Strike, Comprehend Languages)** [PFCR, p.134]

Each time you take this feat, choose a number of spells that you already know equal to your Intelligence modifier. From that point on, you can prepare these spells without referring to a spellbook.

**Two-Weapon Fighting** [PFCR, p.136]

Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Chapter 8.

**Armor Proficiency, Light** [PFCR, p.118]

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

**Scribe Scroll** [PFCR, 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.

**Simple Weapon Proficiency** [PFCR, p.133]

You make attack rolls with simple weapons without penalty.

**Alertness (Granted)** [PFCR, 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.

**Weapon Finesse (Granted)** [PFCR, p.136]

With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

### PROFICIENCIES

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

### LANGUAGES

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

### TEMPLATES

#### Familiar: cat (Cat)

HP:	13	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
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	3+1	2+1	0	0	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Acid Splash <i>Effect:</i> You fire a small orb of acid at the target dealing 1d3 points of acid damage.		None	1 standard	Instantaneous action	Close (25 ft.)	V, S	No	Conjuration (Creation) [Acid]	PFCR: p.239 Caster Level: 1
□□□□ Arcane Mark <i>Effect:</i> This spell allows you to inscribe your personal rune or mark.		None	1 standard	Permanent action	Touch	V, S	No	Universal	PFCR: p.244 Caster Level: 1
□□□□ Bleed <i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.	13	Will negates	1 standard	Instantaneous action	Close (25 ft.)	V, S	Yes	Necromancy	PFCR: p.249 Caster Level: 1
□□□□ Dancing Lights <i>Effect:</i> You create up to four lights that resemble lanterns or torches.		None	1 standard	1 minute [D] action	Medium (110 ft.)	V, S	No	Evocation [Light]	PFCR: p.263 Caster Level: 1
□□□□ Daze <i>Effect:</i> This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions.	13	Will negates	1 standard	1 round action	Close (25 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.264 Caster Level: 1
□□□□ *Detect Magic <i>Effect:</i> You detect magical auras.		None	1 standard	Concentration, up to 1 minutes [D] action	60 ft.	V, S	No	Divination	PFCR: p.267 Caster Level: 1
□□□□ *Detect Poison <i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.		None	1 standard	Instantaneous action	Close (25 ft.)	V, S	No	Divination	PFCR: p.268 Caster Level: 1
□□□□ Disrupt Undead <i>Effect:</i> You direct a ray of positive energy dealing 1d6 points of damage to Undead.		None	1 standard	Instantaneous action	Close (25 ft.)	V, S	Yes	Necromancy	PFCR: p.273 Caster Level: 1
□□□□ Flare <i>Effect:</i> This cantrip creates a burst of light.	13	Fortitude negates	1 standard	Instantaneous action	Close (25 ft.)	V	Yes	Evocation [Light]	PFCR: p.284 Caster Level: 1
□□□□ Ghost Sound <i>Effect:</i> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place.	13	Will disbelief	1 standard	1 rounds [D] action	Close (25 ft.)	V, S, M	No	Illusion (Figment)	PFCR: p.289 Caster Level: 1
□□□□ Light <i>Effect:</i> This spell causes a touched object to glow like a torch.		None	1 standard	10 minutes action	Touch	V, M/DF	No	Evocation [Light]	PFCR: p.304 Caster Level: 1
□□□□ Mage Hand <i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance.		None	1 standard	Concentration action	Close (25 ft.)	V, S	No	Transmutation	PFCR: p.306 Caster Level: 1
□□□□ Mending <i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.	13	Will negates (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	PFCR: p.312 Caster Level: 1
□□□□ Message <i>Effect:</i> You can whisper messages and receive whispered replies.		None	1 standard	10 minutes action	Medium (110 ft.)	V, S, F	No	Transmutation [Language-Dependent]	PFCR: p.313 Caster Level: 1
□□□□ Open/Close <i>Effect:</i> You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container.	13	Will negates (object)	1 standard	Instantaneous action	Close (25 ft.)	V, S, F	Yes (object)	Transmutation	PFCR: p.317 Caster Level: 1
□□□□ Prestidigitation <i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice.	13	See text	1 standard	1 hour action	10 ft.	V, S	No	Universal	PFCR: p.325 Caster Level: 1
□□□□ Ray of Frost <i>Effect:</i> A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage.		None	1 standard	Instantaneous action	Close (25 ft.)	V, S	Yes	Evocation [Cold]	PFCR: p.330 Caster Level: 1
□□□□ *Read Magic <i>Effect:</i> You can decipher magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be unintelligible.		None	1 standard	10 minutes action	Personal	V, S, F	No	Divination	PFCR: p.330 Caster Level: 1
□□□□ Resistance <i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.	13	Will negates (harmless)	1 standard	1 minute action	Touch	V, S, M/DF	Yes (harmless)	Abjuration	PFCR: p.334 Caster Level: 1
□□□□ Touch of Fatigue <i>Effect:</i> You channel negative energy through your touch, fatiguing the target.	13	Fortitude negates	1 standard	1 rounds action	Touch	V, S, M	Yes	Necromancy	PFCR: p.360 Caster Level: 1

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ *Comprehend Languages <i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.			1 standard	10 minutes action	Personal	V, S, M/DF	No	Divination	PFCR: p.258 Caster Level: 1
□□□□ Expeditious Retreat <i>Effect:</i> This spell increases your base land speed by 30 feet.			1 standard	1 minutes [D] action	Personal	V, S	No	Transmutation	PFCR: p.279 Caster Level: 1
□□□□ Feather Fall <i>Effect:</i> The affected creatures or objects fall slowly.	14	Will negates (harmless) or Will negates (object);	1 immediate	Until landing or 1 rounds action	Close (25 ft.)	V	Yes (object)	Transmutation	PFCR: p.281 Caster Level: 1
□□□□ Jump <i>Effect:</i> The affected creatures or objects fall slowly.	14	Will negates	1 standard	1 minutes [D] action	Touch	V, S, M	Yes	Transmutation	PFCR: p.303 Caster Level: 1

\* =Domain/Specialty Spell

# Wizard Spells

<i>Effect:</i> The subject gets a +10 enhancement bonus on Acrobatics checks made to attempt high jumps or long jumps.	(harmless)	action					<i>Target:</i> Creature touched	<i>Caster Level:</i> 1
☐☐☐☐☐ Magic Missile	None	1 standard action	Instantaneous				Medium (110 ft.) V, S Yes	Evocation [Force] PFCR: p.309
<i>Effect:</i> A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.							<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart	<i>Caster Level:</i> 1
☐☐☐☐☐ Mount	None	1 round	2 hours [D]				Close (25 ft.) V, S, M No	Conjuration (Summoning) PFCR: p.315 <i>Caster Level:</i> 1
<i>Effect:</i> You summon a light horse or a pony [your choice] to serve you as a mount.							<i>Target:</i> One mount	<i>Caster Level:</i> 1
☐☐☐☐☐ Shield		1 standard action	1 minutes [D]				Personal V, S	Abjuration [Force] PFCR: p.342
<i>Effect:</i> Shield creates an invisible shield of force that hovers in front of you.							<i>Target:</i> You	<i>Caster Level:</i> 1
☐☐☐☐☐ Sleep	14	Will negates	1 round	1 minutes			Medium (110 ft.) V, S, M Yes	Enchantment (Compulsion) [Mind-Affecting] PFCR: p.344 <i>Caster Level:</i> 1
<i>Effect:</i> A sleep spell causes a magical slumber to come upon 4 HD of creatures.							<i>Target:</i> One or more living creatures within a 10-ft.-radius burst	<i>Caster Level:</i> 1
☐☐☐☐☐ *True Strike		1 standard action	See text				Personal V, F	Divination PFCR: p.363
<i>Effect:</i> You gain temporary, intuitive insight into the immediate future during your next attack.							<i>Target:</i> You	<i>Caster Level:</i> 1

\* =Domain/Speciality Spell

## Notes:

Character Sheet Notes:

### Hidden:

#Character Sheet Plugin Properties

#Sun Oct 02 16:45:28 CDT 2011

cs.CombatPane1.woundsTb=

cs.CombatPane1.subdualTb=