

<b>Kiro</b>			<b>Jacob C</b>					Chaotic Good
NAME			PLAYERNAME			DEITY	ALIGNMENT	
Rgr1 Wiz1	2000		Half-Elf	Medium	6' 1"	165 lbs.	Low-light	
CLASS	EXPERIENCE		RACE	SIZE	HEIGHT	WEIGHT	VISION	
2	5000		27	Male	Green	Black, Long & Messy	27	
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	14	+2	14	+2	14	+2
<b>DEX</b> Dexterity	16	+3	16	+3	16	+3
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	14	+2	14	+2	14	+2
<b>WIS</b> Wisdom	14	+2	14	+2	14	+2
<b>CHA</b> Charisma	12	+1	12	+1	12	+1

<b>HP</b> hit points	20	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED Walk 30 ft.				
<b>AC</b> armor class	16	13	13	10	3	0	3	0	0	0	0	0	15	-1	0
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC	MISC	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

<b>INITIATIVE</b> modifier	+3	+3	+0
TOTAL		DEX MODIFIER	MISC MODIFIER
<b>BASE ATTACK</b> bonus	+1		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+4	+2	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+5	+2	+3	+0	+0	+0		
<b>WILL</b> (wisdom)	+5	+2	+2	+0	+1	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+3	+1	+2	+0	+0	+0	
<b>RANGED</b> attack bonus	+4	+1	+3	+0	+0	+0	
<b>CMB</b> attack bonus	+3	+1	+2	+0	+0		

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH/OVERRUN
<b>Offense</b>	+3	+3	+3	+3	+3
<b>Defense</b>	16	16	16	16	16

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3+2	20/x2	5 ft.

	*Shortbow		HAND	TYPE	SIZE	CRITICAL	REACH
	30 ft.	60 ft.	Both	P	M	20/x3	5 ft.
TH	+5	+5			+1		-1
Dam	1d6	1d6			1d6		1d6

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

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
*Studded Leather	Light	+3	+5	-1	15

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		2/2
			ABILITY MODIFIER	RANKS	
✓ Acrobatics	DEX	2	= 3	+ +	-1
✓ Appraise	INT	2	= 2	+ +	
✓ Bluff	CHA	1	= 1	+ +	
✓ Climb	STR	5	= 2 + 1.0	+ 2	
✓ Craft (Untrained)	INT	2	= 2	+ +	
✓ Diplomacy	CHA	1	= 1	+ +	
✓ Disguise	CHA	1	= 1	+ +	
✓ Escape Artist	DEX	2	= 3	+ +	-1
✓ Fly	DEX	2	= 3	+ +	-1
✓ Handle Animal	CHA	5	= 1 + 1.0	+ 3	
✓ Heal	WIS	6	= 2 + 1.0	+ 3	
✓ Intimidate	CHA	1	= 1	+ +	
✓ Knowledge (Nature)	INT	7	= 2 + 2.0	+ 3	
✓ Perception	WIS	11	= 2 + 2.0	+ 7	
✓ Perform (Untrained)	CHA	1	= 1	+ +	
✓ Ride	DEX	2	= 3	+ +	-1
✓ Sense Motive	WIS	4	= 2	+ +	2
✓ Stealth	DEX	10	= 3 + 2.0	+ 5	
✓ Survival	WIS	10	= 2 + 2.0	+ 6	
✓ Survival (Follow or identify tracks)	WIS	11	= 2 + 2.0	+ 7	
✓ Swim	STR	5	= 2 + 1.0	+ 2	
			= +	+ +	
			= +	+ +	

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack <small>16 lbs., 1 Bedroll, 1 Flint and Steel, 1 Grappling Hook, 4 Sunrod, 1 Waterskin, 1 Spellbook (Wizard's)</small>		1	2.0	2.0	
Bedroll	Backpack	1	5.0	0.1	
Flint and Steel	Backpack	1	0.0	1.0	
Grappling Hook	Backpack	1	4.0	1.0	
Traveler's Outfit	Equipped	1	5.0	0.0	
Pouch (Belt) <small>1.28 lbs., 9 Coin (Silver Piece), 55 Coin (Gold Piece)</small>	Carried	1	0.5	1.0	
Shortbow <small>0 lbs.</small>	Equipped	1	2.0	30.0	
Spell Component Pouch <small>0 lbs.</small>	Carried	1	2.0	5.0	
Spellbook (Wizard's) <small>(Spellbook (Wizard's/Blank))</small>	Backpack	1	3.0	15.0	
Studded Leather	Equipped	1	20.0	25.0	
Sunrod <small>□□□□</small>	Backpack	4	1.0	2.0 (8.0) (4.0)	
Sword, Short	Carried	1	2.0	10.0	
Waterskin <small>0 lbs.</small>	Backpack	1	0.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			29.78	99.1	gp
			lbs.		

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

MONEY	
Coin (Gold Piece): 55	[Pouch (Belt)]
Coin (Silver Piece): 9	[Pouch (Belt)]
Total = 55.9 gp	

Traits	
<b>Into Enemy Territory (Wil)</b>	[Paizo Publishing - Pathfinder Roleplaying Game Character Traits, p.6]
Your long life of self-sustenance has toughened you and made you more resistant to hardship. You gain a +1 trait bonus on all Will saving throws.	
<b>Magical Knack (Wizard)</b>	[Paizo Publishing - Pathfinder Roleplaying Game Character Traits, p.5]
You were raised, either wholly or in part, by a magical creature, either after it found you abandoned in the woods or because your parents often left you in the care of a magical minion. This constant exposure to magic has made its mysteries easy for you to understand, even when you turn your mind to other devotions and tasks.	

Special Attacks	
<b>Favored Enemy (Humanoid (Orc)) (Ex)</b>	[Paizo Publishing - Core Rulebook, p.64]
You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when using these skills against orcs. Likewise, you get a +2 bonus on weapon attack and damage rolls against such creatures. You may make Knowledge Skill checks untrained to identify such creatures.	

Special Qualities	
<b>Adaptability (Ex)</b>	[Paizo Publishing - Core Rulebook, p.24]
Half-elves receive Skill Focus as a bonus feat at 1st level.	
<b>Arcane Bond (Su)</b>	[Paizo Publishing - Core Rulebook, p.78]
You have selected to establish a powerful arcane bond with a creature.	
<b>Cantrips</b>	[Paizo Publishing - Core Rulebook, 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>Elf Blood (Ex)</b>	[Paizo Publishing - Core Rulebook, p.24]
Half-elves count as both elves and humans for any effect related to race.	
<b>Elven Immunities (Ex)</b>	[Paizo Publishing - Core Rulebook, p.24]
Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.	
<b>Familiar</b>	[Paizo Publishing - Core Rulebook, 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>Keen Senses (Ex)</b>	[Paizo Publishing - Core Rulebook, p.24]
Half-elves receive a +2 bonus on Perception skill checks.	
<b>Multitalented (Ex)</b>	[Paizo Publishing - Core Rulebook, p.24]
Half-elves choose two favored classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.	
<b>Track (Ex)</b>	[Paizo Publishing - Core Rulebook, p.64]
You gain +1 to Survival checks made to follow or identify tracks.	
<b>Wild Empathy (Ex)</b>	[Paizo Publishing - Core Rulebook]
You can improve the attitude of an animal. This ability functions just like Diplomacy check made to improve the attitude of a person. You roll 1d20+2 to determine the Wild Empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use Wild Empathy, you and the animal must be within 30 feet of one another under normal circumstances. Generally, influencing an animal in this way takes 1 minute, but as with influencing people, it might take more or less time. You can use this ability to influence a magical beast with an Intelligence score of 1 or 2, but you take a -4 penalty on the check.	

Feats	
<b>Skill Focus (Survival)</b>	[Paizo Publishing - Core Rulebook, p.134]
You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.	
<b>Weapon Focus (Shortbow)</b>	[Paizo Publishing - Core Rulebook, p.136]
You gain a +1 bonus on all attack rolls you make using the selected weapon.	
<b>Armor Proficiency, Light</b>	[Paizo Publishing - Core Rulebook, 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.	
<b>Armor Proficiency, Medium</b>	[Paizo Publishing - Core Rulebook, 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.	
<b>Martial Weapon Proficiency</b>	[Paizo Publishing - Core Rulebook, p.130]
You make attack rolls with the selected weapon normally (without the non-proficient penalty).	
<b>Scribe Scroll</b>	[Paizo Publishing - Core Rulebook, 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.	
<b>Shield Proficiency</b>	[Paizo Publishing - Core Rulebook, p.133]
When you use a shield (except a tower shield), the shield's armor check penalty only applies to Strength- and Dexterity-based skills.	
<b>Simple Weapon Proficiency</b>	[Paizo Publishing - Core Rulebook, p.133]
You make attack rolls with simple weapons without penalty.	
<b>Alertness</b>	[Paizo Publishing - Core Rulebook, 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.	

### PROFICIENCIES

Axe (Throwing), Battleaxe, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Rock, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Spiked Armor, Starknife, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

### LANGUAGES

Ardmyrian, Common, Orc, Sundastian (Elven)

### TEMPLATES

# Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
<b>KNOWN</b>	0	0	0	0	0	0	0	0	0	0
<b>PER DAY</b>	3	2	0	0	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Acid Splash		None	1 standard	Instantaneous	Close (30 ft.)	V, S	No	Conjuration (Creation) [Acid]	PFCR: p.239
<i>Effect:</i> You fire a small orb of acid at the target dealing 1d3 points of acid damage.					<i>Target:</i> One missile of acid				
□□□□□ Arcane Mark		None	1 standard	Permanent	Touch	V, S	No	Universal	PFCR: p.244
<i>Effect:</i> This spell allows you to inscribe your personal rune or mark.					<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.				
□□□□□ Bleed	12	Will negates	1 standard	Instantaneous	Close (30 ft.)	V, S	Yes	Necromancy	PFCR: p.249
<i>Effect:</i> You cause a living creature that is below 0 hit points but stabilized to resume dying.					<i>Target:</i> One living creature				
□□□□□ Dancing Lights		None	1 standard	1 minute [D]	Medium (120 ft.)	V, S	No	Evocation [Light]	PFCR: p.263
<i>Effect:</i> You create up to four lights that resemble lanterns or torches.					<i>Target:</i> Up to four lights, all within a 10-ft.-radius area				
□□□□□ Daze	12	Will negates	1 standard	1 round	Close (30 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.264
<i>Effect:</i> This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions.					<i>Target:</i> One humanoid creature of 4 HD or less				
□□□□□ Detect Magic		None	1 standard	Concentration, up to 2 minutes [D]	60 ft.	V, S	No	Divination	PFCR: p.267
<i>Effect:</i> You detect magical auras.					<i>Target:</i> Cone-shaped emanation				
□□□□□ Detect Poison		None	1 standard	Instantaneous	Close (30 ft.)	V, S	No	Divination	PFCR: p.268
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.					<i>Target:</i> Or Area one creature, one object, or a 5-ft. cube				
□□□□□ Disrupt Undead		None	1 standard	Instantaneous	Close (30 ft.)	V, S	Yes	Necromancy	PFCR: p.273
<i>Effect:</i> You direct a ray of positive energy dealing 1d6 points of damage to Undead.					<i>Target:</i> Ray				
□□□□□ Flare	12	Fortitude negates	1 standard	Instantaneous	Close (30 ft.)	V	Yes	Evocation [Light]	PFCR: p.284
<i>Effect:</i> This cantrip creates a burst of light.					<i>Target:</i> Burst of light				
□□□□□ Ghost Sound	12	Will disbelief	1 standard	2 rounds [D]	Close (30 ft.)	V, S, M	No	Illusion (Figment)	PFCR: p.289
<i>Effect:</i> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place.					<i>Target:</i> Illusory sounds				
□□□□□ Light		None	1 standard	20 minutes	Touch	V, M/DF	No	Evocation [Light]	PFCR: p.304
<i>Effect:</i> This spell causes a touched object to glow like a torch.					<i>Target:</i> Object touched				
□□□□□ Mage Hand		None	1 standard	Concentration	Close (30 ft.)	V, S	No	Transmutation	PFCR: p.306
<i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lbs.				
□□□□□ Mending	12	Will negates (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	PFCR: p.312
<i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.					<i>Target:</i> One object of up to 2 lb.				
□□□□□ Message		None	1 standard	20 minutes	Medium (120 ft.)	V, S, F	No	Transmutation [Language-Dependent]	PFCR: p.313
<i>Effect:</i> You can whisper messages and receive whispered replies.					<i>Target:</i> 2 creatures				
□□□□□ Open/Close	12	Will negates (object)	1 standard	Instantaneous	Close (30 ft.)	V, S, F	Yes (object)	Transmutation	PFCR: p.317
<i>Effect:</i> You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container.					<i>Target:</i> Object weighing up to 30 lbs. or portal that can be opened or closed				
□□□□□ Prestidigitation	12	See text	1 standard	1 hour	10 ft.	V, S	No	Universal	PFCR: p.325
<i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice.					<i>Target:</i> See text				
□□□□□ Ray of Frost		None	1 standard	Instantaneous	Close (30 ft.)	V, S	Yes	Evocation [Cold]	PFCR: p.330
<i>Effect:</i> A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage.					<i>Target:</i> Ray				
□□□□□ Read Magic			1 standard	20 minutes	Personal	V, S, F		Divination	PFCR: p.330
<i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.					<i>Target:</i> You				
□□□□□ Resistance	12	Will negates (harmless)	1 standard	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	PFCR: p.334
<i>Effect:</i> You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves.					<i>Target:</i> Creature touched				
□□□□□ Touch of Fatigue	12	Fortitude negates	1 standard	2 rounds	Touch	V, S, M	Yes	Necromancy	PFCR: p.360
<i>Effect:</i> You channel negative energy through your touch, fatiguing the target.					<i>Target:</i> Creature touched				

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Burning Hands	13	Reflex half	1 standard	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]	PFCR: p.251
<i>Effect:</i> A cone of searing flame shoots from your fingertips dealing 2d4 points of fire damage to any creature in the effect area.					<i>Target:</i> Cone-shaped burst				
□□□□□ Disguise Self			1 standard	20 minutes [D]	Personal	V, S		Illusion (Glamer)	PFCR: p.271
<i>Effect:</i> You make yourself—including clothing, armor, weapons, and equipment—look different.					<i>Target:</i> You				
□□□□□ Expeditious Retreat			1 standard	2 minutes [D]	Personal	V, S		Transmutation	PFCR: p.279
<i>Effect:</i> This spell increases your base land speed by 30 feet.					<i>Target:</i> You				
□□□□□ Feather Fall	13	Will negates (harmless) or Will negates (object);	1	immediate	Close (30 ft.)	V	Yes (object)	Transmutation	PFCR: p.281
<i>Effect:</i> The affected creatures or objects fall slowly.					<i>Target:</i> 2 Medium or smaller freefalling objects or creatures, no two of which may be more than 20 ft. apart				
□□□□□ Sleep	13	Will negates	1 round	2 minutes	Medium (120 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PFCR: p.344
<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				

\* =Domain/Specialty Spell

## Spellbook: Spellbook (Wizard's)

Wizard

### Level 0

- Acid Splash (DC:)
- Arcane Mark (DC:)
- Bleed (DC:12)
- Dancing Lights (DC:)
- Daze (DC:12)
- Detect Magic (DC:)
- Detect Poison (DC:)
- Disrupt Undead (DC:)
- Flare (DC:12)
- Ghost Sound (DC:12)
- Light (DC:)
- Mage Hand (DC:)
- Mending (DC:12)
- Message (DC:)
- Open/Close (DC:12)
- Prestidigitation (DC:12)
- Ray of Frost (DC:)
- Resistance (DC:12)
- Touch of Fatigue (DC:12)

### Level 1

- Burning Hands (DC:13)
- Disguise Self (DC:)
- Expeditious Retreat (DC:)
- Feather Fall (DC:13)
- Sleep (DC:13)

## Spellbook: Prepared Spells

Wizard

### Level 0

- Detect Magic (DC:)
- Light (DC:)
- Read Magic (DC:)

### Level 1

- Burning Hands (DC:13)
- Sleep (DC:13)