

Character

Gednan Malithanar CG Antan
 Character Name Alignment Player
1 Wizard Pharasma Brevoy (New Stetven)
 Character Level and Class Deity Homeland
Human **M** **Male** **30** **5' 10** **170 lb** **Brown** **Green-Blue**
 Race Size Gender Age Height Weight Hair Eyes

Ability Name	Ability Score	Ability Modifier	Temp Adjustment	Temp Modifier
STR	9	-1		
DEX	16	3		
CON	15	2		
INT	20	5		
WIS	14	2		
CHA	15	2		

HP 8 **DR**

Speed 30
 Base Speed With Armor

Fly Maneuverability Swim Climb Burrow

Initiative Modifier 3 3
 Total DEX Modifier Misc Modifier

AC 13 10
 Total Armor Bonus Shield Bonus DEX Modifier Size Modifier Natural Armor Deflection Modifier Misc Modifier

Touch 13 **Flat-Footed** 10

Saving Throws	Total	Base Save	Ability Modifier	Magic Modifier	Misc Modifier	Temp Modifier
Fortitude	2	0	2			
Reflex	3	0	3			
Will	4	2	2			

Base Attack Bonus 0 **Spell Resistance**

CMB -1 0 -1 0
 Total Base Attack Bonus Strength Modifier Size Modifier

CMD 12 0 -1 3 0 10
 Total Base Attack Bonus Strength Modifier Dexterity Modifier Size Modifier

Weapon		Attack Bonus	Critical
Dagger		-1	19-20/x2
Type	Range	Ammunition	Damage
P or S	10 ft.	-	1d4-1

Weapon		Attack Bonus	Critical
Quarterstaff, masterwork		0	x2
Type	Range	Ammunition	Damage
B	-	-	1d6-1

Weapon		Attack Bonus	Critical
Crossbow, light		3	19-20/x2
Type	Range	Ammunition	Damage
P	80 ft.	Bolts, crossbow	1d8

Weapon		Attack Bonus	Critical
Type	Range	Ammunition	Damage

Weapon		Attack Bonus	Critical
Type	Range	Ammunition	Damage

Skill Names	Total Bonus	Ability Mod	Ranks	Misc Mod
Acrobatics	3	DEX 3	0	0
* Appraise	5	INT 5	0	0
Bluff	2	CHA 2	0	0
Climb	-1	STR -1	0	0
* Craft	5	INT 5	0	0
* Craft	5	INT 5	0	0
* Craft	5	INT 5	0	0
Diplomacy	2	CHA 2	0	0
Disable Device*	3	DEX 3	0	0
Disguise	2	CHA 2	0	0
Escape Artist	3	DEX 3	0	0
* Fly	3	DEX 3	0	0
Handle Animal*	3	CHA 2	1	0
Heal	5	WIS 2	1	2
Intimidate	2	CHA 2	0	0
* Knowledge (Arcana)*	9	INT 5	1	3
* Knowledge (Dungeoneering)	5	INT 5	0	0
* Knowledge (Engineering)*	5	INT 5	0	0
* Knowledge (Geography)*	5	INT 5	0	0
* Knowledge (History)*	5	INT 5	0	0
* Knowledge (Local)*	9	INT 5	1	3
* Knowledge (Nature)*	9	INT 5	1	3
* Knowledge (Nobility)*	9	INT 5	1	3
* Knowledge (Planes)*	5	INT 5	0	0
* Knowledge (Religion)*	5	INT 5	0	0
* Linguistics*	5	INT 5	0	0
Perception	2	WIS 2	0	0
Perform	2	CHA 2	0	0
Perform	2	CHA 2	0	0
* Profession*	2	WIS 2	0	0
* Profession*	2	WIS 2	0	0
Ride	4	DEX 3	1	0
Sense Motive	2	WIS 2	0	0
Sleight of Hand*	3	DEX 3	0	0
* Spellcraft*	9	INT 5	1	3
Stealth	3	DEX 3	0	0
* Survival	10	WIS 2	1	7
Swim	-1	STR -1	0	0
Use Magic Device*	2	CHA 2	0	0

Skill Points Used: 9/9

Languages:

Common, Hallit, Skald, Varisian, Draconic, Elven

Feats and Spells

Feats		Spellbook		Spells				
Ability	Description	Level	Spell	Description	Level	Spells Per Day	Bonus Spells	Total Spells per Day
Scribe Scroll Combat Casting Self-Sufficient			Abjuration		0	3		3
		0	Resistance	Subject gains +1 on saving throws.	1	1	2	3
			Conjuration		2		1	1
		0	Acid Splash	Orb deals 1d3 acid damage.	3		1	1
			Divination		4		1	1
		0	Detect Magic	Detects all spells and magic items within 60 ft.	5		1	1
		0	Detect Poison	Detects poison in one creature or small object.	6			0
		0	Read Magic	Read scrolls and spellbooks.	7			0
			Enchantment		8			0
		0	Daze	A single humanoid creature with 4 HD or less loses its next action.	9			0
			Evocation					
		0	Dancing Lights	Creates torches or other lights.				
		0	Flare	Dazzles one creature (-1 on attack rolls).				
		0	Light	Object shines like a torch.				
		0	Ray of Frost	Ray deals 1d3 cold damage.				
			Illusion					
		0	Ghost Sound	Figment sounds.				
			Necromancy					
		0	Bleed	Cause a stabilized creature to resume dying.				
		0	Disrupt Undead	Deals 1d6 damage to one undead.				
		0	Touch of Fatigue	Touch attack fatigues target.				
			Transmutation					
		0	Mage Hand	5-pound telekinesis				
		0	Mending	Makes minor repairs on an object.				
		0	Message	Whisper conversation at distance.				
		0	Open/Close	Opens or closes small or light things.				
			Universal					
		0	Arcane Mark	Inscribes a personal rune on an object or creature (visible or invisible).				
		0	Prestidigitation	Performs minor tricks.				
			Abjuration					
		1	Endure Elements	Exist comfortably in hot or cold regions.				
			Conjuration					
		1	Mage Armor	Gives subject +4 armor bonus.				
			Divination					
		1	Identify	Gives +10 bonus to identify magic items.				
			Evocation					
		1	Burning Hands	1d4/level fire damage (max 5d4).				
		1	Magic Missile	1d4+1 damage; +1 missile per two levels above 1 st (max 5).				
			Illusion					
		1	Color Spray	Knocks unconscious, blinds, and/or stuns weak creatures.				
			Transmutation					
		1	Erase	Mundane or magical writing vanishes.				
		1	Feather Fall	Objects or creatures fall slowly.				

Prepared Spells	
Level	Spell
0	Dancing Lights
0	Acid Splash
0	Ray of Frost
1	Mage Armor
1	Endure Elements
1	Endure Elements

Bonded Object:
Any spell from spellbook, once per day

Info

Gear				Info		Abilities	
Item	Weight	Location	Cost	Total Weight (Gednan):	25.0 lbs	Ability	Description
Horse, light (combat trained)				Total Weight (Horse):	74.5 lbs		
Saddle, Riding	25 lbs	Horse	10 gp	Appearance (AP):	68		
Saddlebags	8 lbs	Horse	4 gp				Human Racial Traits
Cold-weather outfit	7 lbs	Carried					+2 to one Ability Score: Human characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature. (Int)
Backpack (empty)	2 lbs	Carried	2 gp	Loads			
Bedroll	5 lbs	Horse	1 sp	Light Load:	30.0 lbs		Bonus Feat: Humans select one extra feat at 1st level.
Blanket, Winter	3 lbs	Horse	5 sp	Medium Load:	60.0 lbs		Skilled: Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.
Bucket (empty)	2 lbs	Horse	5 sp	Heavy Load:	90.0 lbs		
Canvas (sq. yd.) x10	10 lbs	Horse	10 sp	Lift Over Head:	90.0 lbs		Languages: Languages: Humans begin play speaking Common. Humans with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).
Fishing net, 25 sq. ft.	5 lbs	Horse	4 gp	Lift Off Ground:	180.0 lbs		
Flask (empty)	2 lbs	Horse	3 cp	Drag or Push:	450.0 lbs		
Flint and steel		Horse	1 gp	Equipment Slots			Traits
Hammer	2 lbs	Horse	5 sp	-	: Belt		Pioneer: You begin play with a horse. Also gain +1 trait bonus to Survival.
Inkpen		Backpack	1 sp	Cold-weather outfit :	Body		
Mug/Tankard, clay	1 lbs	Horse	2 cp	Cold-weather outfit :	Chest		Poverty-Stricken: You gain a +1 bonus to Survival checks, and Survival is always a class skill for you.
Pot, iron	4 lbs	Horse	8 sp	-	: Eyes		
Spell component pouch	2 lbs	Carried	5 gp	Cold-weather outfit :	Feet		Class Features
Rations, trail (per day) x2	2 lbs	Backpack	10 sp	Quarterstaff :	Hand		Weapon and Armor Proficiency: Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor interferes with a wizard's movements, which can cause his spells with somatic components to fail.
Sealing wax	1 lbs	Backpack	1 gp	Quarterstaff :	Off-hand		
Sewing needle		Backpack	5 sp	Cold-weather outfit :	Head		Spells: A wizard casts arcane spells drawn from the sorcerer/wizard spell list.
Shovel or spade	8 lbs	Horse	2 gp	-	: Headband		
Signal whistle		Backpack	8 sp	-	: Neck		
Signet ring		Carried	5 gp	-	: Ring (left)		
Vial, ink or potion		Backpack	1 gp	Signet ring :	Ring (right)		Bonus Languages: A wizard may substitute Draconic for one of the bonus languages available to the character because of his race.
Waterskin	4 lbs	Backpack	1 gp	Cold-weather outfit :	Shoulders		
Dagger	1 lbs	Backpack	2 gp	-	: Wrist		
Quarterstaff, masterwork (Bonded)	4 lbs	Carried					Arcane Bond: At 1st level, wizards form a powerful bond with an object or a creature.
Crossbow, light	1 lbs	Backpack	35 gp				Arcane School: Universalist
Bolts, crossbow (10)	1 lbs	Backpack	1 gp				Cantrips: Wizards can prepare a number of cantrips, or 0-level spells, each day, as noted on Table 3–16 under "Spells per Day." These spells are cast like any other spell, but they are not expended when cast and may be used again.
							Scribe Scroll: At 1st level, a wizard gains Scribe Scroll as a bonus feat.
							Bonus Feats: At 5th, 10th, 15th, and 20th level, a wizard gains a bonus feat.
							Spellbook:

Journal					Info			
Date	Notes/Events	XP	Income	Expense	Money:	0 gp	1 sp	5 cp
	Initial Funds		80 gp		XP:	0 XP		
	Buy Items			79 gp				
				8 sp				
				5 cp				
01 Mar	Left Restov by carriage							