

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Spellbook (Wizard's/Blank)	Carried	1	3 / 15
TOTAL WEIGHT CARRIED/VALUE		3 lbs.	15gp

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

MONEY	
Total= 0 gp	

MAGIC	
Languages	
Common	

Other Companions	
Special Attacks	
Grave Touch (Sp)	[CR, p.81]
As a standard action, you can make a melee touch attack that causes a living creature to become shaken for 1 rounds. If you touch a shaken creature with this ability, it becomes frightened for 1 round if it has fewer than 2 Hit Dice. You can use this ability 3 times per day.	
Special Qualities	
Arcane Bond (Su)	[CR, p.78]
At 1st level, wizards form a powerful bond with an object, as a bonded object, or a creature, as a familiar. Once a wizard makes this choice, it is permanent and cannot be changed.	
Bonus Feat	[CR, p.27]
Humans select one extra feat at 1st level.	
Cantrips	[CR, 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.	
Conjuration Opposition School	[CR, p.78]
You have chosen conjuration spells as an opposition school.	
Evocation Opposition School	[CR, p.78]
You have chosen evocation spells as an opposition school.	
Necromancy School	[CR, p.81]
You have chosen to specialize in necromancy spells.	
Skilled	[CR, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	
Weapon and Armor Proficiency	[CR]
Wizards are proficient with the club, dagger, heavy crossbow, light crossbow, and quarterstaff, but not with any type of armor or shield. Armor of any type interferes with a wizard's movements, which can cause her spells with somatic components to fail.	
Feats	
Scribe Scroll	[CR, p.132]
You can create magic scrolls.	
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.	
Proficiencies	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Grapple, Quarterstaff, Spells (Ray), Spells (Touch), Splash Weapon, Unarmed Strike	

Unnamed 1

Human

RACE

21

AGE

Male

GENDER

VISION

None

ALIGNMENT

Right

DOMINANT HAND

6' 2"

HEIGHT

200 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

,

HAIR / HAIR STYLE

PHOBIAS

,

PERSONALITY TRAITS

INTERESTS

,

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:
Biography: