

CHARACTER NAME
Conjurer 1
CLASS

PLAYER NAME	
Gnome	Small / 5 ft.
RACE	SIZE / FACE

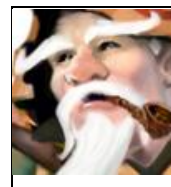
DEITY
3' 8"
HEIGHT

REGION
43 lbs.
WEIGHT

ALIGNMENT

Low-Light Vision

VISION



1 / 1/2      0 / 1300  
 Character Level / CR      EXP / NEXT LEVEL

64	Male
AGE	GENDER

Purple  
EYES

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HAIR

25  
POINTS

ABILITY NAME	ABILITY SCORE	EQUIPPED SCORE	ABILITY MODIFIER	ABILITY DAMAGE	PENALTY
<b>STR</b> Strength	5		-3		
<b>DEX</b> Dexterity	16		+3		
<b>CON</b> Constitution	16		+3		
<b>INT</b> Intelligence	18		+4		
<b>WIS</b> Wisdom	8		-1		
<b>CHA</b> Charisma	11		+0		

HP hit points: 10

AC armor class: 14

WOUNDS/CURRENT HP: TOTAL 14, FLAT 11, TOUCH 14, BASE 10, ARMOR BONUS 0, SHIELD BONUS 0, STAT 3, SIZE 1, NATURAL ARMOR 0

SUBDUAL DAMAGE: DEFLECTION 0, DODGE 0, MISC 0

DAMAGE REDUCTION: MISS CHANCE 0, ARCANE SPELL 0, ARMOR CHECK +0, PENALTY 0

<b>INITIATIVE</b> modifier	<b>+9</b> TOTAL	<b>=</b>	<b>+3</b> DEX MODIFIER	<b>+</b>	<b>+6</b> MISC MODIFIER
<b>BASE ATTACK</b> bonus	<b>+0</b>				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MSC	EPIC	TEMP	Conditional Modifiers +2 vs. illusion spells or effects
<b>FORTITUDE</b> (constitution)	+3 =	+0	+3	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+3 =	+0	+3	+0	+0	+0		
<b>WILL</b> (wisdom)	+1 =	+2	-1	+0	+0	+0		

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

	GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH/OVERRUN	
<b>Offense</b>	-4	-4	-4	-4	-4	-4
<b>Defense</b>	9	9	9	9	9	9

* <b>Crossbow</b> (Light) (Small)				HAND	TYPE	SIZE	CRITICAL	REACH
				Both	P	S	19-20/x2	5 ft.
Ammunition: Bolt (Crossbow)								
Range: 30 ft.		To Hit: +2		Damage: 1d6				
	80 ft.	160 ft.	240 ft.	320 ft.		400 ft.		
TH	+2	+0	-2	-4		-6		
Dam	1d6	1d6	1d6	1d6		1d6		
	480 ft.	560 ft.	640 ft.	720 ft.		800 ft.		
TH	-8	-10	-12	-14		-16		
Dam	1d6	1d6	1d6	1d6		1d6		

TOTAL SKILLPOINTS: 6		SKILLS		MAX RANKS: 1/1		
SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	3	= 3		
✓	Acrobatics (Jump)	DEX	-1	= 3		+ -4
✓	Appraise	INT	7	= 4		+ 3
✓	Bluff	CHA	0	= 0		
✓	Climb	STR	-3	= -3		
✓	Craft (Untrained)	INT	4	= 4		
✓	Diplomacy	CHA	0	= 0		
✓	Disguise	CHA	0	= 0		
✓	Escape Artist	DEX	3	= 3		
✓	Fly	DEX	5	= 3		+ 2
✓	Heal	WIS	-1	= -1		
✓	Intimidate	CHA	0	= 0		
	Knowledge (Arcana)	INT	11	= 4 + 1 + 6		
	Knowledge (Geography)	INT	8	= 4 + 1 + 3		
	Knowledge (History)	INT	8	= 4 + 1 + 3		
	Knowledge (Nature)	INT	8	= 4 + 1 + 3		
	Linguistics(Varisian)	INT	8	= 4 + 1 + 3		
✓	Perception	WIS	3	= -1		+ 4
✓	Perform (Untrained)	CHA	0	= 0		
✓	Ride	DEX	3	= 3		
✓	Sense Motive	WIS	1	= -1		+ 2
	Spellcraft	INT	8	= 4 + 1 + 3		
✓	Stealth	DEX	7	= 3		+ 4
✓	Survival	WIS	-1	= -1		
✓	Swim	STR	-3	= -3		
				=	+	+
					+	+

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

\*: 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
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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Crossbow (Light) (Small)	Equipped	1	2	35	
0.9 lbs., 9 Bolt, Crossbow					
Bolt, Crossbow	Crossbow (Light) (Small)	9	0.1 (0.9)	0.1 (0.9)	
□□□□□ □□□□					
Outfit (Monk's) (Small)	Equipped	1	0.5	5	
Spell Component Pouch	Equipped	1	2	5	
0 lbs., 1 Flint and Steel					
Flint and Steel	Backpack (Small)	1	0	1	
Flint and Steel	Spell Component Pouch	1	0	1	
Backpack (Small)	Equipped	1	0.5	2	
3.52 lbs., 1 Bedroll (Small), 1 Flint and Steel, 1 Ink (1 oz. Vial), 1 Inkpen, 3 Paper (Sheet), 5 Rations (Trail/Per Day) (Small), 1 Waterskin (Filled) (Small), 1 Coin (Silver Piece)					
Bedroll (Small)	Backpack (Small)	1	1.2	0.1	
Ink (1 oz. Vial)	Backpack (Small)	1	0	8	
Inkpen	Backpack (Small)	1	0	0.1	
Paper (Sheet)	Backpack (Small)	3	0 (0)	0.4 (1.2)	
Rations (Trail/Per Day) (Small)	Backpack (Small)	5	0.2 (1.2)	0.5 (2.5)	
□□□□□					
Waterskin (Filled) (Small)	Backpack (Small)	1	1	1	
Spellbook (Wizard's/Blank)	Equipped	1	3	15	
Scroll (Feather Fall)	Equipped	1	0	25	
□					
Scroll (Unseen Servant)	Equipped	1	0	25	
□					
TOTAL WEIGHT CARRIED/VALUE			12.44 lbs.	/ 127.8 gp	

WEIGHT ALLOWANCE					
Light	12	Medium	25	Heavy	37
Lift over head	37	Lift off ground	75	Push / Drag	187

MONEY	
Coin (Silver Piece): 1[Backpack (Small)]	
Total = 0.1 gp	

LANGUAGES	
Common, Draconic, Dwarven, Elven, Gnome, Orc, Sylvan, Varisian	

Archetypes	
Teleportation School	[Paizo Inc. - Advanced Player's Guide, p.147]

Traits	
Outlander	[Paizo Inc. - Advanced Player's Guide]
You are not from Sandpoint; you've recently come from somewhere else and are hoping to make your fortune here. Pick one of the following reasons to be a newcomer to Sandpoint.	
Reactionary	[Paizo Inc. - Advanced Player's Guide, p.328]
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.	

Special Qualities	
Abjuration Opposition School	[Paizo Inc. - Core Rulebook, p.78]
You have chosen abjuration spells as an opposition school. Preparing an abjuration 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 abjuration spell as a prerequisite.	
Academician	[Paizo Inc. - Advanced Player's Guide, p.15]
Some gnomes are more academically inclined than their kin. Gnomes with this racial trait gain a +2 bonus on any one Knowledge skill. This racial trait replaces the obsessive racial trait.	
Arcane Bond (Su)	[Paizo Inc. - Core Rulebook, p.78]
You have selected to establish a powerful arcane bond with a creature.	
Cantrips	[Paizo Inc. - 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.	
Conjuration School	[Paizo Inc. - Core Rulebook, p.80]
You have chosen to specialize in conjuration spells.	
Defensive Training (Ex)	[Paizo Inc. - Core Rulebook, p.23]
Gnomes get a +4 dodge bonus to AC against monsters of the giant type.	
Familiar	[Paizo Inc. - 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.	
Gnome Magic (Sp)	[Paizo Inc. - Core Rulebook, p.23]
Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain spell-like abilities.	
Hatred (Ex)	[Paizo Inc. - Core Rulebook, p.23]
Gnomes receive a +1 bonus on attack rolls against humanoid creatures of the reptilian and goblinoid subtypes due to special training against these hated foes.	
Illusion Resistance (Ex)	[Paizo Inc. - Core Rulebook, p.23]
Gnomes get a +2 racial saving throw bonus against illusion spells or effects.	
Keen Senses (Ex)	[Paizo Inc. - Core Rulebook, p.23]
Gnomes receive a +2 bonus on Perception skill checks.	
Low-Light Vision (Ex)	[Bestiary]
You can see x2 as far as humans in low illumination. Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-Light Vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to her as a source of light. Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.	
Necromancy Opposition School	[Paizo Inc. - Core Rulebook, 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.	
Shift (Su)	[Paizo Inc. - Advanced Player's Guide, p.147]
At 1st level, you can teleport to a nearby space as a swift action as if using dimension door. This movement does not provoke an attack of opportunity. You must be able to see the space that you are moving into. You cannot take other creatures with you when you use this ability (except for familiars). You can move 5 feet. You can use this ability 7 times per day.	
Summoner's Charm (Su)	[Paizo Inc. - Core Rulebook, p.80]
When casting Conjuration (summoning) spells the duration is increased by 1 rounds.	
Weapon and Armor Proficiency	[Paizo Inc. - Core Rulebook]
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.	
Weapon Familiarity (Ex)	[Paizo Inc. - Core Rulebook, p.23]
Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.	

Feats	
<b>Improved Initiative</b>	[Paizo Inc. - Core Rulebook, p.127]
You get a +4 bonus on initiative checks.	
<b>Scribe Scroll</b>	[Paizo Inc. - 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>Alertness (Granted)</b>	[Paizo Inc. - 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
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff, Spells (Ray), Spells (Touch), Splash Weapon, Unarmed Strike

TEMPLATES
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Familiar: Edgar (Familiar Raven)					
HP:	5	AC:	15	INIT:	+3
FORT:	+1	REF:	+5	WILL:	+4
*Bite (Natural/Primary)	+4	DAM:	1d3-4	CRIT:	20/x2
Special:	Empathic Link, Improved Evasion, Low-Light Vision, Share Spells, Speak One Language				

## Innate Racial Spells

	Name	Save Information	Time	Duration	Range	Comp.	Source
<input type="checkbox"/>	<a href="#">Dancing Lights</a>		1 standard action	1 minute [D]	Medium (110 ft.)	V, S	CR: p.263
	<i>School:</i> Evocation [Light] <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			<i>Caster Level:</i> 1	<i>Concentration:</i> +1
<input type="checkbox"/>	<a href="#">Ghost Sound</a>	<b>DC: 10, Will disbelief</b>	1 standard action	1 rounds [D]	Close (25 ft.)	V, S, M	CR: p.289
	<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.		<i>Target:</i> Illusory sounds			<i>Caster Level:</i> 1	<i>Concentration:</i> +1
<input type="checkbox"/>	<a href="#">Prestidigitation</a>	<b>DC: 10, See text</b>	1 standard action	1 hour	10 ft.	V, S	CR: p.325
	<i>School:</i> Universal <i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice.		<i>Target:</i> See text			<i>Caster Level:</i> 1	<i>Concentration:</i> +1
<input type="checkbox"/>	<a href="#">Speak with Animals</a>		1 standard action	1 minutes	Personal	V, S	CR: p.346
	<i>School:</i> Divination <i>Effect:</i> You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal.		<i>Target:</i> You			<i>Caster Level:</i> 1	<i>Concentration:</i> +1
* =Domain/Speciality Spell							

# Wizard Spells

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

## LEVEL 0

Name	Save Information	Time	Duration	Range	Comp.	Source
■■■■■ <a href="#">*Acid Splash</a>		1 standard action	Instantaneous	Close (25 ft.)	V, S	CR: p.239
<i>School:</i> Conjuration, EarthSchool (Creation) [Acid]	SR: No	<i>Target:</i> One missile of acid			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> You fire a small orb of acid at the target dealing 1d3 points of acid damage.						
■■■■■ <a href="#">Arcane Mark</a>		1 standard action	Permanent	Touch	V, S	CR: p.244
<i>School:</i> Universal	SR: No	<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> This spell allows you to inscribe your personal rune or mark.						
■■■■■ <a href="#">Dancing Lights</a>		1 standard action	1 minute [D]	Medium (110 ft.)	V, S	CR: p.263
<i>School:</i> Evocation [Light]	SR: No	<i>Target:</i> Up to four lights, all within a 10-ft.-radius area			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> You create up to four lights that resemble lanterns or torches.						
■■■■■ <a href="#">Daze</a>	DC: 14, Will negates	1 standard action	1 round	Close (25 ft.)	V, S, M	CR: p.264
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	<i>Target:</i> One humanoid creature of 4 HD or less			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> This spell clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions.						
■■■■■ <a href="#">Detect Magic</a>		1 standard action	Concentration, up to 1 minutes [D]	60 ft.	V, S	CR: p.267
<i>School:</i> Divination	SR: No	<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> You detect magical auras.						
■■■■■ <a href="#">Detect Poison</a>		1 standard action	Instantaneous	Close (25 ft.)	V, S	CR: p.268
<i>School:</i> Divination	SR: No	<i>Target:</i> Or Area one creature, one object, or a 5-ft. cube			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.						
■■■■■ <a href="#">Flare</a>	DC: 14, Fortitude negates	1 standard action	Instantaneous	Close (25 ft.)	V	CR: p.284
<i>School:</i> Evocation [Light]	SR: Yes	<i>Target:</i> Burst of light			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> This cantrip creates a burst of light.						
■■■■■ <a href="#">Ghost Sound</a>	DC: 16, Will disbelief	1 standard action	2 rounds [D]	Close (30 ft.)	V, S, M	CR: p.289
<i>School:</i> Illusion (Figment)	SR: No	<i>Target:</i> Illusory sounds			<i>Caster Level:</i> 2	<i>Concentration:</i> +6
<i>Effect:</i> Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place.						
■■■■■ <a href="#">Haunted Fey Aspect</a>		1 standard action	1 rounds [D]	Personal	S	UC: p.230
<i>School:</i> Illusion (Glamour)	SR:	<i>Target:</i> You			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> You surround yourself with disturbing illusions.						
■■■■■ <a href="#">Light</a>		1 standard action	10 minutes	Touch	V, M/DF	CR: p.304
<i>School:</i> Evocation [Light, WoodSchool]	SR: No	<i>Target:</i> Object touched			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> This spell causes a touched object to glow like a torch.						
■■■■■ <a href="#">Mage Hand</a>		1 standard action	Concentration	Close (25 ft.)	V, S	CR: p.306
<i>School:</i> Transmutation	SR: No	<i>Target:</i> One nonmagical, unattended object weighing up to 5 lbs.			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance.						
■■■■■ <a href="#">Mending</a>	DC: 14, Will negates (harmless, object)	10 minutes	Instantaneous	10 ft.	V, S	CR: p.312
<i>School:</i> Transmutation [MetalSchool]	SR: Yes (harmless, object)	<i>Target:</i> One object of up to 1 lb.			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> This spell repairs damaged objects, restoring 1d4 hit points to the object.						
■■■■■ <a href="#">Message</a>		1 standard action	10 minutes	Medium (110 ft.)	V, S, F	CR: p.313
<i>School:</i> Transmutation, AirSchool [Language-Dependent]	SR: No	<i>Target:</i> 1 creatures			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> You can whisper messages and receive whispered replies.						
■■■■■ <a href="#">Open/Close</a>	DC: 14, Will negates (object)	1 standard action	Instantaneous	Close (25 ft.)	V, S, F	CR: p.317
<i>School:</i> Transmutation	SR: Yes (object)	<i>Target:</i> Object weighing up to 30 lbs. or portal that can be opened or closed			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> You can open or close [your choice] a door, chest, box, window, bag, pouch, bottle, barrel, or other container.						
■■■■■ <a href="#">Prestidigitation</a>	DC: 14, See text	1 standard action	1 hour	10 ft.	V, S	CR: p.325
<i>School:</i> Universal	SR: No	<i>Target:</i> See text			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> Prestidigitations are minor tricks that novice spellcasters use for practice.						
■■■■■ <a href="#">Ray of Frost</a>		1 standard action	Instantaneous	Close (25 ft.)	V, S	CR: p.330
<i>School:</i> Evocation, WaterSchool [Cold]	SR: Yes	<i>Target:</i> Ray			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage.						
■■■■■ <a href="#">Read Magic</a>		1 standard action	10 minutes	Personal	V, S, F	CR: p.330
<i>School:</i> Divination	SR:	<i>Target:</i> You			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible.						
■■■■■ <a href="#">Spark</a>	DC: 14, Fortitude negates (object)	1 standard action	Instantaneous	Close (25 ft.)	V or S	APG: p.246
<i>School:</i> Evocation, FireSchool [Fire]	SR: Yes (object)	<i>Target:</i> one Fine object			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> Ignites flammable objects.						

## LEVEL 1

Name	Save Information	Time	Duration	Range	Comp.	Source
■■■■■ <a href="#">Color Spray</a>	DC: 16, Will negates	1 standard action	Instantaneous; see text	15 ft.	V, S, M	CR: p.256
<i>School:</i> Illusion (Pattern) [Mind-Affecting]	SR: Yes	<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> A vivid cone of clashing colors springs forth from your hand, causing creatures to become stunned, perhaps also blinded, and possibly knocking them unconscious.						
■■■■■ <a href="#">Enlarge Person</a>	DC: 15, Fortitude negates	1 round	1 minutes [D]	Close (25 ft.)	V, S, M	CR: p.277
<i>School:</i> Transmutation	SR: Yes	<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8.						
■■■■■ <a href="#">*Grease</a>	DC: 16, See text	1 standard action	2 minutes [D]	Close (30 ft.)	V, S, M	CR: p.291
<i>School:</i> Conjuration, EarthSchool (Creation)	SR: No	<i>Target:</i> One object or 10-ft. square			<i>Caster Level:</i> 2	<i>Concentration:</i> +6
<i>Effect:</i> A grease spell covers a solid surface with a layer of slippery grease.						
■■■■■ <a href="#">*Mage Armor</a>	DC: 15, Will negates (harmless)	1 standard action	1 hours [D]	Touch	V, S, F	CR: p.306
<i>School:</i> Conjuration (Creation) [Force]	SR: No	<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.						
■■■■■ <a href="#">Magic Missile</a>		1 standard action	Instantaneous	Medium (110 ft.)	V, S	CR: p.309
<i>School:</i> Evocation [Force]	SR: Yes	<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> 1 missiles that do 1d4+1 damage each.						
■■■■■ <a href="#">Silent Image</a>	DC: 17, Will disbelief (if interacted with)	1 standard action	Concentration	Long (480 ft.)	V, S, F	CR: p.343
<i>School:</i> Illusion (Figment)	SR: No	<i>Target:</i> Visual figment that cannot extend beyond 6 10-ft. cubes [S]			<i>Caster Level:</i> 2	<i>Concentration:</i> +6
<i>Effect:</i> This spell creates the visual illusion of an object, creature, or force, as visualized by you.						
■■■■■ <a href="#">Sleep</a>	DC: 15, Will negates	1 round	1 minutes	Medium (110 ft.)	V, S, M	CR: p.344
<i>School:</i> Enchantment (Compulsion) [Mind-Affecting]	SR: Yes	<i>Target:</i> One or more living creatures within a 10-ft.-radius burst			<i>Caster Level:</i> 1	<i>Concentration:</i> +5
<i>Effect:</i> A sleep spell causes a magical slumber to come upon 4 HD of creatures.						

\* =Domain/Specialty Spell

## Innate

- ☐ Dancing Lights (DC:)
- ☐ Ghost Sound (DC:10)
- ☐ Prestidigitation (DC:10)
- ☐ Speak with Animals (DC:)

## Spellbook: Spellbook (Wizard's/Blank)

Wizard

### Level 0

- ☐ \*Acid Splash (DC:)
- ☐ Arcane Mark (DC:)
- ☐ Dancing Lights (DC:)
- ☐ Daze (DC:14)
- ☐ Detect Magic (DC:)
- ☐ Detect Poison (DC:)
- ☐ Flare (DC:14)
- ☐ Ghost Sound (DC:16)
- ☐ Haunted Fey Aspect (DC:)
- ☐ Light (DC:)
- ☐ Mage Hand (DC:)
- ☐ Mending (DC:14)
- ☐ Message (DC:)
- ☐ Open/Close (DC:14)
- ☐ Prestidigitation (DC:14)
- ☐ Ray of Frost (DC:)
- ☐ Read Magic (DC:)
- ☐ Spark (DC:14)

### Level 1

- ☐ Color Spray (DC:16)
- ☐ Enlarge Person (DC:15)
- ☐ Feather Fall (DC:15)
- ☐ \*Grease (DC:16)
- ☐ \*Mage Armor (DC:15)
- ☐ Magic Missile (DC:)
- ☐ Protection from Evil (DC:15)
- ☐ Silent Image (DC:17)
- ☐ Sleep (DC:15)
- ☐ \*Unseen Servant (DC:)

## Spellbook: Prepared Spells

Wizard

### Level 0

- ☐ Daze (DC:14)
- ☐ Detect Magic (DC:)
- ☐ Prestidigitation (DC:14)

### Level 1

- ☐ \*Grease (DC:16)
- ☐ Silent Image (DC:17)
- ☐ Sleep (DC:15)

## Spellbook: Alternative Prepared Spells (Battle Heavy) (requires announcement)

Wizard

### Level 0

- ☐ Daze (DC:14)
- ☐ Detect Magic (DC:)
- ☐ Prestidigitation (DC:14)

### Level 1

- ☐ Color Spray (DC:16)
- ☐ \*Mage Armor (DC:15)
- ☐ Sleep (DC:15)

Chomsky Greibach



Gnome
RACE
64
AGE
Male
GENDER
Low-Light Vision
VISION
Neutral Good
ALIGNMENT
Right
DOMINANT HAND
3' 8"
HEIGHT
43 lbs.
WEIGHT
Purple
EYE COLOUR
White
SKIN COLOUR
Purple, Shoulder length
HAIR
PHOBIAS
Eccentric, Impulsive
PERSONALITY TRAITS
Languages, Spells
INTERESTS
Fast, unusual vocabulary,
SPOKEN STYLE / CATCH PHRASE
RESIDENCE
Wandering
LOCATION
None
REGION

Description:  
Biography: