## Character Info

**Name:** Elkfor Wildwood

**Class:** Wizard 1

**Favored Class:**

**Race:** Hobgoblin

**Alignment:** LN

**Deity:** Nethys

**Size:** M

**Hair:** Black

**Eyes:** Black

**Height:** 4ft

**Weight:** 85lbs

**Hometown:** Grundlethorp

**Languages:** Abyssal

## Ability Scores

| Ability | Total | Modifier | Tem |
|---------|-------|----------|-----|
| STR | 8 | -1 | |
| DEX | 12 | +1 | |
| CON | 12 | +1 | |
| INT | 20 | +5 | |
| WIS | 10 | 0 | |
| CHA | 10 | 0 | |

## Skills

| Class Skill | Skill (* = Trained Only) | Ranks | Ability | Bonuses | AC Penalty | Total |
|---|---|---|---|---|---|---|
| ☐ | Acrobatics | - | 1 DEX | 0 | - | 1 |
| ☑ | Appraise | - | 5 INT | 0 | - | 5 |
| ☐ | Bluff | - | 0 CHA | 0 | - | 0 |
| ☐ | Climb | - | -1 STR | 0 | - | -1 |
| ☑ | Craft () | - | 5 INT | 0 | - | 5 |
| ☐ | Diplomacy | - | 0 CHA | 0 | - | 0 |
| ☐ | Disable Device* | - | 1 DEX | 0 | - | 1 |
| ☐ | Disguise | - | 0 CHA | 0 | - | 0 |
| ☐ | Escape Artist | - | 1 DEX | 0 | - | 1 |
| ☑ | Fly | - | 1 DEX | 0 | - | 1 |
| ☐ | Handle Animal* | - | 0 CHA | 0 | - | 0 |
| ☐ | Heal | - | 0 WIS | 0 | - | 0 |
| ☐ | Intimidate | - | 0 CHA | 0 | - | 0 |
| ☑ | Knowledge (arcana)* | - | 5 INT | 0 | - | 5 |
| ☑ | Knowledge (dungeoneering)* | - | 5 INT | 0 | - | 5 |
| ☑ | Knowledge (engineering)* | - | 5 INT | 0 | - | 5 |
| ☑ | Knowledge (geography)* | - | 5 INT | 0 | - | 5 |
| ☑ | Knowledge (history)* | - | 5 INT | 0 | - | 5 |
| ☑ | Knowledge (local)* | - | 5 INT | 0 | - | 5 |
| ☑ | Knowledge (nature)* | - | 5 INT | 0 | - | 5 |
| ☑ | Knowledge (nobility)* | - | 5 INT | 0 | - | 5 |
| ☑ | Knowledge (planes)* | - | 5 INT | 0 | - | 5 |
| ☑ | Knowledge (religion)* | - | 5 INT | 0 | - | 5 |
| ☑ | Linguistics | - | 5 INT | 0 | - | 5 |
| ☐ | Perception | - | 0 WIS | 0 | - | 0 |
| ☐ | Perform () | - | 0 CHA | 0 | - | 0 |
| ☑ | Profession ()* | - | 0 WIS | 0 | - | 0 |
| ☐ | Ride | - | 1 DEX | 0 | - | 1 |
| ☐ | Sense Motive | - | 0 WIS | 0 | - | 0 |
| ☐ | Sleight of Hand* | - | 1 DEX | 0 | - | 1 |
| ☑ | Spellcraft* | - | 5 INT | 0 | - | 5 |
| ☑ | Stealth | - | 1 DEX | 4 | - | 5 |
| ☐ | Survival | - | 0 WIS | 0 | - | 0 |
| ☐ | Swim | - | -1 STR | 0 | - | -1 |
| ☐ | Use Magic Device* | - | 0 CHA | 0 | - | 0 |

## Racial Abilities

Sneaky

Darkvision

## Class Features

Spellcasting (Wizard)

Cantrips

Spellbook

Bonus Languages

Arcane Bond (Bonded Item)

Arcane School (Void, Fire)

Scribe Scroll

## Feats

Creative Destruction

## Traits

Focused Burn

Arcane Temper

## Misc Ability/Skill Bonuses

**Intimidate**

**Inherent:** You gain a +4 bonus on Intimidate checks if you are larger than your target, and a –4 penalty on Intimidate checks if you are smaller than your target.

## Combat Info

| HP | 7 | | | | AC | 11 | | 10 | 11 |
|---|---|---|---|---|---|---|---|---|---|
| | Max | Current | Nonlethal | Temp | | | Temp Bonus | Flat-Footed | Touch |

Situational Bonuses

## Saves

| Fort Save | 1 | | Reflex Save | 1 | | Will Save | 2 | |
|---|---|---|---|---|---|---|---|---|
| | Total | Temp | | Total | Temp | | Total | Temp |

Situational Bonuses

**All Saves**

**Void Awareness:** +2 bonus (insight) vs. spells and spell-like abilities

## CMD

**CMD**

| 10 | |
|---|---|
| Total | Temp |

Situational Bonuses

## Combat Info

### Info

**Initiative:** 2

**BAB:** 0

**AoO/Rd:** 1

**CMB:** -1

### Speed

**Base Speed:** 30

**Charge Speed:** 60

**Run Speed:** 120

### Senses

**Darkvision: 60 Ft.**

### Size and Reach

**Size:** medium

**Space:** 5 ft.

**Reach:** 5

### Resistances and Weaknesses

None

### Immunities

*Other Actions*

**Times per day**

☐

ST

## Bonded Object Spell

Cast any spell in your spellbook, except those from your opposition schools.

**Times per day**

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

ST

## Reveal Weakness

Select a foe within 30 feet. That creature takes a -1 penalty to AC and saving throws for 1 round.

## Creative Destruction

When you cast an evocation spell that deals damage, you gain a number of temporary hit points equal to the total number of dice used to determine the damage caused by the spell. These last for 1 hour and do not stack.

FR

## Charge

Move up to double your movement in a straight line and attack once, gaining **+2** to your attack roll, but taking **-2** to AC until the beginning of your next turn.

ST

## Fight Defensively

You can choose to fight defensively, giving you a -**4** penalty on all attacks in a round to gain a +**2** dodge bonus to AC until the start of your next turn.

## Fight Defensively (Full Round)

You can choose to fight defensively, giving you a -**4** penalty on all attacks in a round to gain a +**2** dodge bonus to AC until the start of your next turn.

## Total Defense

ST

You can choose to take the total defense action, gaining a +**4** dodge bonus to AC for 1 round. You can't make attacks of opportunity while using total defense.
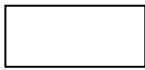
## Aid Another
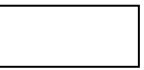
ST

You can assist an ally with their attack roll if you are in a position to make a melee attack against the same creature. Roll against AC 10 and if you succeed your ally gains a +**2** bonus on their attack roll or +**2** bonus to AC against that opponent's next attack. Additionally, you can assist an ally with a skill check, saving throw, etc by making the same check against DC 10. This grants a +**2** bonus.
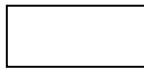
*Spellcasting*

*Wizard Spellcasting*

## Spellcasting Statistics

**Touch:** -1

**Ranged Touch:** +1

**Ray:** +1

**Caster Level Check (Wizard):** +1

**Concentration Check (Wizard):** +7

*Inventory*
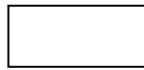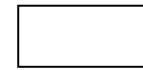
| | | | | | | |
|---|---|---|---|---|---|---|
| Platinum | Looted This Session | Gold | Looted This Session | Silver | Looted This Session | Copper |
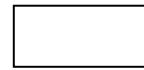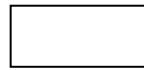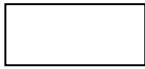
Looted This Session

## Encumbrance Info

| Estimated Weight Of Equipment: 0 | Light (< 26 Lbs.) | Medium (< 53 Lbs.) | Heavy (< 80 Lbs.) |
|---|---|---|---|

| Item | Weight | Quantity (total) |
|---|---|---|