

Elf Wizard Evil



Male Elf Wizard 7 - CR 6

Neutral Evil Humanoid (Elf); Age: **148**; Height: **6'**; Weight: **124lb.**

| Ability | Score | Modifier | Temporary |
|----------------------------|--------------|--------------|-----------|
| STR STRENGTH | 10 | 0 | |
| DEX DEXTERITY | 18 | +4 | |
| CON CONSTITUTION | 16 | +3 | |
| INT INTELLIGENCE | 20/24 | +5/+7 | |
| WIS WISDOM | 10 | 0 | |
| CHA CHARISMA | 10 | 0 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|---------------------------------------|-----------|------|-----------|-----------|-----------|------|-------|
| FORTITUDE (CONSTITUTION) | +6 | = | +2 | +3 | +1 | | |
| Elven Immunities: +2 vs. enchantments | | | | | | | |
| REFLEX (DEXTERITY) | +7 | = | +2 | +4 | +1 | | |
| Elven Immunities: +2 vs. enchantments | | | | | | | |
| WILL (WISDOM) | +6 | = | +5 | | +1 | | |
| Elven Immunities: +2 vs. enchantments | | | | | | | |

| Elven Immunities | | Elven Immunities - Sleep | | | | | | | |
|--------------------|-----------|--------------------------|--------------|-----------|-----------|-----------|--------|-----------|------|
| Total | | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
| AC | 16 | = | | | +4 | | | +2 | |
| Touch AC | 16 | | | | | | | | |
| | | Flat-Footed AC | | | | | | | |
| CM Bonus | +3 | = | +3 | 0 | | | | | |
| CM Defense | 19 | = | 10 | +3 | 0 | +4 | | | |
| Base Attack | | | +3 | | | | | | |
| HP | | | | | | 70 | | | |
| Initiative | | | +4 | | | | | | |
| Speed | | | 30 ft | | | | | | |

Masterwork Dagger

Mainhand: **+4, 1d4** Crit: 19-20/x2
Rng: 10'
Ranged: **+8, 1d4** Light, P/S

Masterwork Light crossbow

Ranged: **+6, 1d8** Crit: 19-20/x2
Rng: 80'
Ranged, Both Hands: **+8, 1d8** 2-Hand, P

Quarterstaff

Both Hands: **+3, 1d6** Crit: x2
Double: **-1 (Off: -5), 1d6/1d6** Double, B, Monk

| Skill Name | Total | Ability | Ranks | Temp |
|---|------------|---------|-------|------|
| Acrobatics | +4 | DEX (4) | - | |
| Appraise | +11 | INT (7) | 1 | |
| Bluff | +0 | CHA (0) | - | |
| Climb | +0 | STR (0) | - | |
| Diplomacy | +0 | CHA (0) | - | |
| Disable Device | - | DEX (4) | - | |
| Disguise | +0 | CHA (0) | - | |
| Escape Artist | +4 | DEX (4) | - | |
| Fly | +14 | DEX (4) | 7 | |
| Handle Animal | - | CHA (0) | - | |
| Heal | +0 | WIS (0) | - | |
| Intimidate | +0 | CHA (0) | - | |
| Knowledge (arcana) | +17 | INT (7) | 7 | |
| Knowledge (dungeoneering) | +13 | INT (7) | 3 | |
| Knowledge (engineering) | +13 | INT (7) | 3 | |
| Knowledge (geography) | +14 | INT (7) | 4 | |
| Knowledge (history) | +14 | INT (7) | 4 | |
| Knowledge (local) | +14 | INT (7) | 4 | |
| Knowledge (nature) | +14 | INT (7) | 4 | |
| Knowledge (nobility) | +14 | INT (7) | 4 | |
| Knowledge (planes) | +14 | INT (7) | 4 | |
| Knowledge (religion) | +14 | INT (7) | 4 | |
| Linguistics | - | INT (7) | - | |
| Perception | +9 | WIS (0) | 7 | |
| Ride | +4 | DEX (4) | - | |
| Sense Motive | +0 | WIS (0) | - | |
| Sleight of Hand | - | DEX (4) | - | |
| Spellcraft | +17 | INT (7) | 7 | |
| Elven Magic: +2 to determine the properties of a magic item | | | | |
| Stealth | +4 | DEX (4) | - | |
| Survival | +0 | WIS (0) | - | |
| Swim | +0 | STR (0) | - | |
| Use Magic Device | - | CHA (0) | - | |

Feats, Traits & Flaws

- Combat Casting**
+4 to Concentration checks to cast while on the defensive.
- Craft Wand**
You can create magic wands.
- Elven Weapon Proficiencies**
You are proficient with the Longsword, Rapier, Longbow (including Composite Longbow) and Shortbow (including Composite Shortbow).
- Eschew Materials**
Cast spells without materials, if component cost is 1 gp or less.
- Greater Spell Penetration**
+2 to caster level checks to overcome spell resistance.
- Scribe Scroll**
You can create magic scrolls.
- Spell Penetration**
+2 to caster levels checks to overcome spell resistance.

Feats, Traits & Flaws

Wizard Weapon Proficiencies

You are proficient with the Dagger, Crossbow (Light and Heavy) and Quarterstaff.

Gear

Total Weight Carried: 13/100lbs, Light Load (Light: 33lbs, Medium: 66lbs, Heavy: 100lbs)

| | |
|---|----------|
| Acid | 1 lb |
| Antitoxin | - |
| Bedroll <In: Handy haversack (39 @ 17.36 lbs)> | 5 lbs |
| Chalk <In: Handy haversack (39 @ 17.36 lbs)> | - |
| Cloak of resistance +1 | 1 lb |
| Crossbow bolts x20 <In: Handy haversack (39 @ 17.36 lbs)> | 0.1 lbs |
| Everburning torch <In: Handy haversack (39 @ 17.36 lbs)> | 1 lb |
| Explorer's Outfit (Free) | - |
| Handy haversack (39 @ 17.36 lbs) | 5 lbs |
| Headband of vast intelligence +4 (Knowledge [arcana], | 1 lb |
| Ink, black <In: Handy haversack (39 @ 17.36 lbs)> | - |
| Inkpen <In: Handy haversack (39 @ 17.36 lbs)> | - |
| Masterwork Dagger <In: Handy haversack (39 @ 17.36 lbs)> | 1 lb |
| Masterwork Light crossbow <In: Handy haversack (39 @ 17.36 lbs)> | 4 lbs |
| Money <In: Handy haversack (39 @ 17.36 lbs)> | 0.36 lbs |
| Oil | 1 lb |
| Paper x5 <In: Handy haversack (39 @ 17.36 lbs)> | - |
| Potion of barkskin +3 | - |
| Potion of cure moderate wounds | - |
| Quarterstaff | 4 lbs |
| Ring of protection +2 | - |
| Scroll of Displacement <In: Handy haversack (39 @ 17.36 lbs)> | - |
| Scroll of Fly <In: Handy haversack (39 @ 17.36 lbs)> | - |
| Scroll of Haste <In: Handy haversack (39 @ 17.36 lbs)> | - |
| Scroll of See Invisibility <In: Handy haversack (39 @ 17.36 lbs)> | - |
| Tindertwig <In: Handy haversack (39 @ 17.36 lbs)> | - |
| Waterskin <In: Handy haversack (39 @ 17.36 lbs)> | 4 lbs |

Special Abilities

Arcane Bond (Ring of protection +2) (1/day) (Sp)

Wizards who select a bonded object begin play with one at no cost. Objects that are the subject of an arcane bond must fall into one of the following categories: amulet, ring, staff, wand, or weapon. These objects are always masterwork

Elven Magic

+2 racial bonus on caster checks to overcome spell resistance. +2 to spellcraft checks to determine the properties of a magic item.

Enchantment

You must spend 2 slots to cast spells from the Enchantment school.

Evocation

Evokers revel in the raw power of magic, and can use it to create and destroy with shocking ease.

Force Missile (10/day) (Sp)

As a standard action you can unleash a force missile that automatically strikes a foe, as *magic missile*. The force missile deals 1d4 points of damage plus the damage from your intense spells evocation power. This is a force effect. You can

Intense Spells +3 (Su)

Whenever you cast an evocation spell that deals hit point damage, add 1/2 your wizard level to the damage (minimum +1). This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or

Low-Light Vision

See twice as far as a human in low light, distinguishing color and detail.

Necromancy

You must spend 2 slots to cast spells from the Necromancy school.

Tracked Resources

| | |
|-----------|--------------------------|
| Acid | <input type="checkbox"/> |
| Antitoxin | <input type="checkbox"/> |

Experience & Wealth

Experience Points: 35000/51000

Current Cash: 3 GP, 6 SP, 9 CP

Tracked Resources

| | |
|--|--|
| Arcane Bond (Ring of protection +2) (1/day) (Sp) | <input type="checkbox"/> |
| Crossbow bolts | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Force Missile (10/day) (Sp) | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Masterwork Dagger | <input type="checkbox"/> |
| Potion of barkskin +3 | <input type="checkbox"/> |
| Potion of cure moderate wounds | <input type="checkbox"/> |
| Tindertwig | <input type="checkbox"/> |

Languages

| | |
|-----------|--------|
| Celestial | Gnome |
| Common | Goblin |
| Draconic | Orc |
| Elven | Sylvan |
| Gnoll | |

Spells & Powers

Wizard Spell DC: 17 + spell level

CL: 7 (vs. SR: +13, Concentration: +14)

Melee Touch +3 Ranged Touch +7

Maximum Wizard spells per day: 4/*x0; 6x1; 5x2; 4x3; 2x4

Wizard 0: Ray of Frost, Read Magic, Mage Hand, Detect Magic

Wizard 1: Magic Missile, Magic Missile, Magic Missile, Shield, Mage Armor, Burning Hands (DC 18), Feather Fall (DC 18)

Wizard 2: Bull's Strength, Scorching Ray, Scorching Ray, Invisibility, Invisibility, Glitterdust

Wizard 3: Haste, Slow (DC 20), Fireball (DC 20), Fireball (DC 20), Fly

Wizard 4: Dimension Door, Shout (DC 21), Shout (DC 21)