

## Elf Wizard Evil

### Male Elf Wizard 7 - CR 6

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

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

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

Elven Immunities		Elven Immunities - Sleep						
Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 16 =			+4			+2		
<b>Touch AC</b> 16	<b>Flat-Footed AC</b> 12							
	BAB	Strength	Size	Misc				
<b>CM Bonus</b> +3 =	+3	0	-	-				
	BAB	Strength	Dexterity	Size				
<b>CM Defense</b> 19 = 10	+3	0	+4	-				
<b>Base Attack</b>	+3		<b>HP</b>	70				
<b>Initiative</b>	+4		Damage / Current HP					
<b>Speed</b>	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
<b>Acrobatics</b>	+4	DEX (4)	-	
<b>Appraise</b>	+11	INT (7)	1	
<b>Bluff</b>	+0	CHA (0)	-	
<b>Climb</b>	+0	STR (0)	-	
<b>Diplomacy</b>	+0	CHA (0)	-	
<b>Disable Device</b>	-	DEX (4)	-	
<b>Disguise</b>	+0	CHA (0)	-	
<b>Escape Artist</b>	+4	DEX (4)	-	
<b>Fly</b>	+14	DEX (4)	7	
<b>Handle Animal</b>	-	CHA (0)	-	
<b>Heal</b>	+0	WIS (0)	-	
<b>Intimidate</b>	+0	CHA (0)	-	
<b>Knowledge (arcana)</b>	+17	INT (7)	7	
<b>Knowledge (dungeoneering)</b>	+13	INT (7)	3	
<b>Knowledge (engineering)</b>	+13	INT (7)	3	
<b>Knowledge (geography)</b>	+14	INT (7)	4	
<b>Knowledge (history)</b>	+14	INT (7)	4	
<b>Knowledge (local)</b>	+14	INT (7)	4	
<b>Knowledge (nature)</b>	+14	INT (7)	4	
<b>Knowledge (nobility)</b>	+14	INT (7)	4	
<b>Knowledge (planes)</b>	+14	INT (7)	4	
<b>Knowledge (religion)</b>	+14	INT (7)	4	
<b>Linguistics</b>	-	INT (7)	-	
<b>Perception</b>	+9	WIS (0)	7	
<b>Ride</b>	+4	DEX (4)	-	
<b>Sense Motive</b>	+0	WIS (0)	-	
<b>Sleight of Hand</b>	-	DEX (4)	-	
<b>Spellcraft</b>	+17	INT (7)	7	
Elven Magic: +2 to determine the properties of a magic item				
<b>Stealth</b>	+4	DEX (4)	-	
<b>Survival</b>	+0	WIS (0)	-	
<b>Swim</b>	+0	STR (0)	-	
<b>Use Magic Device</b>	-	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)