

**ABILITIES**

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◀RACE ABILITIES▶

- ELVEN IMMUNITIES: Immune to magic sleep effects and get a +2 racial saving throw bonus vs. enchantment spells and effects (Core 21)
- ELVEN MAGIC: +2 racial bonus on caster level checks made to overcome spell resistance; and +2 racial bonus on Appraise skill checks made to identify the properties of magic items (Core 22)
- ELVEN KEEN SENSES: +2 racial bonus on Perception checks and have a chance to detect secret doors without actively looking (Core 22)
- LOW-LIGHT VISION: Can see twice as far as humans in dim light (Core 22)
- ELVEN WEAPON FAMILIARITY: Gain proficiency in longbows (including composite), longswords, rapiers, and shortbows (including composite). "Elven" named weapons are treated as martial weapons (Core 22)
- MEDIUM-SIZED: You have a natural reach of 5' and you occupy a 5' space (Core 179)

◀CLASS ABILITIES▶

- WIZARD SPELL ABILITY: Prepare (1 hour of studying spell book after getting 8 hours of sleep) and cast wizard arcane spells. Save DC's for wizard spells are Intelligence based (Read magic can be prepared from memory) (Core 78)
- ARCANE SCHOOL: You have chosen to specialize in the Conjuration school of magic and you gain school powers (Core 78)
- OPPOSED SCHOOLS: You have sacrificed arcane studies in the 'opposed' schools of Divination and Necromancy, to specialize in a school of magic. To prepare a spell from an opposed school you must expend 2 spell slots of the same level. You also suffer a -4 penalty to any Craft checks made when crafting a magical item that requires a spell from 1 of these schools (Core 79)
- BONUS SPECIALTY SPELLS: You gain an additional spell slot of each level you can cast from. The spells you prepare must be in your spellbook. These spells can be modified by metamagic feats, however they use the appropriate higher level spell slot (Core 79)
- WIZARD CANTRIPS: Can cast any prepared wizard cantrips at will (an opposed school cantrip uses up 2 slots) (Core 79)
- WIZARD FAMILIAR (Ex): Gain a familiar which serves you and grants some special abilities (Hawk: Gain +3 bonus on sight-based and opposed Perception checks in bright light) (Core 78)
- SPELLBOOK: You must study your spellbook each day to prepare spells. You can not prepare any spells that are not recorded in your spellbook (except for Read Magic which you can prepare from memory). You start with all 0-level spells and 3, 1st level spells. At each new wizard level you gain 2 more spells for your book of any spell level that you can cast. The process and cost for adding spells from spellbooks and scrolls to your spellbook is detailed on page 219 (Core 79)

◀SCHOOL POWERS▶

- ACID DART (Sp): Unleash an acid dart on a foe within 30' as a ranged touch attack, as a standard action causing 1d6 acid damage, and ignores spell resistance. Usable 7/day (Core 80)  
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- SUMMONER'S CHARM (Su): Duration of conjuration (summoning) spells is increased by 1 rounds (Core 80)

◀FEATS▶

- Alertness: +2 bonus on Perception and Sense Motive checks (+4 if 10 ranks or more) (Core 117)
- Improved initiative: +4 bonus on initiative checks (Core 127)
- Scribe Scroll: Create magic scrolls (Core 132)

◀TRAITS▶

- Natural-Born Leader (Basic - Social): All cohorts, followers, or summoned creatures under your leadership gain a +1 morale bonus on Will saves to avoid mind-affecting effects. If you ever take the Leadership feat, you gain a +1 trait bonus to your Leadership score.
- Desperate Focus (Basic - Magic): +2 trait bonus on concentration checks.

<b>AC Bonus:</b>
<b>Specifics:</b>
<b>Details:</b>
<b>Statistics:</b>
<small>NOTES</small>

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<b>AMMUNITION</b>
Bolt x20
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<b>Longsword</b>
<b>Attack:</b> +0 (Melee)
<b>Damage:</b> 1d8 (slashing)
<b>Extra:</b>
<b>Critical:</b> 19-20/x2
<small>SPECIFICS</small>
<b>Details:</b> Medium-Size; Proficient
<b>Wielded:</b> Primary Hand Melee Attack
<b>Statistics:</b> Hardness 10; Hit Points 5; Weight 4 lb
<small>FEATS APPLIED</small>
<small>NOTES</small>

<b>Light Crossbow</b>
<b>Attack:</b> +2 (Ranged 80')
<b>Damage:</b> 1d8 (piercing)
<b>Extra:</b>
<b>Critical:</b> 19-20/x2
<small>SPECIFICS</small>
<b>Details:</b> Medium-Size; Proficient
<b>Wielded:</b> Two-Handed Ranged Attack
<b>Statistics:</b> Hardness 5; Hit Points 5; Weight 4 lb
<small>FEATS APPLIED</small>
<small>NOTES</small>
Loading is a move action that provokes attack of opportunity. Treated as a light weapon for two-weapon fighting purposes. Suffer a -2 attack penalty if fired with 1 hand. Requires 2 hands to load.

<b>Attack:</b>
<b>Damage:</b>
<b>Extra:</b>
<b>Critical:</b>
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## BEREN INGLORION

Elf Male

Medium-sized Humanoid (Elf)

Wizard 1

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### STATISTICS

Str 10 (+0); Dex 15 (+2); Con 11 (+0); Int 18 (+4); Wis 14 (+2); Cha 9 (-1)

Alignment: Neutral

Movement: Ground 30'; Run x4

Senses: Low-light vision

Languages: Auran, Taldane, Draconic, Elven, Goblin, Orc, Sylvan

Initiative :+6

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### SKILLS

Acrobatics +2, Appraise +8, Bluff -1, Climb +0, Craft (untrained) +4, Craft (alchemy) +8, Diplomacy -1, Disguise -1, Escape Artist +2, Fly +2, Heal +2, Intimidate -1, Knowledge (arcana) +8, Knowledge (nature) +8, Linguistics +8, Perception +6, Perform (untrained) -1, Profession (brewer) +6, Ride +2, Sense Motive +4, Spellcraft +8, Stealth +2, Survival +2, Swim +0

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### FEATS

Alertness, Improved initiative, Scribe Scroll

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### DEFENSE

HP: 10

AC: 12, touch 12, flat-footed 10 (base +10; dex +2)

CMD: 12 (base +10; dex +2)

Saves: Fort +0, Ref +2, Will +4; (+2 racial bonus vs enchantments)

Immunities: magical sleep

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### OFFENSE

Base Attack: +0; CMB +0

Melee: longsword +0 (1d8 / 19-20/x2)

Ranged: light crossbow +2 (1d8 / 19-20/x2)

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### SPECIAL ABILITIES

School Specialty: Conjuraction; Opposed Schools: Divination and Necromancy; Familiar [Hawk]

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### SPELLS

Wizard Spells Prepared (CL 1, concentration +5):

1st [DC 15] -- Summon Monster I (s)

0 [DC 14] -- Ray of Frost, Disrupt Undead, Prestidigitation

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### GEAR

Arms: longsword; light crossbow; bolt x20

General Gear: inkpen; ink (1 oz. vial); candle; case, map or scroll; chalk, 1 piece;

flask; oil (1-pint flask); rope, hemp (50 ft.); spell component pouch; spellbook,

wizard's (blank); acid (flask); tindertwig

Spellbook:

●0th Level Spells: Read Magic; Acid Splash; Arcane Mark; Bleed; Cloak of Shade; Dancing Lights; Daze; Detect Magic; Detect Poison; Disrupt Undead; Flare; Ghost Sound; Light; Mage Hand; Message; Open/Close; Prestidigitation; Ray of Frost; Resistance; Spark; Touch of Fatigue

●1st Level Spells: Summon Monster I

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### FAMILIAR

Hawk, N Tiny Animal; Initiative +3, Space 2,5', Reach 0'; AC 16, touch 15, flat-footed 13; HP 5 (half master's), Normal HD 1, Effects HD 1; Fort +2, Ref +5, Will +4; Speed: 10', Fly (Average) 60'; Melee: 2 Talons +5 (1d4-2) ; Str 6, Dex 17, Con 11, Int 6, Wis 14, Cha 7; BAB +0, CMB +1, CMD 9; Feats: Weapon finesse; Skills: Appraise -1, Fly +7, Linguistics -1, Perception +10, Spellcraft -1, Survival +3, Knowledge (arcana) -1, Knowledge (nature) -1; Special Qualities: low-light vision; Special Abilities: alertness, improved evasion, share spells, empathic link

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### NOTES

SKILLS: +2 Spellcraft checks to identify magic item properties