

## Character: Mysterious Stranger

Player: Rocco

Male Human Wizard 2 - Neutral Good - 3 XP

### Ability Scores

Strength	<b>10</b>	<b>0</b>	STR modifier
Dexterity	<b>14</b>	<b>+2</b>	DEX modifier
Constitution	<b>13</b>	<b>+1</b>	CON modifier
Intelligence	<b>18</b>	<b>+4</b>	INT modifier
Wisdom	<b>12</b>	<b>+1</b>	WIS modifier
Charisma	<b>10</b>	<b>0</b>	CHA modifier

### Racial Traits

Speed: 30 ft. (6 sq.); +2 to One Ability Score: Intelligence; Bonus Feat; Bonus Skill Ranks

### Skills

	Total	Class Skill?	Ability	Ranks	Misc
Acrobatics	<b>+2</b>		<b>+2</b>		
Bluff	<b>+0</b>				
Climb	<b>+0</b>				
Diplomacy	<b>+0</b>				
† Disable Device	<b>-</b>		<b>+2</b>		<b>-2</b>
Heal	<b>+1</b>		<b>+1</b>		
Knowledge (Arcana)	<b>+9</b>	•	<b>+4</b>	<b>+2</b>	<b>+3</b>
Knowledge (Dungeoneering)	<b>+9</b>	•	<b>+4</b>	<b>+2</b>	<b>+3</b>
Knowledge (Geography)	<b>+9</b>	•	<b>+4</b>	<b>+2</b>	<b>+3</b>
Knowledge (History)	<b>+9</b>	•	<b>+4</b>	<b>+2</b>	<b>+3</b>
Knowledge (Local)	<b>+9</b>	•	<b>+4</b>	<b>+2</b>	<b>+3</b>
Knowledge (Nature)	<b>+9</b>	•	<b>+4</b>	<b>+2</b>	<b>+3</b>
Knowledge (Religion)	<b>+8</b>	•	<b>+4</b>	<b>+1</b>	<b>+3</b>
Perception	<b>+2</b>		<b>+1</b>	<b>+1</b>	
Ride	<b>+2</b>		<b>+2</b>		
Sense Motive	<b>+1</b>		<b>+1</b>		
Spellcraft	<b>+10</b>	•	<b>+4</b>	<b>+2</b>	<b>+4</b>
Stealth	<b>+2</b>		<b>+2</b>		
Swim	<b>+0</b>				

### Armor & Weapon Proficiencies

Crossbow (Light and Heavy), Dagger, Quarterstaff

## Character Number: 0 - 1



### Class Features

Starting	Damage / Current HP			
Hit Points	<b>15</b>			
	Total	Class	Ability	Misc
Fortitude Save	<b>+1</b>	=		<b>+1</b>
Reflex Save	<b>+4</b>	=		<b>+2</b>
Will Save	<b>+4</b>	=	<b>+3</b>	<b>+1</b>
Attack Bonus	<b>+1</b>	Skill Ranks		<b>16</b>

Arcane Bond: Masterwork Quarterstaff; Universalist; Hand of the Apprentice (7/day)

### Weapons & Attacks

	Total	=	Improved Initiative	DEX Mod
Initiative	<b>+4</b>	=	<b>+0</b>	<b>+2</b>
	Total	=	Attack Bonus	STR Mod
Melee Attack	<b>+1</b>	=	<b>+1</b>	<b>+0</b>
	Total	=	Attack Bonus	DEX Mod
Ranged Attack	<b>+3</b>	=	<b>+1</b>	<b>+2</b>

### Weapon: Arcane Bond Quarterstaff

Both Hands: **+2**, 1d6

Critical: 20/x2  
2-Hand, B

### Weapon: Crossbow, Light

Ranged, Both Hands: **+3**, 1d8

Critical: 19-20/x2  
Range Incr: 80'  
2-Hand, P

### Weapon: Dagger

Mainhand: **+1**, 1d4

Ranged: **+3**, 1d4

Critical: 19-20/x2  
Range Incr: 10'  
Light, P/S

### Weapon: Unarmed Strike

Mainhand: **+1**, 1d3

Critical: 20/x2  
Light, B

### Armor & Armor Class

	Total	=	Armor	Shield	DEX Mod	Misc
AC	<b>12</b>	=			<b>+2</b>	<b>+0</b>
Touch AC	<b>12</b>	Flat-Footed AC		<b>10</b>		

### Feats & Traits

Classically Schooled  
Lightning Reflexes  
Reactionary  
Toughness +3

## Equipment

Cash: 759 GP, 5 SP, 5 CP

Arcane Bond Quarterstaff	Lantern <Backpack>
Backpack	Oil x2 <Backpack>
Belt Pouch	Spellbook <Backpack>
Bolts, Crossbow x10	Trail Rations x3 <Backpack>
Crossbow, Light	Wand of Magic Missile
Dagger	Waterskin <Backpack>
Flint and Steel <Belt Pouch>	

## Spells & Powers

Wizard Spell DC: 14 + spell level

Melee Touch +1 Ranged Touch +3

Maximum Wizard spells per day: 4/\* x0; 3x1

Wizard 0: Detect Magic, Mage Hand, Ray of Frost, Read Magic (DC 14)

Wizard 1: Sleep (DC 15), Mage Armor (DC 15), Grease (DC 15)

**Spells in Spellbook:** Level 0: Detect Magic, Mage Hand, Ray of Frost, Read Magic, Level 1: Burning Hands, Charm Person, Detect Secret Doors, Grease, Mage Armor, Magic Missile, Mount, Sleep

## Special Abilities

Arcane Bond: Masterwork Quarterstaff

This item is automatically added to your character on the Weapons tab.

Once per day, you can use it to cast any one spell in your spellbook. You don't have to prepare this spell ahead of time - using the bonded item is like an emergency backup spell that isn't written down on your list of prepared spells. Replacing a lost or destroyed bonded item costs 200 gold pieces.

Hand of the Apprentice (7/day)

You can magically throw your melee weapon at an enemy up to 30 feet away. Your attack roll is 1d20 + attack bonus + INT. The weapon deals normal damage + STR, and instantly returns to you. You can do this a number of times per day equal to 3 + INT.

## Tracked Resources

Arcane Bond: Masterwork Quarterstaff	<input type="checkbox"/>
Bolts, Crossbow	<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"/>
Dagger	<input type="checkbox"/>
Hand of the Apprentice (7/day)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Trail Rations	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of Magic Missile	<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"/>

## Character Portrait



## Mysterious Stranger, Wizard 2 – Spells Memorized

### **Detect Magic** **Wizard 0**

**Range:** 60 ft.

**Duration:** 1 minute/level

You detect magic items and spells, or identify a magic item. On the round you cast it, you sense if any are in range. On round 2, you know how many there are. On round 3, you know exactly which things are magic. If cast on a magic item, you learn its powers.

### **Mage Hand** **Wizard 0**

**Range:** Close

**Duration:** Concentration

You can lift and move an object from a distance by pointing your finger. You can move the object 15 feet as a move action. If you move it out of range, the spell ends. You cannot use this to move an item held or worn by another creature.

### **Ray of Frost** **Wizard 0**

**Range:** Close

**Duration:** Instantaneous

You fire a ray of freezing ice from your finger. Make a ranged touch attack. If you hit, the creature takes 1d3 cold damage (roll 1d6; 1-2 means you do 1 damage, 3-4 is 2 damage, 5-6 is 3 damage).

### **Read Magic** **Wizard 0**

**Range:** Personal

**Duration:** 10 minutes/level

You can read magic scrolls and other magic writing. If you use this on a magic scroll, and the scroll has a cleric spell on it, you can cast the spell from the scroll just like it was one of your prepared spells. The Game Master has more information on magic scrolls.

### **Grease** **Wizard 1**

**Range:** 30 ft.

**Duration:** 1 minute/level

You make a 10-foot square slippery with nonflammable grease. Creatures in the area must make a Reflex save (DC 11 + your INT Mod) or fall prone. A creature in the area can move at half speed with a DC 10 Acrobatics check. Failing the check means the creature can't move and must make a Reflex save or fall prone.

### **Mage Armor** **Wizard 1**

**Range:** Touch

**Duration:** 1 hour/level

Your touched ally gains a +4 bonus to its Armor Class. If the ally is wearing armor, use this bonus or the bonus from the armor, whichever is higher.

### **Sleep** **Wizard 1**

**Range:** 100 ft.

**Duration:** 1 minute/level

Living creatures in a 10-foot radius fall asleep. The spell can affect up to 4 Hit Dice, starting with the lowest Hit Dice and ignoring unconscious, mindless, or construct creatures. Creatures can make a Will save (DC 11 + your INT Mod) to resist. Waking a sleeping creature is a standard action. Noise isn't enough to wake them.