

Name: Marku Mithrin lvl 10
Ancestry: Elf
Class: Wizard (Universalist)
Background: Noble
Special Initiative Bonus: +0
Fort: +15

Hit Points: 121
Hero Points: 1/3
Perception: +10 [Trained] [Low light]
Languages: Common, Elven, Varisian
Skills:

Played By: Scott David Gray
Gender: Male
Size: Medium 7'1" 127 lbs
Home Region: Varisia
AC: 28
Reflex: +16

Resonance: 11 OOOOO OXXXX X
Speed: 35'

PFS: #14034-1509
Age: 249
Alignment: Chaotic Good
TAC: 27
Will: +13

Spell Points: 5

Str: +3 [16]	Acrobatics: +16 [Master]	Nature: +10 [Trained]	Nobility Lore: +15 [Trained]
Dex: +4 [18]	Arcana: +19 [Master]	Occultism: +15 [Trained]	Lore:
Con: +3 [16]	Athletics: +13 [Trained]	Performance: +7	Lore:
Int: +5 [20]	Crafting: +15 [Trained]	Religion: +10 [Trained]	Lore:
Wis: +0 [10]	Deception: +7	Society: +15 [Trained]	Lore:
Cha: +1 [12]	Diplomacy: +11 [Trained]	Stealth: +13 [Trained]	Lore:
	Intimidation: +7	Survival: +6	Lore:
	Medicine: +6	Thievery: +14 [Trained]	Lore:

Weapons:

+2 2-h Elven Curve Blade:

+16/+11/+6 to hit Furious Focus: Missed attack does not count to reduce to-hit

3d8+3 [6d8+6 flat-footed for 1 round] S

Forceful: +0 [+0 flat-footed for 1 round] / +1d8 [+2d8 flat-footed for 1 round] /

+2d8 [+4d8 flat-footed for 1 round] damage

Limited Use Items:

OOOOO OOOOO OOO Healing Potion Minor [1d8]

OOOOO OOOOO Wand Dispel Magic

OOOOO **Arcane Focus** [Recall used spell]

O **Spell glove**, Touch of Idiocy +11 touch stupefied 2

OOOOO **Spell Points** [for Hand of the Apprentice]

+2 **Elven Curve Blade, Hand of the Apprentice, ranged:**

+17(+12 if second strike)

3d8+3 [6d8+6 flat-footed for 1 round] S

[Forceful: +0 [+0] (+1d8 [+2d8 flat-footed for 1 round] if second strike)

Spells:

Casting +15 DC 25

Cantrips: Memorize 5 [Heightened 5]

O Acid Splash 2d4+5 pers2 S, V

O Detect Magic S, V

X Electric Arc 2d6+5 S, V

O Ghost Sound 120' S, V

X Light Light 60' S, V

Level 1: Memorize 4

[] Burning Hands 3d6 S, V

[] Charm S, V

[] Command S, V

[] Grease S, V

[] Jump S

Level 2: Memorize 5

[1] Comprehend Language S, V

[1] Invisibility M, V

[1] Mirror Image S, V

Level 3: Memorize 3

[] Dispel Magic S, V

[1] Fireball 8d6 S, V

[] Haste S, V

[1] Lightning Bolt 5d12 S, V

[] Burning Hands H 3+4d6 S, V

Level 4: Memorize 3

[] Dimension Door S, V

[] Fly S, V

[1] Stoneskin S, V

[] Weapon Storm 5d8 S, V

[] Burning Hands H 3+6d6 S, V

[] Charm H [+any] S, V

Level 5: Memorize 3

[1] Black Tentacles M, S, V

[1] Cone of Cold 14d6 S, V

[] Elemental Form S, V

[] Sending M, S, V

[] Burning Hands H 3+8d6 S, V

[] Command H [Target 10] S, V

X Prestidigitation S, V

X Read Aura Activity

X Shield 1x/10min hardness 15 V

O Tanglefoot S, V

O Telekenetic Projection S, V

[] Mage Armor +1 AC S, V

[] Magic Missile 1d4+1 V

[] Sleep S, V

[4] True Strike V

[] Unseen Servant S, V, M

[] Touch of Idiocy S, V

[2] Burning Hands H 3+2d6 S, V

[] Mage Armor H +1+2 S, V

[] Charm H [any person] S, V

[] Jump H [target touch] S

[] Magic Missile H +1 mssl V

[1] Sleep H [really sleep] S, V

[] Comprehend Language H S, V [also speak]

[] Mage Armor H +1+3 S, V

[1] Comprehend Language H S, V [speak, 10 targets]

[] Invisibility H M, V [violence OK]

[] Fireball 8d6 H +2d6 S, V

[1] Lightning Bolt 5d12 H S, V [+1d12]

[] Magic Missile H +2 mssl V

[] Fireball 8d6 H +4d6 S, V

[] Lightning Bolt 5d12 H S, V [+2d12]

[] Dimension Door H S, V [range 1 mile]

[1] Weapon Storm 5d8 H S, V [+1d8]

Free actions:

- Maintain Balance [Acrobatics, free] +16
- Delay
- Drop Item
- Speak

Reactions:

- Grab Edge [Acrobatics, reaction] +16
- Aid [after having prepared to help]

1 Actions:

- Recall: Dubious knowledge
- Recall Knowledge [Arcana, action] +19
- Recall Knowledge [Lore, action] +15
- Recall Knowledge [Nature, action] +10
- Recall Knowledge [Occultism, action] +15
- Recall Knowledge [Religion, action] +10
- Recall Knowledge [Society, action] +15
- Balance [Acrobatics, action] +16
- Escape [Acrobatics, action] +16
- Tumble through [Acrobatics, action] +16
- Identify Magic [Arcana, trained, activity] +19 [Quick Identification]
- Break Grapple [Athletics, action] +13
- Break Open [Athletics, action] +13
- Climb [Athletics, action] +13
- Grapple [Athletics, action] +13
- High Jump [Athletics, action] +13 [Quick jump]
- Long Jump [Athletics, action] +13 [Quick Jump]
- Shove [Athletics, action] +13
- Assist
- Crawl
- Drop Prone
- Interact
- Leap
- Seek [60' hearing keen-eared]
- Step

2 Actions:

- Ready
- Hand of the Apprentice: 1 spell point (S,V)
- Detect Magic [S,V] as 3rd level spell [30' learn

3 Actions:**Activities:**

- Squeeze [Acrobatics, activity] +16
- Repair [Crafting, activity] +15
- Impersonate [Deception, activity] +7
- Gather Information [Diplomacy, activity] +11
- Make an Impression [Diplomacy, activity] +11
- Coerce [Intimidation, activity] +7
- Subsist on the Streets [Society, activity] +15
- Sense Direction [Survival, activity] +6
- Survive in the Wild [Survival, activity] +6
- Borrow an Arcane Spell [Arcana, trained, activity] +19

- Stand, provoke no reactions [Kip Up]
- Arcane Focus [Beginning of Turn 1x]
- Underwater Maurauder: Fight underwater better

- Shield Block [After a shield is raised]
- Attack of Opportunity, -2 penalty

- Swim [Athletics, action] +13
- Trip [Athletics, action] +13
- Create a Diversion [Deception, action] +7
- Lie [Deception, action] +7
- Request [Diplomacy, action] +11
- Demoralize [Intimidation, action] +7
- Administer First Aid [Medicine, action] +6
- Command an Animal [Nature, action] +10
- Handle an Animal [Nature, action] +10
- Perform [Performance, action] +7
- Conceal an Object [Stealth, action] +13
- Hide [Stealth, action] +13
- Sneak [Stealth, action] +13
- Palm an Object [Thievery, action] +14
- Steal an Object [Thievery, action] +14
- Disarm [Athletics, trained, action] +13
- Material casting [free hand]
- Somatic casting [Free hand]
- Verbal casting [Loud clear voice]
- Goggles Activate: Darkvision 10 minutes
- Stride [ignore difficult terrain 1 square]
- Strike
- Take Cover
- Breathe Deep
- Mount
- Point Out

school of highest level spell]

- Hat of Disguise [S,V] Illusory Disguise at will
- Swipe: Roll attacks against two sepaarte foes, roll damage once and apply to each that is hit.

- Learn an Arcane Spell [Arcana, trained, activity] +19
- Read Magic [Arcana, trained, activity] +19
- Learn an Occult Spell [Occultism, trained, activity] +15
- Read Esoterica [Occultism, trained, activity] +15
- Craft [Crafting, trained, activity] +15
- Create Forgery [Society, trained, activity] +15
- Decipher Writing [Society, trained, activity] +15
- Practice a Trade [Lore, trained, activity] +15
- Quick Preparation [Swap a spell in 10 minutes]