

Name: Marku Mithrin
Ancestry: Elf
Class: Wizard (Universalist)
Background: Family Friend
Special Initiative Bonus: +0
Fort: +2
Hit Points: 13
Hero Points: 1/3
Perception: +1 [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: 14
Reflex: +4
Resonance: 1
Speed: 30'

PFS: #14034-1509
Age: 249
Alignment: Chaotic Good
TAC: 14
Will: +2
Spell Points: 4

Str: +1 [12]	Acrobatics: +2	Nature: -1	Nobility Lore: +5 [Trained]
Dex: +3 [16]	Arcana: +5 [Trained]	Occultism: +5 [Trained]	Lore:
Con: +1 [12]	Athletics: +2 [Trained]	Performance: -1	Lore:
Int: +4 [18]	Crafting: +5 [Trained]	Religion: -1	Lore:
Wis: +0 [10]	Deception: -1	Society: +5 [Trained]	Lore:
Cha: +0 [10]	Diplomacy: -1	Stealth: +4 [Trained]	Lore:
	Intimidation: -1	Survival: -1	Lore:
	Medicine: -1	Thievery: +2	Lore:

Weapons:

2-h Elven Curve Blade:

+4/-1/-6 to hit

1d8+1 [2d8+2] S

[Forceful: +0 [+0] / +1 [+2] / +2 [+4] damage]

Elven Curve Blade, Hand of the Apprentice, ranged:

+5/+0/-5

1d8+4 [2d8+8] S

[Forceful: +0 [+0] / +1 [+2] / +2 [+4] damage]

Fist:

+4/+0/-4 to hit

1d4+1 [2d4+2] B Nonlethal

Agile, Finesse, Nonlethal, Unarmed

Daggers:

+4/+0/-4 to hit

1d4+1 [2d4+2] P, S

Agile, Finesse, thrown 10', Versatile S

Spells:

Casting +5 DC 15

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

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

Cantrips: Memorize 4

O Acid Splash S, V

O **Detect Magic** S, V

O Electric Arc S, V

O Ghost Sound S, V

O Light S, V

Level 1: Memorize 2

[] **Burning Hands** S, V

[] Charm S, V

[] Command S, V

[] Grease S, V

O **Prestidigitation**

S, V

O **Read Aura**

Activity

O **Shield**

V

O Tanglefoot

S, V

O Telekinetic Projection

S, V

[] **Mage Armor**

S, V

[] Magic Missile

V

[] Sleep

S, V

[] Unseen Servant

S, V, M

Free actions:

- Maintain Balance [Acrobatics, free] +2
- Delay
- Drop Item

Reactions:

- Grab Edge [Acrobatics, reaction] +2
- Aid [after having prepared to help]

1 Actions:

- Recall Knowledge [Arcana, action] +5
- Recall Knowledge [Lore, action] +5
- Recall Knowledge [Nature, action] -1
- Recall Knowledge [Occultism, action] +5
- Recall Knowledge [Religion, action] -1
- Recall Knowledge [Society, action] +5
- Balance [Acrobatics, action] +2
- Escape [Acrobatics, action] +2
- Tumble through [Acrobatics, action] +2
- Break Grapple [Athletics, action] +2
- Break Open [Athletics, action] +2
- Climb [Athletics, action] +2
- Grapple [Athletics, action] +2
- High Jump [Athletics, action] +2
- Shove [Athletics, action] +2
- Swim [Athletics, action] +2
- Trip [Athletics, action] +2
- Assist
- Crawl
- Drop Prone
- Interact
- Leap
- Seek
- Stand

2 Actions:

- Long Jump [Athletics, action] +1
- Ready

3 Actions:**Activities:**

- Squeeze [Acrobatics, activity] -2
- Repair [Crafting, activity] +5
- Impersonate [Deception, activity] -1
- Gather Information [Diplomacy, activity] -1 [Hobnobber 2x as many times]
- Make an Impression [Diplomacy, activity] -1
- Coerce [Intimidation, activity] -1
- Subsist on the Streets [Society, activity] +5
- Sense Direction [Survival, activity] -1
- Survive in the Wild [Survival, activity] -1
- Borrow an Arcane Spell [Arcana, trained,

- Speak
- Arcane Focus [Beginning of Turn 1x]

- Shield Block [After a shield is raised]

- Create a Diversion [Deception, action] -1
- Lie [Deception, action] -1
- Request [Diplomacy, action] -1
- Demoralize [Intimidation, action] -1
- Administer First Aid [Medicine, action] -1
- Command an Animal [Nature, action] -1
- Handle an Animal [Nature, action] -1
- Perform [Performance, action] -1
- Conceal an Object [Stealth, action] +4
- Hide [Stealth, action] +4
- Sneak [Stealth, action] +4
- Palm an Object [Thievery, action] +2
- Steal an Object [Thievery, action] +2
- Disarm [Athletics, trained, action] +2
- Material casting [free hand]
- Somatic casting [Free hand]
- Verbal casting [Loud clear voice]
- Step
- Stride
- Strike
- Take Cover
- Breathe Deep
- Mount
- Point Out

- Hand of the Apprentice: 1 spell point (S,V)

- activity] +5
- Identify Magic [Arcana, trained, activity] +5
- Learn an Arcane Spell [Arcana, trained, activity] +5
- Read Magic [Arcana, trained, activity] +5
- Learn an Occult Spell [Occultism, trained, activity] +5
- Read Esoterica [Occultism, trained, activity] +5
- Craft [Crafting, trained, activity] +5
- Create Forgery [Society, trained, activity] +5
- Decipher Writing [Society, trained, activity] +5
- Practice a Trade [Lore, trained, activity] +5