



CHARACTER			
NAME Marku Mithrin		PLAYER Scott David Gray	
CLASS/LEVEL Wizard 1	ANCESTRY Elf		EXPERIENCE 0
BACKGROUND Family Friend	ALIGNMENT Chaotic Good		DEITY Desna
SIZE Medium	AGE 249	HEIGHT 73	WEIGHT 127
GENDER Male	HAIR Gray	EYES Gold-flecked blue	SKIN Pale
LANGUAGE(S) Common, Elven, Varisian			

SPEED, CLASS DC, AND HERO POINTS		
SPEED	CLASS DC	HERO POINTS
30 ft.	15	1

HIT POINTS		
MAXIMUM	CURRENT	TEMPORARY
13	13	0

SENSES						
	TOTAL	ABILITY MOD	T	E	M	L
Perception	+1	=	+1	●	●	●
(Wis)						

SAVING THROWS						
	TOTAL	ABILITY MOD	T	E	M	L
Fort	+2	=	+1	●	●	●
(Con)						
Ref	+4	=	+1	●	●	●
(Dex)						
Will	+2	=	+2	●	●	●
(Wis)						

ARMOR CLASS						
	TOTAL	ABILITY MOD	T	E	M	L
AC	14	=10+3	●	●	●	●
ARMOR CLASS						
TAC	14	=10+3	●	●	●	●
TOUCH ARMOR CLASS						

SKILLS						
	TOTAL	ABILITY MOD	T	E	M	L
<input type="checkbox"/> ACROBATICS (DEX)	+2	=	+3	●	●	●
<input checked="" type="checkbox"/> ARCANA (INT)	+5	=	+4	●	●	●
<input type="checkbox"/> ATHLETICS (STR)	+2	=	+1	●	●	●
<input checked="" type="checkbox"/> CRAFTING (INT)	+5	=	+4	●	●	●
<input type="checkbox"/> DECEPTION (CHA)	-1	=	+0	●	●	●
<input type="checkbox"/> DIPLOMACY (CHA)	-1	=	+0	●	●	●
<input type="checkbox"/> INTIMIDATION (CHA)	-1	=	+0	●	●	●
<input type="checkbox"/> MEDICINE (WIS)	-1	=	+0	●	●	●
<input type="checkbox"/> NATURE (WIS)	-1	=	+0	●	●	●
<input checked="" type="checkbox"/> NOBILITY LORE (INT)	+5	=	+4	●	●	●
<input type="checkbox"/> OCCULTISM (INT)	+5	=	+4	●	●	●
<input type="checkbox"/> PERFORMANCE (CHA)	-1	=	+0	●	●	●
<input type="checkbox"/> RELIGION (WIS)	-1	=	+0	●	●	●
<input type="checkbox"/> SOCIETY (INT)	+5	=	+4	●	●	●
<input type="checkbox"/> STEALTH (DEX)	+4	=	+3	●	●	●
<input type="checkbox"/> SURVIVAL (WIS)	-1	=	+0	●	●	●
<input type="checkbox"/> THIEVERY (DEX)	+2	=	+3	●	●	●
<input checked="" type="checkbox"/> Signature skill <input type="checkbox"/> Armor check penalty applies						

ACTIONS, REACTIONS AND ACTIVITIES	
◆	Arcane Focus (1 /day) Can cast again any previously cast spell without spending a spell slot.

ABILITY SCORES		
	SCORE	ABILITY MOD
STR	12	+1
Strength		
DEX	16	+3
Dexterity		
CON	12	+1
Constitution		
INT	18	+4
Intelligence		
WIS	10	+0
Wisdom		
CHA	10	+0
Charisma		

RESONANCE POINTS				
MAXIMUM	CURRENT	OVERSPENT	CHA	LVL
1	1	0	+0	+1

EQUIPMENT	
NAME	BULK
Weapons	
(5×) Dagger (Trained)	0.5
Elven curve blade (Untrained)	2
Fist (Untrained)	
Armor	
Unarmored defense (Trained)	—
Gear	
Backpack (31 @ 2.8 blk)	L
Bedroll	L
Belt pouch (1 @ 0 blk)	—
(10×) Chalk	—
Climbing kit	1
Clothing, fine (9 @ 0.7 blk)	—
Clothing, ordinary (empty)	—
Flint and steel	—
Material component pouch (empty)	L
Spellbook	1
(5×) Rations (day)	0.5
Religious symbol, silver	L
Repair kit	—
Signal Whistle	—
(10×) Torch	L
Waterskin	L
Writing set	L
5/11 bulk	

WEALTH
0 cp 0 sp 0 gp 0 pp

WEAPONS	
NAME	WEAPON PROPERTIES
	Ranged +4 / +0 / -4 P, S
	Damage 1d4+1 P, S
	Critical 2d4+2
(5×) Dagger (Trained)	Melee +4 / +0 / -4
	Damage 1d4+1 P, S
	Critical 2d4+2
	Traits Agile, finesse, thrown (10 ft.),
	Versatile S
	Melee +2 / -3 / -8
Elven curve	Damage 1d8+1 S
blade (Untrained)	Critical 2d8+2
	Traits Elf, finesse, forceful
	Melee +2 / -2 / -6
Fist (Untrained)	Damage 1d4+1 B
	Critical 2d4+2
	Traits Agile, finesse, nonlethal, unarmed

TRADITION SPELLS	
Cantrip	
Shield	Unlimited Usage
Prestidigitation	Unlimited Usage
Detect Magic	Unlimited Usage
Read Aura	Unlimited Usage
1	
Mage Armor	Memorized x1
Burning Hands (DC 15)	Memorized x1

POWERS
1
Hand of the Apprentice (Spell Roll +5)

SPELL POINTS	
MAXIMUM	CURRENT
4	4

ACTIONS, REACTIONS AND ACTIVITIES	
◆	Arcane Focus (1 /day)
◆	Can cast again any previously cast spell without spending a spell slot.

OTHER

WEAPON PROFICIENCIES
TRAINED WEAPON PROFICIENCIES Club, Composite longbow, Composite shortbow, Crossbow, Dagger, Heavy crossbow, Longbow, Longsword, R

ARMOR PROFICIENCIES
TRAINED ARMOR PROFICIENCIES Unarmored defense

ABILITIES AND FEATS
Arcane Focus (1 /day) Can cast again any previously cast spell without spending a spell slot.
Hobnobber Gather Information twice as many times as usual during a day of downtime.
Low-Light Vision See in dim light as if it were normal light.

WEAPONS	AMMUNITION	ARMOR

GEAR	SNARES	ALCHEMICAL ITEMS	MAGIC ITEMS

EXPERIENCE POINTS		NOTES
EXPERIENCE	NEXT LEVEL	<p>Marku Mithrin was born in the elfish settlement at the base of the Irespan bridge, on the 25th day of Desnus, 4469 AR.</p> <p>=====</p> <p>Marku's family, and the other elves, were well settled. The land was good for growing the salad greens which are the staple of an elf diet, the grapes for wine which helps the decades pass easier, and the special weed which helps one, on one's wedding night, to forget that the only elves around to take to wife are third cousins or closer relations. It was also a prime location to find trinkets and artifacts of the Runelords, to sell to collectors and treasure hunters -- though of course, as demand increased and the supply began to dry up -- but, fortunately, elves make fine craftsmen, and as a boy Marku made several such "artifacts" for the shops.</p> <p>=====</p> <p>Marku was getting older, and becoming concerned that he would have to marry a third cousin. But in Marku's 137th year drastic things occurred that changed the trajectory of the world and Marku's life. Aroden died. The death of the last Azlanti, the god of humanity, indirectly impacted the trade in Runelord artifacts -- partly from a general interest in preserving ancient cultures, but also partly from a belief by many that Aroden's death would mark the return of the Runelords. But of more immediate interest to Marku and his family and village, is that the Korvosan Civil War led several Korvosan refugees to found the settlement of Magnimar. And that meant an influx of many young women who were not third cousins!</p> <p>=====</p> <p>At age 140 Marku, being young and foolish, didn't listen to the advice of his family, and married a young human woman named Livia. The first two decades passed well, and Livia gave Marku a son named Dionio and a daughter named Ilena. Livia died in early 4670, when she was just 80 years old, and Marku was 200. The last decades, watching Livia age, were not easy; but, on the other hand, the fecundity of humans means that Marku has the pleasure of being a great great grandfather many times over while still in his mid two-hundreds!</p> <p>=====</p> <p>Marku took advantage of the city growing up around him. Holding tight onto his farm-land, and enclosing more acreage, as the population grew, put him in an excellent position as a landlord as property values became dearer. He took on the whimsical and philosophical attitude of many of the long-lived races residing among humans, and became friends with "families" rather than individuals. As such, he is god-father to three generations of Deverins (a family with some holdings in Magnimar, but more in Sandpoint to the East).</p> <p>=====</p> <p>At 249 years of age, Marku understands that his life has been that of a dilettante; art, poetry, some arcane studies, and some martial studies. Years among humans has made him a little embarrassed of these distinctly elven approach to life, and he is dedicated to not wasting his centuries -- instead of simply enjoying his eternal youth, henceforward Marku intends to use each day to work and perfect himself.</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>
0 XP	3 XP	
Gained:		

EQUIPMENT DESCRIPTIONS
Weapons
Dagger
Elven curve blade
Fist
Armor
Unarmored defense
Your Unarmored Defense proficiency is here.
Gear
Backpack (31 @ 2.8 blk)
A backpack can hold up to 4 Bulk worth of items. If you are carrying or stowing a backpack rather than wearing it on your back, it has light Bulk instead of negligible.
Bedroll
Belt pouch (1 @ 0 blk)
A belt pouch can hold up to 4 items of light Bulk.
Chalk
Climbing kit
This satchel includes 50 feet of hemp rope, some pulleys, a dozen pitons, a hammer, a grappling hook, and one set of crampons. Climbing kits allow you to attach yourself to the wall you're climbing, moving half as quickly as usual (minimum 5 feet) but letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. You gain a +1 item bonus to Athletics checks to Climb while utilizing an expert climbing kit. A single kit has only enough materials for one climber; each climber needs their own kit.
Clothing, fine
Fine clothing suits a noble or royal, made with expensive fabrics, precious metals, and intricate patterns.
Clothing, ordinary
Ordinary clothing is functional and decently tailored, such as peasant garb, monk's robes, traveler's attire, or work clothes.
Flint and steel
Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be possible during an encounter. Even in ideal conditions, using flint and steel to light a flame requires at least 3 actions, and often significantly longer.
Material component pouch (empty)
This pouch contains material components for those spells that require them. Though the components are used up over time, you can refill spent components during your daily preparations.
Notes from the Palatine Eye
A spellbook holds the written knowledge necessary to learn and prepare various spells, a necessity for wizards and a useful luxury for other spellcasters looking to discover additional spells. Each spellbook can hold up to 100 spells. The Price listed is for a blank spellbook.
Rations (day)
Religious symbol, silver
This piece of wood or silver is emblazoned with an image representing a deity. Some divine spellcasters, such as clerics, can use a religious symbol of their deity as a divine focus to use certain abilities and cast some spells. A religious symbol must be held in one hand to use it.
Repair kit
A repair kit allows you to perform simple repairs while traveling. It contains a portable anvil, tongs, woodworking tools, a whetstone, and oils for conditioning leather and wood. You can use a repair kit to Repair items using the Crafting skill. An expert repair kit gives you a +1 item bonus to the check.
Signal Whistle
When sounded, a signal whistle can be heard clearly up to half a mile away in open country.
Torch
A torch sheds bright light in a 20-foot radius. It can be used as an improvised weapon that deals 1d4 bludgeoning damage plus 1 fire damage.
Waterskin

Writing set

Using a writing set, you can draft correspondence and scribe scrolls. A set includes stationery, including a variety of paper and parchment, as well as ink, a quill or inkpen, sealing wax, and a simple seal. If you've written a large amount, you can refill your kit with extra ink and paper.

ABILITY DESCRIPTIONS

Arcane Focus (1 /day)

You can place some of your magical power into an item called an arcane focus. Each day when you prepare your spells, you can designate a single item you own as your arcane focus. This is typically an item associated with spellcasting, such as a wand, ring, or staff, but you are free to designate a weapon or other item. You gain the Drain Arcane Focus free action.

(F) DRAIN ARCANE FOCUS

[Arcane] [Wizard] **Frequency** once per day

Trigger Your turn begins.

You expend the magical power stored in your arcane focus. This gives you the ability to cast one spell you prepared today and previously cast, without spending a spell slot. You must still complete the required spellcasting actions and meet the spell's other requirements.

Hobnobber

You can attempt to Gather Information twice as many times as usual during a day of downtime (typically six to eight attempts instead of three to four).

Low-Light Vision

A creature with low-light vision does not treat creatures or objects within dim light as concealed.

SPELL DESCRIPTIONS

Burning Hands

Gouts of flame rush from your hands. You deal 2d6 fire damage to creatures in the area; they must each attempt a Reflex save.

Success The creature takes half damage.

Critical Success The creature takes no damage.

Failure The creature takes full damage.

Critical Failure The creature takes double damage.

Heightened (+1) The damage increases by 2d6.

Detect Magic

You send out a magical pulse that registers the presence of magic. You receive no information beyond presence or absence of magic. You can choose to ignore magic you're fully aware of, such as you and your allies' magic items and ongoing spells.

You detect illusion magic only if that magic's effect has a lower level than the level of your *detect magic* spell. However, items that have an illusion aura but aren't deceptive in appearance (such as an *invisibility potion*) typically get detected normally.

Heightened (3rd) You learn the school of magic for the highest-level magical effect within range that the spell detects. If multiple effects are equally strong, the GM determines which you learn.

Heightened (4th) As 3rd level, but you also pinpoint the source of the highest-level magic. You don't learn the exact location but can narrow down the source to within a 5-foot cube. If the source is larger than that, you identify only the cube nearest to you.

Mage Armor

You ward yourself with shimmering magical energy, gaining a +1 item bonus to AC. While wearing *mage armor*, you use your unarmored proficiency to calculate your AC.

Heightened (2nd) The bonus increases to +2, and you gain a +1 item bonus to saving throws.

Heightened (4th) The bonus increases to +3, and you gain a +2 item bonus to saving throws.

Heightened (6th) The bonus increases to +4, and you gain a +3 item bonus to saving throws.

Heightened (8th) The bonus increases to +5, and you gain a +4 item bonus to saving throws.

Heightened (10th) The bonus increases to +6, and you gain a +5 item bonus to saving throws.

Prestidigitation

You can perform simple magical effects for as long as you Concentrate on the Spell. The effects are minor and have severe limitations. Each time you Concentrate on the Spell, you can choose one of four options, based on your type of magic.

- **Cook (arcane, primal)** Chill, warm, or flavor 1 pound of nonliving material.

- **Lift (arcane, divine, occult)** Slowly lift an unattended object of light Bulk or less 1 foot off the ground.

- **Make (arcane, divine, occult)** Create an object of negligible Bulk, made of congealed magical substance and temporary in nature. The object looks crude and artificial and is extremely fragile—it crumbles if put under too much strain and can't be used as a tool, weapon, or spell component.

- **Tidy (arcane, primal)** Color, clean, or soil an object of light or less Bulk. You can affect an object of 1 Bulk with 10 rounds of concentration or a larger object, such as a suit of armor, with 5 minutes of concentration.

Prestidigitation can't deal damage or cause adverse conditions. Any actual change to an object (beyond just moving, cleaning, coloring, or soiling it) persists only as long as you Concentrate on the Spell.

Read Aura

You focus on the target object. When the casting is complete, you know whether or not that item is magical and, if it is, you learn the school of magic (see page 194).

If the object is illusory, you detect this only if the effect has a lower level than the level of your *read aura* spell.

Heightened (3rd) You can target up to 10 objects.

Heightened (6th) You can target any number of objects.

Shield

You raise a magical shield of force to protect you. This counts as using the Raise a Shield action (see the sidebar) to gain a +1 circumstance bonus to AC until the start of your next turn, though it doesn't require a hand to use.

While the spell is in effect, you can also use the Shield Block reaction with your magic shield. The shield has Hardness 4. After you use Shield Block, the spell is dismissed and you can't cast it again for 10 minutes. Unlike a normal Shield Block, you can use the spell's reaction against the *magic missile* spell.

Heightening the spell increases the Hardness.

Heightened (3rd) Hardness 10.

Heightened (5th) Hardness 15.

Heightened (7th) Hardness 20.