

Ezren (1)



Male human wizard 1 - CR 1/2

Neutral Good Humanoid (Human); Atheist; Age: 50; Height: 5' 9"; Weight: 175lb.

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 11 | 0 | |
| DEX DEXTERITY | 9 | -1 | |
| CON CONSTITUTION | 12 | +1 | |
| INT INTELLIGENCE | 18 | +4 | |
| WIS WISDOM | 15 | +2 | |
| CHA CHARISMA | 9 | -1 | |



| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-------|------|---------|--------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +3 | = | +1 | 0 | +2 | 0 | |
| REFLEX (DEXTERITY) | -1 | = | -1 | 0 | 0 | 0 | |
| WILL (WISDOM) | +4 | = | +2 | +2 | 0 | 0 | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|-------------|-------|--------|-----|------|-------|--------|-------|------|
| AC 9 | = | 0 | -1 | 0 | 0 | 0 | 0 | -1 |

| Touch AC | Flat-Footed AC | BAB | Strength | Size | Misc |
|----------|----------------|-----|----------|------|------|
| 9 | 9 | -1 | 0 | 0 | -1 |

| CM Bonus | BAB | Strength | Size | Misc |
|----------|-----|----------|------|------|
| +0 | -1 | +0 | -1 | -1 |

| CM Defense | BAB | Strength | Dexterity | Size |
|------------|------|----------|-----------|------|
| 9 | = 10 | -1 | +0 | -1 |

| | | | |
|--------------------|----|-----------|---|
| Base Attack | +0 | HP | 7 |
|--------------------|----|-----------|---|

| Initiative | Damage / Current HP |
|------------|---------------------|
| -1 | |

| | |
|--------------|-------|
| Speed | 30 ft |
|--------------|-------|

Club

Main hand: **+0, 1d6** Crit: x2
 Both hands: **+0, 1d6** Rng: 10'
 1-hand, B

Ranged: **-1, 1d6**
 Ranged, both hands: **-1, 1d6**

Light crossbow

Ranged: **-3, 1d8** Crit: 19-20/x2
 Ranged, both hands: **-1, 1d8** Rng: 80'
 2-hand, P

| Skill Name | Total | Ability | Ranks | Temp |
|------------------------------|-------|----------|-------|------|
| Acrobatics | -1 | DEX (-1) | - | |
| Appraise | +8 | INT (4) | 1 | |
| Bluff | -1 | CHA (-1) | - | |
| Climb | +0 | STR (0) | - | |
| Diplomacy | +0 | CHA (-1) | 1 | |
| Disguise | -1 | CHA (-1) | - | |
| Escape Artist | -1 | DEX (-1) | - | |
| Fly | -1 | DEX (-1) | - | |
| Heal | +2 | WIS (2) | - | |
| Intimidate | -1 | CHA (-1) | - | |
| Knowledge (arcana) | +8 | INT (4) | 1 | |
| Knowledge (geography) | +8 | INT (4) | 1 | |
| Knowledge (history) | +8 | INT (4) | 1 | |
| Knowledge (local) | +8 | INT (4) | 1 | |
| Linguistics | +8 | INT (4) | 1 | |
| Perception | +2 | WIS (2) | - | |
| Ride | -1 | DEX (-1) | - | |
| Sense Motive | +2 | WIS (2) | - | |
| Spellcraft | +8 | INT (4) | 1 | |
| Stealth | -1 | DEX (-1) | - | |
| Survival | +2 | WIS (2) | - | |
| Swim | +0 | STR (0) | - | |

Feats

Combat Casting
 Great Fortitude
 Scribe Scroll
 Wizard Weapon Proficiencies

Special Abilities

Empathic Link with Familiar (Su)
 Familiar Bonus: +2 to Reflex saves
 Hand of the Apprentice (7/day) (Su)
 Share Spells with Familiar

Gear

Total Weight Carried: 23/115 lbs, Light Load
(Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)

| | |
|---|---------|
| Alchemist's fire x2 | 1 lb |
| Artisan's outfit (Free) | - |
| Backpack (6 @ 7.7 lbs) | 2 lbs |
| Club | 3 lbs |
| Crossbow bolts x20 | 0.1 lbs |
| Light crossbow | 4 lbs |
| Money <In: Backpack (6 @ 7.7 lbs)> | 0.7 lbs |
| Scroll case (1 @ 0 lbs) | 0.5 lbs |
| Scroll of burning hands <In: Scroll case (1 @ 0 lbs)> | - |
| Spell component pouch | 2 lbs |
| Spellbook <In: Backpack (6 @ 7.7 lbs)> | 3 lbs |
| Trail rations x4 <In: Backpack (6 @ 7.7 lbs)> | 1 lb |

Tracked Resources

| | | |
|-------------------------------------|--------------------------|--------------------------|
| Alchemist's fire | <input type="checkbox"/> | <input type="checkbox"/> |
| Club | <input type="checkbox"/> | |
| Crossbow bolts | <input type="checkbox"/> | <input type="checkbox"/> |
| | <input type="checkbox"/> | <input type="checkbox"/> |
| Hand of the Apprentice (7/day) (Su) | <input type="checkbox"/> | <input type="checkbox"/> |
| Trail rations | <input type="checkbox"/> | <input type="checkbox"/> |

Languages

Common

Spells & Powers

Wizard spells memorized (CL 1st; concentration +5)

Melee Touch +0 Ranged Touch -1

1st—*mage armor*, *sleep* (DC 15)

0th (at will)—*daze* (DC 14), *detect magic*, *light*

Experience & Wealth

Experience Points: 0/2000

Current Cash: 35 gp

Companions

Sneak

Male weasel (*Pathfinder RPG Bestiary* 133)

N Tiny magical beast (animal)

Init +2; **Senses** low-light vision, scent; Perception +1

Defense

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 3 (1d8)

Fort +2, **Ref** +4, **Will** +3

Offense

Speed 20 ft., climb 20 ft.

Melee bite +4 (1d3-4)

Space 2 ft.; **Reach** 0 ft.

Special Attacks attach

Statistics

Str 3, **Dex** 15, **Con** 10, **Int** 6, **Wis** 12, **Cha** 5

Base Atk +0; **CMB** +0; **CMD** 6 (10 vs. trip)

Feats Weapon Finesse^B

Skills Acrobatics +10 (+6 to jump), Appraise -1, Climb +10, Diplomacy -2, Escape Artist +3, Linguistics -1,

Spellcraft -1, Stealth +14; **Racial Modifiers** +8

Acrobatics, +4 Stealth

SQ improved evasion

Background

Born to a successful spice merchant in one of Absalom's more affluent districts, Ezren's childhood was pleasantly safe. This changed when his father was charged with heresy. Ezren spent much of his adult life attempting to prove his father's innocence, only to discover his father was guilty. The revelation shook to the core Ezren's faith in family and church and he abandoned both, setting out into the world to find a new life. Ezren fell naturally into the ways of wizardry, and swiftly became a gifted spellcaster.

Sourcebooks Used

(none)

Sneak



Male weasel - CL1 - CR 1/2

True Neutral Magical Beast ((Animal))

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 3 | -4 | |
| DEX DEXTERITY | 15 | +2 | |
| CON CONSTITUTION | 10 | 0 | |
| INT INTELLIGENCE | 6 | -2 | |
| WIS WISDOM | 12 | +1 | |
| CHA CHARISMA | 5 | -3 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-------|------|---------|--------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +2 | = | +2 | | | | |
| REFLEX (DEXTERITY) | +4 | = | +2 | +2 | | | |
| WILL (WISDOM) | +3 | = | +2 | +1 | | | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|--------------|-------|--------|-----|------|-------|--------|-------|------|
| AC 16 | = | | +2 | +2 | +2 | | | +6 |

| Touch AC | Flat-Footed AC |
|----------|----------------|
| 14 | 14 |

| CM Bonus | BAB | Dexterity | Size | Misc |
|----------|-----|-----------|------|------|
| +0 | - | +2 | -2 | - |

| CM Defense | BAB | Strength | Dexterity | Size | |
|------------|------|----------|-----------|------|----|
| 6 | = 10 | - | -4 | +2 | -2 |

| | | | |
|--------------------|----|-----------|---|
| Base Attack | +0 | HP | 3 |
|--------------------|----|-----------|---|

| | | | |
|-------------------|----|---------------------|--|
| Initiative | +2 | Damage / Current HP | |
|-------------------|----|---------------------|--|

| | |
|--------------|-------|
| Speed | 20 ft |
|--------------|-------|

Bite (Weasel)

Main hand: +4, 1d3-4

Crit: x2
Light, B/P/S

| Skill Name | Total | Ability | Ranks | Temp |
|---|-------|----------|-------|------|
| Acrobatics | +10 | DEX (2) | - | |
| Speed greater/less than 30 ft. : -4 to jump | | | | |
| Appraise | -1 | INT (-2) | (1) | |
| Bluff | -3 | CHA (-3) | - | |
| Climb | +10 | DEX (2) | - | |
| Diplomacy | -2 | CHA (-3) | (1) | |
| Disguise | -3 | CHA (-3) | - | |
| Escape Artist | +3 | DEX (2) | 1 | |
| Fly | +6 | DEX (2) | - | |
| Heal | +1 | WIS (1) | - | |
| Intimidate | -3 | CHA (-3) | - | |
| Linguistics | -1 | INT (-2) | (1) | |
| Perception | +1 | WIS (1) | - | |
| Ride | +2 | DEX (2) | - | |
| Sense Motive | +1 | WIS (1) | - | |
| Spellcraft | -1 | INT (-2) | (1) | |
| Stealth | +14 | DEX (2) | - | |
| Survival | +1 | WIS (1) | - | |
| Swim | +2 | DEX (2) | - | |

Feats

Weapon Finesse

Special Abilities

- Attach (Ex)
- Climbing (20 feet)
- Improved Evasion (Ex)
- Low-Light Vision
- Scent (Ex)

Gear

**Total Weight Carried: 0/22.5 lbs, Light Load
(Light: 7.5 lbs, Medium: 15 lbs, Heavy: 22.5 lbs)**

Money -

Experience & Wealth

Current Cash: **You have no money!**

Sourcebooks Used

- **Bestiary Familiars** - Weasel (race)

Ezren (10)

Male human wizard 10 - CR 9

Neutral Good Humanoid (Human); Atheist; Age: **50**; Height: **5' 9"**; Weight: **175lb**.

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 11 | 0 | |
| DEX DEXTERITY | 9 | -1 | |
| CON CONSTITUTION | 12 | +1 | |
| INT INTELLIGENCE | 20/24 | +5/+7 | |
| WIS WISDOM | 15 | +2 | |
| CHA CHARISMA | 9 | -1 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-------|------|---------|--------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +8 = | +3 | +1 | +2 | +2 | | |
| REFLEX (DEXTERITY) | +6 = | +3 | -1 | +2 | +2 | | |
| WILL (WISDOM) | +11 = | +7 | +2 | +2 | | | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|----------------|-------|--------|-----|------|-------|--------|-------|------|
| AC 14 = | +5 | | -1 | | | | | +4 |

| Touch AC | Flat-Footed AC | BAB | Strength | Size | Misc |
|----------|----------------|-----|----------|------|------|
| 9 | 14 | | | | |

| CM Bonus | BAB | Strength | Size | Misc |
|----------|-----|----------|------|------|
| +5 = | +5 | +0 | - | - |

| CM Defense | BAB | Strength | Dexterity | Size |
|------------|-----|----------|-----------|------|
| 14 = 10 | +5 | +0 | -1 | - |

| | | | |
|--------------------|----|-----------|----|
| Base Attack | +5 | HP | 47 |
|--------------------|----|-----------|----|

| Initiative | Damage / Current HP |
|------------|---------------------|
| +3 | |

| | |
|--------------|-------|
| Speed | 30 ft |
|--------------|-------|

+1 light crossbow

Ranged: **+3, 1d8+1** Crit: 19-20/x2
 Ranged, both hands: **+5, 1d8+1** Rng: 80'
 2-hand, P

Dagger

Main hand: **+5, 1d4** Crit: 19-20/x2
 Ranged: **+4, 1d4** Rng: 10'
 Light, P/S

Masterwork Cane

Main hand: **+6, 1d6** Crit: x2
 Both hands: **+6, 1d6** Rng: 10'
 1-hand, B
 Ranged: **+5, 1d6**
 Ranged, both hands: **+5, 1d6**



| Skill Name | Total | Ability | Ranks | Temp |
|------------------------------|-------|----------|-------|------|
| Acrobatics | -1 | DEX (-1) | - | |
| Appraise | +13 | INT (7) | 3 | |
| Bluff | -1 | CHA (-1) | - | |
| Climb | +0 | STR (0) | - | |
| Diplomacy | +1 | CHA (-1) | 2 | |
| Disguise | -1 | CHA (-1) | - | |
| Escape Artist | -1 | DEX (-1) | - | |
| Fly | -1 | DEX (-1) | - | |
| Heal | +2 | WIS (2) | - | |
| Intimidate | -1 | CHA (-1) | - | |
| Knowledge (arcana) | +18 | INT (7) | 8 | |
| Knowledge (geography) | +18 | INT (7) | 8 | |
| Knowledge (history) | +18 | INT (7) | 8 | |
| Knowledge (local) | +18 | INT (7) | 8 | |
| Knowledge (planes) | +20 | INT (7) | 10 | |
| Linguistics | +18 | INT (7) | 8 | |
| Perception | +12 | WIS (2) | 8 | |
| Ride | -1 | DEX (-1) | - | |
| Sense Motive | +4 | WIS (2) | - | |
| Spellcraft | +18 | INT (7) | 8 | |
| Stealth | -1 | DEX (-1) | - | |
| Survival | +2 | WIS (2) | - | |
| Swim | +5 | STR (0) | 5 | |

Feats

Alertness
 Arcane Strike
 Combat Casting
 Empower Spell
 Great Fortitude
 Greater Spell Penetration
 Improved Initiative
 Quicken Spell
 Scribe Scroll
 Spell Penetration
 Wizard Weapon Proficiencies

Gear

Total Weight Carried: 29/115 lbs, Light Load
(Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)

| | |
|---|----------|
| +1 light crossbow | 4 lbs |
| Alchemist's fire x2 | 1 lb |
| Artisan's outfit (Free) | - |
| Backpack (6 @ 9.26 lbs) | 2 lbs |
| Bracers of armor +5 | 1 lb |
| Cloak of resistance +2 | 1 lb |
| Crossbow bolts x20 | 0.1 lbs |
| Dagger | 1 lb |
| Headband of vast intelligence +4 (Knowledge [planes]) | 1 lb |
| Masterwork Cane | 3 lbs |
| Money <In: Backpack (6 @ 9.26 lbs)> | 2.26 lbs |
| Potion of cure moderate wounds | - |
| Scroll case (empty) | 0.5 lbs |
| Spell component pouch | 2 lbs |
| Spellbook <In: Backpack (6 @ 9.26 lbs)> | 3 lbs |
| Trail rations x4 <In: Backpack (6 @ 9.26 lbs)> | 1 lb |
| Wand of magic missile | - |

Special Abilities

Deliver Touch Spells Through Familiar (Su)
 Empathic Link with Familiar (Su)
 Familiar Bonus: +2 to Reflex saves
 Hand of the Apprentice (10/day) (Su)
 Metamagic Mastery (2/day) (Su)
 Share Spells with Familiar
 Speak with Animals (Ex)
 Speak with Familiar (Ex)

Tracked Resources

| | |
|--------------------------------------|--|
| Alchemist's fire | <input type="checkbox"/> <input type="checkbox"/> |
| Crossbow bolts | <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Dagger | <input type="checkbox"/> |
| Hand of the Apprentice (10/day) (Su) | <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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Masterwork Cane | <input type="checkbox"/> |
| Metamagic Mastery (2/day) (Su) | <input type="checkbox"/> <input type="checkbox"/> |
| Potion of cure moderate wounds | <input type="checkbox"/> |
| Trail rations | <input type="checkbox"/> <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"/> <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"/> |

Languages

Common

Experience & Wealth

Experience Points: 105000/155000
Current Cash: 113 gp

Spells & Powers

Wizard spells memorized (CL 10th; concentration +17)
Melee Touch +5 Ranged Touch +4
5th—*cone of cold* (DC 22), *prying eyes*, *wall of force*
4th—*ice storm*, *ice storm*, *stoneskin*, *wall of fire*
3rd—*dispel magic*, *fireball* (DC 20), *fireball* (DC 20), *fly*
2nd—*bull's strength*, *invisibility*, *scorching ray*, *scorching ray*, *web* (DC 19), *web* (DC 19)
1st—*alarm*, *mage armor*, *magic missile*, *magic missile*, *shield*, *unseen servant*
0th (at will)—*daze* (DC 17), *detect magic*, *light*, *read magic*

Companions

Sneak

Male weasel (*Pathfinder RPG Bestiary* 133)
N Tiny magical beast (animal)

Init +2; **Senses** low-light vision, scent; **Perception** +12

Defense

AC 20, touch 14, flat-footed 18 (+2 Dex, +6 natural, +2 size)

hp 23 (1d8)

Fort +3, **Ref** +5, **Will** +8

Offense

Speed 20 ft., climb 20 ft.

Melee bite +9 (1d3-4)

Space 2 ft.; **Reach** 0 ft.

Special Attacks attach

Statistics

Str 3, **Dex** 15, **Con** 10, **Int** 10, **Wis** 12, **Cha** 5

Base Atk +5; **CMB** +5; **CMD** 11 (15 vs. trip)

Feats Weapon Finesse^B

Skills Acrobatics +14 (+10 to jump), Appraise +3, Climb +10, Diplomacy -1, Escape Artist +3, Linguistics +8, Perception +12, Spellcraft +8, Stealth +14, Swim +10;

Racial Modifiers +8 Acrobatics, +4 Stealth

SQ improved evasion

Background

Born to a successful spice merchant in one of Absalom's more affluent districts, Ezren's childhood was pleasantly safe. This changed when his father was charged with heresy. Ezren spent much of his adult life attempting to prove his father's innocence, only to discover his father was guilty. The revelation shook to the core Ezren's faith in family and church and he abandoned both, setting out into the world to find a new life. Ezren fell naturally into the ways of wizardry, and swiftly became a gifted spellcaster.

Sourcebooks Used

(none)

Sneak



Male weasel - CL1 - CR 1/2

True Neutral Magical Beast ((Animal))

| Ability | Score | Modifier | Temporary |
|---|---------------------------------|---------------------------------|----------------------|
| STR <small>STRENGTH</small> | <input type="text" value="3"/> | <input type="text" value="-4"/> | <input type="text"/> |
| DEX <small>DEXTERITY</small> | <input type="text" value="15"/> | <input type="text" value="+2"/> | <input type="text"/> |
| CON <small>CONSTITUTION</small> | <input type="text" value="10"/> | <input type="text" value="0"/> | <input type="text"/> |
| INT <small>INTELLIGENCE</small> | <input type="text" value="10"/> | <input type="text" value="0"/> | <input type="text"/> |
| WIS <small>WISDOM</small> | <input type="text" value="12"/> | <input type="text" value="+1"/> | <input type="text"/> |
| CHA <small>CHARISMA</small> | <input type="text" value="5"/> | <input type="text" value="-3"/> | <input type="text"/> |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|---|-------|------|---------------------------------|---------------------------------|----------------------|----------------------|-------|
| FORTITUDE <small>(CONSTITUTION)</small> | +3 | = | <input type="text" value="+3"/> | <input type="text"/> | <input type="text"/> | <input type="text"/> | |
| REFLEX <small>(DEXTERITY)</small> | +5 | = | <input type="text" value="+3"/> | <input type="text" value="+2"/> | <input type="text"/> | <input type="text"/> | |
| WILL <small>(WISDOM)</small> | +8 | = | <input type="text" value="+7"/> | <input type="text" value="+1"/> | <input type="text"/> | <input type="text"/> | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|--------------|-------|----------------------|----------------------|---------------------------------|---------------------------------|---------------------------------|----------------------|----------------------------------|
| AC 20 | = | <input type="text"/> | <input type="text"/> | <input type="text" value="+2"/> | <input type="text" value="+2"/> | <input type="text" value="+6"/> | <input type="text"/> | <input type="text" value="+10"/> |

| | | | |
|-----------------------|-----------|---------------------------------|------|
| Touch AC 14 | = | <input type="text" value="18"/> | |
| Flat-Footed AC | = | <input type="text" value="18"/> | |
| BAB | Dexterity | Size | Misc |

| | | | | | |
|--------------------|---|---------------------------------|---------------------------------|---------------------------------|--------------------------------|
| CM Bonus +5 | = | <input type="text" value="+5"/> | <input type="text" value="+2"/> | <input type="text" value="-2"/> | <input type="text" value="-"/> |
|--------------------|---|---------------------------------|---------------------------------|---------------------------------|--------------------------------|

| Total | BAB | Strength | Dexterity | Size | | |
|----------------------|-----|---------------------------------|---------------------------------|---------------------------------|---------------------------------|---------------------------------|
| CM Defense 11 | = | <input type="text" value="10"/> | <input type="text" value="+5"/> | <input type="text" value="-4"/> | <input type="text" value="+2"/> | <input type="text" value="-2"/> |

| | | | |
|--------------------|---------------------------------|-----------|---------------------------------|
| Base Attack | <input type="text" value="+5"/> | HP | <input type="text" value="23"/> |
|--------------------|---------------------------------|-----------|---------------------------------|

| | | | |
|-------------------|---------------------------------|---------------------|----------------------|
| Initiative | <input type="text" value="+2"/> | Damage / Current HP | <input type="text"/> |
|-------------------|---------------------------------|---------------------|----------------------|

| | |
|--------------|------------------------------------|
| Speed | <input type="text" value="20 ft"/> |
|--------------|------------------------------------|

Bite (Weasel)

Main hand: **+9, 1d3-4**

Crit: x2
Light, B/P/S

| Skill Name | Total | Ability | Ranks | Temp |
|--|------------|----------|-------|------|
| Acrobatics | +14 | DEX (2) | 1 | |
| <small>Speed greater/less than 30 ft. : -4 to jump</small> | | | | |
| Appraise | +3 | INT (0) | (3) | |
| Bluff | -3 | CHA (-3) | - | |
| Climb | +10 | DEX (2) | - | |
| Diplomacy | -1 | CHA (-3) | (2) | |
| Disguise | -3 | CHA (-3) | - | |
| Escape Artist | +3 | DEX (2) | 1 | |
| Fly | +6 | DEX (2) | - | |
| Heal | +1 | WIS (1) | - | |
| Intimidate | -3 | CHA (-3) | - | |
| Linguistics | +8 | INT (0) | (8) | |
| Perception | +12 | WIS (1) | (8) | |
| Ride | +2 | DEX (2) | - | |
| Sense Motive | +1 | WIS (1) | - | |
| Spellcraft | +8 | INT (0) | (8) | |
| Stealth | +14 | DEX (2) | - | |
| Survival | +1 | WIS (1) | - | |
| Swim | +10 | DEX (2) | (5) | |

Feats

Weapon Finesse

Special Abilities

Attach (Ex)
Climbing (20 feet)
Improved Evasion (Ex)
Low-Light Vision
Scent (Ex)

Gear

Total Weight Carried: 0/22.5 lbs, Light Load
(Light: 7.5 lbs, Medium: 15 lbs, Heavy: 22.5 lbs)
Money -

Experience & Wealth

Current Cash: **You have no money!**

Sourcebooks Used

- **Bestiary Familiars** - Weasel (race)

Ezren (13)

Male human wizard 13 - CR 12

Neutral Good Humanoid (Human); Atheist; Age: **50**; Height: **5' 9"**; Weight: **175lb**.

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 11 | 0 | |
| DEX DEXTERITY | 9 | -1 | |
| CON CONSTITUTION | 12 | +1 | |
| INT INTELLIGENCE | 21/27 | +5/+8 | |
| WIS WISDOM | 15 | +2 | |
| CHA CHARISMA | 9 | -1 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|------------|------|-----------|-----------|-----------|-----------|-------|
| FORTITUDE (CONSTITUTION) | +12 | = | +4 | +1 | +5 | +2 | |
| REFLEX (DEXTERITY) | +10 | = | +4 | -1 | +5 | +2 | |
| WILL (WISDOM) | +15 | = | +8 | +2 | +5 | | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|---------------------|-------|-----------|-----|-----------|-------|--------|-------|-----------|
| AC 15 | = | +6 | | -1 | | | | +5 |

| Touch AC | Flat-Footed AC | BAB | Strength | Size | Misc |
|----------|----------------|-----|----------|------|------|
| 9 | 15 | | | | |

| CM Bonus | BAB | Strength | Size | Misc |
|-----------|-----------|-----------|----------|----------|
| +6 | +6 | +0 | - | - |

| CM Defense | BAB | Strength | Dexterity | Size |
|------------|-------------|-----------|-----------|-----------|
| 15 | = 10 | +6 | +0 | -1 |

| | | | |
|--------------------|-----------|-----------|-----------|
| Base Attack | +6 | HP | 61 |
|--------------------|-----------|-----------|-----------|

| Initiative | Damage / Current HP |
|------------|---------------------|
| +3 | |

| | |
|--------------|--------------|
| Speed | 30 ft |
|--------------|--------------|

+2 Cane

Main hand: **+8/+3, 1d6+2** Crit: x2
 Both hands: **+8/+3, 1d6+2** Rng: 10'
 1-hand, B

Ranged: **+7/+2, 1d6+2**
 Ranged, both hands: **+7/+2, 1d6+2**
+3 light crossbow

Ranged: **+6/+1, 1d8+3** Crit: 19-20/x2
 Ranged, both hands: **+8/+3, 1d8+3** Rng: 80'
 2-hand, P

Dagger

Main hand: **+6/+1, 1d4** Crit: 19-20/x2
 Ranged: **+5/+0, 1d4** Rng: 10'
 Light, P/S



| Skill Name | Total | Ability | Ranks | Temp |
|------------------------------|------------|----------|-------|------|
| Acrobatics | -1 | DEX (-1) | - | |
| Appraise | +24 | INT (8) | 13 | |
| Bluff | -1 | CHA (-1) | - | |
| Climb | +0 | STR (0) | - | |
| Diplomacy | +12 | CHA (-1) | 13 | |
| Disguise | -1 | CHA (-1) | - | |
| Escape Artist | -1 | DEX (-1) | - | |
| Fly | -1 | DEX (-1) | - | |
| Heal | +2 | WIS (2) | - | |
| Intimidate | -1 | CHA (-1) | - | |
| Knowledge (arcana) | +24 | INT (8) | 13 | |
| Knowledge (geography) | +24 | INT (8) | 13 | |
| Knowledge (history) | +24 | INT (8) | 13 | |
| Knowledge (local) | +24 | INT (8) | 13 | |
| Knowledge (planes) | +24 | INT (8) | 13 | |
| Linguistics | +24 | INT (8) | 13 | |
| Perception | +19 | WIS (2) | 13 | |
| Ride | -1 | DEX (-1) | - | |
| Sense Motive | +4 | WIS (2) | - | |
| Spellcraft | +24 | INT (8) | 13 | |
| Stealth | -1 | DEX (-1) | - | |
| Survival | +2 | WIS (2) | - | |
| Swim | +13 | STR (0) | 13 | |

Feats

Alertness
 Arcane Strike
 Combat Casting
 Empower Spell
 Great Fortitude
 Greater Spell Penetration
 Improved Initiative
 Maximize Spell
 Quicken Spell
 Scribe Scroll
 Spell Penetration
 Wizard Weapon Proficiencies

Background

Born to a successful spice merchant in one of Absalom's more affluent districts, Ezren's childhood was pleasantly safe. This changed when his father was charged with heresy. Ezren spent much of his adult life attempting to prove his father's innocence, only to discover his father was guilty. The revelation shook to the core Ezren's faith in family and church and he abandoned both, setting out into the world to find a new life. Ezren fell naturally into the ways of wizardry, and swiftly became a gifted spellcaster.

Sourcebooks Used

(none)

Sneak

Male weasel - CL1 - CR 1/2

True Neutral Magical Beast ((Animal))

| Ability | Score | Modifier | Temporary |
|---|-------|----------|-----------|
| STR <small>STRENGTH</small> | 3 | -4 | |
| DEX <small>DEXTERITY</small> | 15 | +2 | |
| CON <small>CONSTITUTION</small> | 10 | 0 | |
| INT <small>INTELLIGENCE</small> | 12 | +1 | |
| WIS <small>WISDOM</small> | 12 | +1 | |
| CHA <small>CHARISMA</small> | 5 | -3 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|---|-------|------|---------|--------|------|------|-------|
| FORTITUDE <small>(CONSTITUTION)</small> | +4 = | +4 | | | | | |
| REFLEX <small>(DEXTERITY)</small> | +6 = | +4 | +2 | | | | |
| WILL <small>(WISDOM)</small> | +9 = | +8 | +1 | | | | |

Spell Resistance (18)

| | Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|-----------|-------|-------|--------|-----|------|-------|--------|-------|------|
| AC | 22 = | | | +2 | +2 | +8 | | | +12 |

Touch AC 14 **Flat-Footed AC** 20

| | BAB | Dexterity | Size | Misc | |
|-----------------|------|-----------|------|------|---|
| CM Bonus | +6 = | +6 | +2 | -2 | - |

| | BAB | Strength | Dexterity | Size | |
|---|---------|----------|-----------|------|----|
| CM Defense <small>16 vs. Trip</small> | 12 = 10 | +6 | -4 | +2 | -2 |

Base Attack +6 **HP** 30

| | Initiative | Speed | Damage / Current HP |
|--|------------|-------|---------------------|
| | +2 | 20 ft | |

Bite (Weasel)

Main hand: +10, 1d3-4

Crit: x2
Light, B/P/S



| Skill Name | Total | Ability | Ranks | Temp |
|---|-------|----------|-------|------|
| Acrobatics <small>Speed greater/less than 30 ft. : -4 to jump</small> | +14 | DEX (2) | 1 | |
| Appraise | +14 | INT (1) | (13) | |
| Bluff | -3 | CHA (-3) | - | |
| Climb | +10 | DEX (2) | - | |
| Diplomacy | +10 | CHA (-3) | (13) | |
| Disguise | -3 | CHA (-3) | - | |
| Escape Artist | +3 | DEX (2) | 1 | |
| Fly | +6 | DEX (2) | - | |
| Heal | +1 | WIS (1) | - | |
| Intimidate | -3 | CHA (-3) | - | |
| Linguistics | +14 | INT (1) | (13) | |
| Perception | +17 | WIS (1) | (13) | |
| Ride | +2 | DEX (2) | - | |
| Sense Motive | +1 | WIS (1) | - | |
| Spellcraft | +14 | INT (1) | (13) | |
| Stealth | +14 | DEX (2) | - | |
| Survival | +1 | WIS (1) | - | |
| Swim | +19 | DEX (2) | 14 | |

Feats

Weapon Finesse

Special Abilities

Attach (Ex)
Climbing (20 feet)
Improved Evasion (Ex)
Low-Light Vision
Scent (Ex)

Gear

**Total Weight Carried: 0/22.5 lbs, Light Load
(Light: 7.5 lbs, Medium: 15 lbs, Heavy: 22.5 lbs)**

Money -

Languages

Common

Sourcebooks Used

- **Bestiary Familiars** - Weasel (race)

Experience & Wealth

Current Cash: **You have no money!**

Ezren (15)



Male human wizard 15 - CR 14

Neutral Good Humanoid (Human); Atheist; Age: **50**; Height: **5' 9"**; Weight: **175lb**.

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 11 | 0 | |
| DEX DEXTERITY | 9 | -1 | |
| CON CONSTITUTION | 12 | +1 | |
| INT INTELLIGENCE | 21/27 | +5/+8 | |
| WIS WISDOM | 15 | +2 | |
| CHA CHARISMA | 9 | -1 | |



| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|--------------|------|---------|--------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +13 = | +5 | +1 | +5 | +2 | | |
| REFLEX (DEXTERITY) | +11 = | +5 | -1 | +5 | +2 | | |
| WILL (WISDOM) | +18 = | +9 | +2 | +5 | +2 | | |

Energy Resistance, Fire (10)

| | Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|-----------|-------------|-------|--------|-----|------|-------|--------|-------|------|
| AC | 17 = | +7 | | -1 | | | | | +8 |

Touch AC **10** **Flat-Footed AC** **17**

| | | BAB | Strength | Size | Misc |
|-----------------|-------------|-----|----------|------|------|
| CM Bonus | +7 = | +7 | +0 | - | - |

| | | BAB | Strength | Dexterity | Size |
|-------------------|-----------------------|-----|----------|-----------|------|
| CM Defense | 17 = 10 | +7 | +0 | -1 | - |

Base Attack **+7** **HP** **89**

Initiative **+3** **Damage / Current HP**

Speed **30 ft**

+4 light crossbow

Ranged: **+8/+3, 1d8+4** Crit: 19-20/x2

Ranged, both hands: **+10/+5, 1d8+4** Rng: 80'
2-hand, P

Dagger

Main hand: **+7/+2, 1d4** Crit: 19-20/x2

Ranged: **+6/+1, 1d4** Rng: 10'
Light, P/S

| Skill Name | Total | Ability | Ranks | Temp |
|------------------------------|------------|----------|-------|------|
| Acrobatics | -1 | DEX (-1) | - | |
| Appraise | +26 | INT (8) | 15 | |
| Bluff | -1 | CHA (-1) | - | |
| Climb | +0 | STR (0) | - | |
| Diplomacy | +14 | CHA (-1) | 15 | |
| Disguise | -1 | CHA (-1) | - | |
| Escape Artist | -1 | DEX (-1) | - | |
| Fly | -1 | DEX (-1) | - | |
| Heal | +2 | WIS (2) | - | |
| Intimidate | -1 | CHA (-1) | - | |
| Knowledge (arcana) | +26 | INT (8) | 15 | |
| Knowledge (geography) | +26 | INT (8) | 15 | |
| Knowledge (history) | +26 | INT (8) | 15 | |
| Knowledge (local) | +26 | INT (8) | 15 | |
| Knowledge (planes) | +41 | INT (8) | 30 | |
| Linguistics | +26 | INT (8) | 15 | |
| Perception | +17 | WIS (2) | 11 | |
| Ride | -1 | DEX (-1) | - | |
| Sense Motive | +4 | WIS (2) | - | |
| Spellcraft | +26 | INT (8) | 15 | |
| Stealth | -1 | DEX (-1) | - | |
| Survival | +2 | WIS (2) | - | |
| Swim | +15 | STR (0) | 15 | |

Feats

Alertness
Arcane Strike
Combat Casting
Empower Spell
Great Fortitude
Greater Spell Focus (Evocation)
Greater Spell Penetration
Improved Initiative
Iron Will
Maximize Spell
Quicken Spell
Scribe Scroll
Spell Focus (Evocation)

Feats

Spell Penetration
Wizard Weapon Proficiencies

Gear

**Total Weight Carried: 29/115 lbs, Light Load
(Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)**

| | |
|---|---------|
| +4 light crossbow | 4 lbs |
| Alchemist's fire x2 | 1 lb |
| Artisan's outfit (Free) | - |
| Backpack (5 @ 7 lbs) | 2 lbs |
| Bracers of armor +7 | 1 lb |
| Cloak of resistance +5 | 1 lb |
| Crossbow bolts x20 | 0.1 lbs |
| Dagger | 1 lb |
| Headband of vast intelligence +6 (Knowledge [planes], | 1 lb |
| loun stone (dusty rose prism) | - |
| Money <In: Bank> | 1.8 lbs |
| Potion of cure serious wounds x2 | - |
| Ring of fire resistance (minor) | - |
| Scroll case (empty) | 0.5 lbs |
| Scroll of dismissal | - |
| Spell component pouch | 2 lbs |
| Spellbook <In: Backpack (5 @ 7 lbs)> | 3 lbs |
| Staff of evocation | 5 lbs |
| Trail rations x4 <In: Backpack (5 @ 7 lbs)> | 1 lb |
| Wand of lightning bolt (CL 7th, 50 charges) | - |

Special Abilities

Deliver Touch Spells Through Familiar (Su)
Empathic Link with Familiar (Su)
Familiar Bonus: +2 to Reflex saves
Hand of the Apprentice (11/day) (Su)
Metamagic Mastery (4/day) (Su)
Scry on Familiar (1/day) (Sp)
Share Spells with Familiar
Speak with Animals (Ex)
Speak with Familiar (Ex)

Tracked Resources

| | |
|--------------------------------------|---|
| Alchemist's fire | <input type="checkbox"/> <input type="checkbox"/> |
| Chain Lightning | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Crossbow bolts | <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"/> <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"/> |
| Fireball | <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"/> |
| Hand of the Apprentice (11/day) (Su) | <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"/> <input type="checkbox"/> <input type="checkbox"/> |
| Ice Storm | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| 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"/> |
| Metamagic Mastery (4/day) (Su) | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Potion of cure serious wounds | <input type="checkbox"/> <input type="checkbox"/> |
| Scry on Familiar (1/day) (Sp) | <input type="checkbox"/> |
| Shatter | <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"/> |
| Staff of evocation | <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"/> |

Experience & Wealth

Experience Points: **635000/890000**
Current Cash: **90 gp**

Tracked Resources

| | |
|---|---|
| Trail rations | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Wall of Force | <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> |
| Wand of lightning bolt (CL 7th, 50 charges) | <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"/> <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"/> |
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Languages

Common

Spells & Powers

Wizard spells memorized (CL 15th; concentration +23)
Melee Touch +7/+2 **Ranged Touch** +6/+1
8th—*iron body, polar ray*
7th—*delayed blast fireball* (DC 27), *forcecage* (DC 27), *greater teleport*
6th—*chain lightning* (DC 26), *chain lightning* (DC 26), *disintegrate* (DC 24), *true seeing*
5th—*cone of cold* (DC 25), *cone of cold* (DC 25), *telekinesis, telekinesis, wall of force*
4th—*dimension door, ice storm, ice storm, stonesskin, wall of fire*
3rd—*dispel magic, dispel magic, fireball* (DC 23), *fireball* (DC 23), *haste, haste*
2nd—*bull's strength, invisibility, scorching ray, scorching ray, scorching ray, web* (DC 20), *web* (DC 20)
1st—*mage armor, magic missile, magic missile, magic missile, magic missile, shield*
0th (at will)—*detect magic, detect magic, light, read magic*

Companions

Sneak

Male weasel (*Pathfinder RPG Bestiary* 133)

N Tiny magical beast (animal)

Init +2; **Senses** low-light vision, scent; Perception +15

Defense

AC 23, touch 14, flat-footed 21 (+2 Dex, +9 natural, +2 size)

hp 44 (1d8)

Fort +5, **Ref** +7, **Will** +10

SR 20

Offense

Speed 20 ft., climb 20 ft.

Melee bite +11 (1d3-4)

Space 2 ft.; **Reach** 0 ft.

Special Attacks attach

Statistics

Str 3, **Dex** 15, **Con** 10, **Int** 13, **Wis** 12, **Cha** 5

Base Atk +7; **CMB** +7; **CMD** 13 (17 vs. trip)

Feats Weapon Finesse^B

Skills Acrobatics +14 (+10 to jump), Appraise +16, Climb +10, Diplomacy +12, Escape Artist +3, Linguistics +16, Perception +15, Spellcraft +16, Stealth +14, Swim +21;

Racial Modifiers +8 Acrobatics, +4 Stealth

Languages Common

SQ improved evasion

Background

Born to a successful spice merchant in one of Absalom's more affluent districts, Ezren's childhood was pleasantly safe. This changed when his father was charged with heresy. Ezren spent much of his adult life attempting to prove his father's innocence, only to discover his father was guilty. The revelation shook to the core Ezren's faith in family and church and he abandoned both, setting out into the world to find a new life. Ezren fell naturally into the ways of wizardry, and swiftly became a gifted spellcaster.

Sourcebooks Used

(none)

Sneak



Male weasel - CL1 - CR 1/2

True Neutral Magical Beast ((Animal))

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 3 | -4 | |
| DEX DEXTERITY | 15 | +2 | |
| CON CONSTITUTION | 10 | 0 | |
| INT INTELLIGENCE | 13 | +1 | |
| WIS WISDOM | 12 | +1 | |
| CHA CHARISMA | 5 | -3 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-------|------|---------|--------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +5 = | +5 | | | | | |
| REFLEX (DEXTERITY) | +7 = | +5 | +2 | | | | |
| WILL (WISDOM) | +10 = | +9 | +1 | | | | |

Spell Resistance (20)

| | Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|-----------|-------|-------|--------|-----|------|-------|--------|-------|------|
| AC | 23 = | | | +2 | +2 | +9 | | | +13 |

| | | | |
|-----------------|----|-----------------------|----|
| Touch AC | 14 | Flat-Footed AC | 21 |
|-----------------|----|-----------------------|----|

BAB Dexterity Size Misc

| | | | | | |
|-----------------|------|----|----|----|---|
| CM Bonus | +7 = | +7 | +2 | -2 | - |
|-----------------|------|----|----|----|---|

| | Total | BAB | Strength | Dexterity | Size |
|----------------------------------|---------|-----|----------|-----------|------|
| CM Defense 17 vs. Trip | 13 = 10 | +7 | -4 | +2 | -2 |

| | | | |
|--------------------|----|-----------|----|
| Base Attack | +7 | HP | 44 |
|--------------------|----|-----------|----|

| | | |
|-------------------|----|---------------------|
| Initiative | +2 | Damage / Current HP |
|-------------------|----|---------------------|

| | |
|--------------|-------|
| Speed | 20 ft |
|--------------|-------|

Bite (Weasel)

Main hand: +11, 1d3-4

Crit: x2
Light, B/P/S

| Skill Name | Total | Ability | Ranks | Temp |
|---|-------|----------|-------|------|
| Acrobatics | +14 | DEX (2) | 1 | |
| Speed greater/less than 30 ft. : -4 to jump | | | | |
| Appraise | +16 | INT (1) | (15) | |
| Bluff | -3 | CHA (-3) | - | |
| Climb | +10 | DEX (2) | - | |
| Diplomacy | +12 | CHA (-3) | (15) | |
| Disguise | -3 | CHA (-3) | - | |
| Escape Artist | +3 | DEX (2) | 1 | |
| Fly | +6 | DEX (2) | - | |
| Heal | +1 | WIS (1) | - | |
| Intimidate | -3 | CHA (-3) | - | |
| Linguistics | +16 | INT (1) | (15) | |
| Perception | +15 | WIS (1) | (11) | |
| Ride | +2 | DEX (2) | - | |
| Sense Motive | +1 | WIS (1) | - | |
| Spellcraft | +16 | INT (1) | (15) | |
| Stealth | +14 | DEX (2) | - | |
| Survival | +1 | WIS (1) | - | |
| Swim | +21 | DEX (2) | (16) | |

Feats

Weapon Finesse

Special Abilities

Attach (Ex)
Climbing (20 feet)
Improved Evasion (Ex)
Low-Light Vision
Scent (Ex)

Gear

**Total Weight Carried: 0/22.5 lbs, Light Load
(Light: 7.5 lbs, Medium: 15 lbs, Heavy: 22.5 lbs)**

Money -

Languages

Common

Sourcebooks Used

- **Bestiary Familiars** - Weasel (race)

Experience & Wealth

Current Cash: **You have no money!**

Ezren (4)

Male human wizard 4 - CR 3

Neutral Good Humanoid (Human); Atheist; Age: 50; Height: 5' 9"; Weight: 175lb.

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 11 | 0 | |
| DEX DEXTERITY | 9 | -1 | |
| CON CONSTITUTION | 12 | +1 | |
| INT INTELLIGENCE | 19 | +4 | |
| WIS WISDOM | 15 | +2 | |
| CHA CHARISMA | 9 | -1 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-------|------|---------|--------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +4 | = | +1 | +1 | | +2 | |
| REFLEX (DEXTERITY) | +2 | = | +1 | -1 | | +2 | |
| WILL (WISDOM) | +6 | = | +4 | +2 | | | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|--------------|-------|--------|-----|------|-------|--------|-------|------|
| AC 11 | = | +2 | | -1 | | | | +1 |

| Touch AC | Flat-Footed AC | BAB | Strength | Size | Misc |
|----------|----------------|-----|----------|------|------|
| 9 | 11 | | | | |

| CM Bonus | BAB | Strength | Size | Misc |
|----------|-----|----------|------|------|
| +2 | +2 | +0 | - | - |

| CM Defense | BAB | Strength | Dexterity | Size |
|------------|------|----------|-----------|------|
| 11 | = 10 | +2 | +0 | -1 |

| | | | |
|--------------------|----|-----------|----|
| Base Attack | +2 | HP | 20 |
|--------------------|----|-----------|----|

| | | | |
|-------------------|----|---------------------|--|
| Initiative | +3 | Damage / Current HP | |
|-------------------|----|---------------------|--|

| | |
|--------------|-------|
| Speed | 30 ft |
|--------------|-------|

Club

Main hand: **+2, 1d6** Crit: x2
 Both hands: **+2, 1d6** Rng: 10'
 1-hand, B

Ranged: **+1, 1d6**
 Ranged, both hands: **+1, 1d6**

Dagger

Main hand: **+2, 1d4** Crit: 19-20/x2
 Ranged: **+1, 1d4** Rng: 10'
 Light, P/S

Light crossbow

Ranged: **-1, 1d8** Crit: 19-20/x2
 Ranged, both hands: **+1, 1d8** Rng: 80'
 2-hand, P



| Skill Name | Total | Ability | Ranks | Temp |
|------------------------------|-------|----------|-------|------|
| Acrobatics | -1 | DEX (-1) | - | |
| Appraise | +9 | INT (4) | 2 | |
| Bluff | -1 | CHA (-1) | - | |
| Climb | +0 | STR (0) | - | |
| Diplomacy | +1 | CHA (-1) | 2 | |
| Disguise | -1 | CHA (-1) | - | |
| Escape Artist | -1 | DEX (-1) | - | |
| Fly | -1 | DEX (-1) | - | |
| Heal | +2 | WIS (2) | - | |
| Intimidate | -1 | CHA (-1) | - | |
| Knowledge (arcana) | +11 | INT (4) | 4 | |
| Knowledge (geography) | +11 | INT (4) | 4 | |
| Knowledge (history) | +11 | INT (4) | 4 | |
| Knowledge (local) | +11 | INT (4) | 4 | |
| Linguistics | +11 | INT (4) | 4 | |
| Perception | +5 | WIS (2) | 1 | |
| Ride | -1 | DEX (-1) | - | |
| Sense Motive | +4 | WIS (2) | - | |
| Spellcraft | +11 | INT (4) | 4 | |
| Stealth | -1 | DEX (-1) | - | |
| Survival | +2 | WIS (2) | - | |
| Swim | +1 | STR (0) | 1 | |

Feats

Alertness
 Combat Casting
 Great Fortitude
 Improved Initiative
 Scribe Scroll
 Wizard Weapon Proficiencies

Special Abilities

Deliver Touch Spells Through Familiar (Su)
 Empathic Link with Familiar (Su)
 Familiar Bonus: +2 to Reflex saves
 Hand of the Apprentice (7/day) (Su)
 Share Spells with Familiar

Gear

Total Weight Carried: 25/115 lbs, Light Load
(Light: 38 lbs, Medium: 76 lbs, Heavy: 115 lbs)

| | |
|---|---------|
| Alchemist's fire x2 | 1 lb |
| Artisan's outfit (Free) | - |
| Backpack (6 @ 7.3 lbs) | 2 lbs |
| Bracers of armor +2 | 1 lb |
| Club | 3 lbs |
| Crossbow bolts x20 | 0.1 lbs |
| Dagger | 1 lb |
| Light crossbow | 4 lbs |
| Money <In: Backpack (6 @ 7.3 lbs)> | 0.3 lbs |
| Pearl of power (1st level, 1/day) | - |
| Potion of cure moderate wounds | - |
| Scroll case (empty) | 0.5 lbs |
| Spell component pouch | 2 lbs |
| Spellbook <In: Backpack (6 @ 7.3 lbs)> | 3 lbs |
| Trail rations x4 <In: Backpack (6 @ 7.3 lbs)> | 1 lb |
| Wand of magic missile | - |

Tracked Resources

| | | |
|-------------------------------------|--------------------------|--------------------------|
| Alchemist's fire | <input type="checkbox"/> | <input type="checkbox"/> |
| Club | <input type="checkbox"/> | |
| Crossbow bolts | <input type="checkbox"/> | <input type="checkbox"/> |
| | <input type="checkbox"/> | <input type="checkbox"/> |
| Dagger | <input type="checkbox"/> | |
| Hand of the Apprentice (7/day) (Su) | <input type="checkbox"/> | <input type="checkbox"/> |
| Pearl of power (1st level, 1/day) | <input type="checkbox"/> | |
| Potion of cure moderate wounds | <input type="checkbox"/> | |
| Trail rations | <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"/> |
| | <input type="checkbox"/> | <input type="checkbox"/> |

Languages

Common

Spells & Powers

Wizard spells memorized (CL 4th; concentration +8)
Melee Touch +2 Ranged Touch +1
2nd—*bull's strength*, *scorching ray*, *web* (DC 16)
1st—*alarm*, *magic missile*, *magic missile*, *shield*
0th (at will)—*daze* (DC 14), *detect magic*, *light*, *read magic*

Experience & Wealth

Experience Points: **9000/15000**
Current Cash: **15 gp**

Companions

Sneak

Male weasel (*Pathfinder RPG Bestiary* 133)

N Tiny magical beast (animal)

Init +2; Senses low-light vision, scent; Perception +5

Defense

AC 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

hp 10 (1d8)

Fort +2, Ref +4, Will +5

Offense

Speed 20 ft., climb 20 ft.

Melee bite +6 (1d3-4)

Space 2 ft.; **Reach** 0 ft.

Special Attacks attach

Statistics

Str 3, **Dex** 15, **Con** 10, **Int** 7, **Wis** 12, **Cha** 5

Base Atk +2; **CMB** +2; **CMD** 8 (12 vs. trip)

Feats Weapon Finesse^B

Skills Acrobatics +10 (+6 to jump), Appraise +0, Climb +10, Diplomacy -1, Escape Artist +3, Linguistics +2, Perception +5, Spellcraft +2, Stealth +14, Swim +6;

Racial Modifiers +8 Acrobatics, +4 Stealth

SQ improved evasion

Background

Born to a successful spice merchant in one of Absalom's more affluent districts, Ezren's childhood was pleasantly safe. This changed when his father was charged with heresy. Ezren spent much of his adult life attempting to prove his father's innocence, only to discover his father was guilty. The revelation shook to the core Ezren's faith in family and church and he abandoned both, setting out into the world to find a new life. Ezren fell naturally into the ways of wizardry, and swiftly became a gifted spellcaster.

Sourcebooks Used

(none)

Sneak



Male weasel - CL1 - CR 1/2

True Neutral Magical Beast ((Animal))

| Ability | Score | Modifier | Temporary |
|---|-------|----------|-----------|
| STR <small>STRENGTH</small> | 3 | -4 | |
| DEX <small>DEXTERITY</small> | 15 | +2 | |
| CON <small>CONSTITUTION</small> | 10 | 0 | |
| INT <small>INTELLIGENCE</small> | 7 | -2 | |
| WIS <small>WISDOM</small> | 12 | +1 | |
| CHA <small>CHARISMA</small> | 5 | -3 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|---|-------|------|---------|--------|------|------|-------|
| FORTITUDE <small>(CONSTITUTION)</small> | +2 = | +2 | | | | | |
| REFLEX <small>(DEXTERITY)</small> | +4 = | +2 | +2 | | | | |
| WILL <small>(WISDOM)</small> | +5 = | +4 | +1 | | | | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|----------------|-------|--------|-----|------|-------|--------|-------|------|
| AC 17 = | | | +2 | +2 | +3 | | | +7 |

| | |
|--------------------|---|
| Touch AC 14 | Flat-Footed AC 15 |
| | <small>BAB Dexterity Size Misc</small> |

| | | | | |
|----------------------|----|----|----|---|
| CM Bonus +2 = | +2 | +2 | -2 | - |
|----------------------|----|----|----|---|

| CM Defense | 8 = 10 | BAB | Strength | Dexterity | Size |
|------------|--------|-----|----------|-----------|------|
| | | +2 | -4 | +2 | -2 |

12 vs. Trip

| | | | |
|--------------------|----|-----------|----|
| Base Attack | +2 | HP | 10 |
|--------------------|----|-----------|----|

| | | |
|-------------------|-------|---------------------|
| Initiative | +2 | Damage / Current HP |
| Speed | 20 ft | |

Bite (Weasel)

Main hand: +6, 1d3-4

Crit: x2
Light, B/P/S

| Skill Name | Total | Ability | Ranks | Temp |
|--|-------|----------|-------|------|
| Acrobatics | +10 | DEX (2) | - | |
| <small>Speed greater/less than 30 ft. : -4 to jump</small> | | | | |
| Appraise | +0 | INT (-2) | (2) | |
| Bluff | -3 | CHA (-3) | - | |
| Climb | +10 | DEX (2) | - | |
| Diplomacy | -1 | CHA (-3) | (2) | |
| Disguise | -3 | CHA (-3) | - | |
| Escape Artist | +3 | DEX (2) | 1 | |
| Fly | +6 | DEX (2) | - | |
| Heal | +1 | WIS (1) | - | |
| Intimidate | -3 | CHA (-3) | - | |
| Linguistics | +2 | INT (-2) | (4) | |
| Perception | +5 | WIS (1) | (1) | |
| Ride | +2 | DEX (2) | - | |
| Sense Motive | +1 | WIS (1) | - | |
| Spellcraft | +2 | INT (-2) | (4) | |
| Stealth | +14 | DEX (2) | - | |
| Survival | +1 | WIS (1) | - | |
| Swim | +6 | DEX (2) | (1) | |

Feats

Weapon Finesse

Special Abilities

Attach (Ex)
Climbing (20 feet)
Improved Evasion (Ex)
Low-Light Vision
Scent (Ex)

Gear

**Total Weight Carried: 0/22.5 lbs, Light Load
(Light: 7.5 lbs, Medium: 15 lbs, Heavy: 22.5 lbs)**

Money -

Experience & Wealth

Current Cash: **You have no money!**

Sourcebooks Used

- **Bestiary Familiars** - Weasel (race)

Ezren (7)

Male human wizard 7 - CR 6

Neutral Good Humanoid (Human); Atheist; Age: **50**; Height: **5' 9"**; Weight: **175lb**.

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 11 | 0 | |
| DEX DEXTERITY | 9 | -1 | |
| CON CONSTITUTION | 12 | +1 | |
| INT INTELLIGENCE | 19/21 | +4/+5 | |
| WIS WISDOM | 15 | +2 | |
| CHA CHARISMA | 9 | -1 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-------|------|---------|--------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +7 | = | +2 | +1 | +2 | +2 | |
| REFLEX (DEXTERITY) | +5 | = | +2 | -1 | +2 | +2 | |
| WILL (WISDOM) | +9 | = | +5 | +2 | +2 | | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|--------------|-------|--------|-----|------|-------|--------|-------|------|
| AC 12 | = | +3 | -1 | | | | | +2 |

| Touch AC | Flat-Footed AC | BAB | Strength | Size | Misc |
|----------|----------------|-----|----------|------|------|
| 9 | 12 | | | | |

| CM Bonus | BAB | Strength | Size | Misc |
|----------|-----|----------|------|------|
| +3 | +3 | +0 | - | - |

| CM Defense | BAB | Strength | Dexterity | Size |
|------------|------|----------|-----------|------|
| 12 | = 10 | +3 | +0 | -1 |

| | | | |
|--------------------|----|-----------|----|
| Base Attack | +3 | HP | 34 |
|--------------------|----|-----------|----|

| Initiative | Damage / Current HP |
|------------|---------------------|
| +3 | |

| | |
|--------------|-------|
| Speed | 30 ft |
|--------------|-------|

Dagger

Main hand: **+3, 1d4** Crit: 19-20/x2
Rng: 10'
Ranged: **+2, 1d4** Light, P/S

Masterwork Cane

Main hand: **+4, 1d6** Crit: x2
Both hands: **+4, 1d6** Rng: 10'
1-hand, B
Ranged: **+3, 1d6**
Ranged, both hands: **+3, 1d6**

Masterwork light crossbow

Ranged: **+1, 1d8** Crit: 19-20/x2
Rng: 80'
Ranged, both hands: **+3, 1d8** 2-hand, P



| Skill Name | Total | Ability | Ranks | Temp |
|------------------------------|-------|----------|-------|------|
| Acrobatics | -1 | DEX (-1) | - | |
| Appraise | +11 | INT (5) | 3 | |
| Bluff | -1 | CHA (-1) | - | |
| Climb | +0 | STR (0) | - | |
| Diplomacy | +1 | CHA (-1) | 2 | |
| Disguise | -1 | CHA (-1) | - | |
| Escape Artist | -1 | DEX (-1) | - | |
| Fly | -1 | DEX (-1) | - | |
| Heal | +2 | WIS (2) | - | |
| Intimidate | -1 | CHA (-1) | - | |
| Knowledge (arcana) | +15 | INT (5) | 7 | |
| Knowledge (geography) | +15 | INT (5) | 7 | |
| Knowledge (history) | +15 | INT (5) | 7 | |
| Knowledge (local) | +15 | INT (5) | 7 | |
| Knowledge (planes) | +15 | INT (5) | 7 | |
| Linguistics | +15 | INT (5) | 7 | |
| Perception | +9 | WIS (2) | 5 | |
| Ride | -1 | DEX (-1) | - | |
| Sense Motive | +4 | WIS (2) | - | |
| Spellcraft | +15 | INT (5) | 7 | |
| Stealth | -1 | DEX (-1) | - | |
| Survival | +2 | WIS (2) | - | |
| Swim | +4 | STR (0) | 4 | |

Feats

Alertness
Arcane Strike
Combat Casting
Empower Spell
Great Fortitude
Improved Initiative
Scribe Scroll
Spell Penetration
Wizard Weapon Proficiencies

Special Abilities

Deliver Touch Spells Through Familiar (Su)
Empathic Link with Familiar (Su)

Sneak



Male weasel - CL1 - CR 1/2

True Neutral Magical Beast ((Animal))

| Ability | Score | Modifier | Temporary |
|----------------------------|-------|----------|-----------|
| STR STRENGTH | 3 | -4 | |
| DEX DEXTERITY | 15 | +2 | |
| CON CONSTITUTION | 10 | 0 | |
| INT INTELLIGENCE | 9 | -1 | |
| WIS WISDOM | 12 | +1 | |
| CHA CHARISMA | 5 | -3 | |

| Saving Throw | Total | Base | Ability | Resist | Misc | Temp | Notes |
|------------------------------------|-------|------|---------|--------|------|------|-------|
| FORTITUDE (CONSTITUTION) | +2 | = | +2 | | | | |
| REFLEX (DEXTERITY) | +4 | = | +2 | +2 | | | |
| WILL (WISDOM) | +6 | = | +5 | +1 | | | |

| Total | Armor | Shield | Dex | Size | Natur | Deflec | Dodge | Misc |
|--------------|-------|--------|-----|------|-------|--------|-------|------|
| AC 19 | = | | +2 | +2 | +5 | | | +9 |

| Touch AC | Flat-Footed AC |
|----------|----------------|
| 14 | 17 |

| CM Bonus | BAB | Dexterity | Size | Misc |
|----------|-----|-----------|------|------|
| +3 | +3 | +2 | -2 | - |

| CM Defense | BAB | Strength | Dexterity | Size | |
|------------|------|----------|-----------|------|----|
| 9 | = 10 | +3 | -4 | +2 | -2 |

| | | | |
|--------------------|----|-----------|----|
| Base Attack | +3 | HP | 17 |
|--------------------|----|-----------|----|

| | | | |
|-------------------|----|---------------------|--|
| Initiative | +2 | Damage / Current HP | |
|-------------------|----|---------------------|--|

| | |
|--------------|-------|
| Speed | 20 ft |
|--------------|-------|

Bite (Weasel)

Main hand: +7, 1d3-4

Crit: x2
Light, B/P/S

| Skill Name | Total | Ability | Ranks | Temp |
|---|-------|----------|-------|------|
| Acrobatics | +10 | DEX (2) | - | |
| Speed greater/less than 30 ft. : -4 to jump | | | | |
| Appraise | +2 | INT (-1) | (3) | |
| Bluff | -3 | CHA (-3) | - | |
| Climb | +10 | DEX (2) | - | |
| Diplomacy | -1 | CHA (-3) | (2) | |
| Disguise | -3 | CHA (-3) | - | |
| Escape Artist | +3 | DEX (2) | 1 | |
| Fly | +6 | DEX (2) | - | |
| Heal | +1 | WIS (1) | - | |
| Intimidate | -3 | CHA (-3) | - | |
| Linguistics | +6 | INT (-1) | (7) | |
| Perception | +9 | WIS (1) | (5) | |
| Ride | +2 | DEX (2) | - | |
| Sense Motive | +1 | WIS (1) | - | |
| Spellcraft | +6 | INT (-1) | (7) | |
| Stealth | +14 | DEX (2) | - | |
| Survival | +1 | WIS (1) | - | |
| Swim | +9 | DEX (2) | (4) | |

Feats

Weapon Finesse

Special Abilities

Attach (Ex)
Climbing (20 feet)
Improved Evasion (Ex)
Low-Light Vision
Scent (Ex)

Gear

Total Weight Carried: 0/22.5 lbs, Light Load
(Light: 7.5 lbs, Medium: 15 lbs, Heavy: 22.5 lbs)
Money -

Experience & Wealth

Current Cash: **You have no money!**

Sourcebooks Used

- **Bestiary Familiars** - Weasel (race)