

## Wisdom Water Weaver V3

Player: Yosef Bender

Male Human Wizard 3 - CR 2

Lawful Good Humanoid (Human); Deity: **Ragathiel**; Age: **23**; Height: **6'**; Weight: **170lb.**; Eyes: **brown**; Hair: **white**; Skin: **tan**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	<b>10</b>	<b>0</b>	
<b>DEX</b> DEXTERITY	<b>14/15</b>	<b>+2</b>	
<b>CON</b> CONSTITUTION	<b>12</b>	<b>+1</b>	
<b>INT</b> INTELLIGENCE	<b>16</b>	<b>+3</b>	
<b>WIS</b> WISDOM	<b>12</b>	<b>+1</b>	
<b>CHA</b> CHARISMA	<b>10</b>	<b>0</b>	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	<b>+2</b>	=	<b>+1</b>	<b>+1</b>			
<b>REFLEX</b> (DEXTERITY)	<b>+3</b>	=	<b>+1</b>	<b>+2</b>			
<b>WILL</b> (WISDOM)	<b>+4</b>	=	<b>+3</b>	<b>+1</b>			

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> <b>11</b>	=		<b>+1</b>					

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
<b>11</b>	<b>10</b>				

CM Bonus	BAB	Strength	Dexterity	Size
<b>+1</b>	<b>+1</b>	<b>0</b>	<b>-</b>	<b>-</b>

CM Defense	BAB	Strength	Dexterity	Size
<b>12</b>	<b>10</b>	<b>+1</b>	<b>0</b>	<b>+2</b>

Base Attack	HP
<b>+1</b>	<b>19</b>

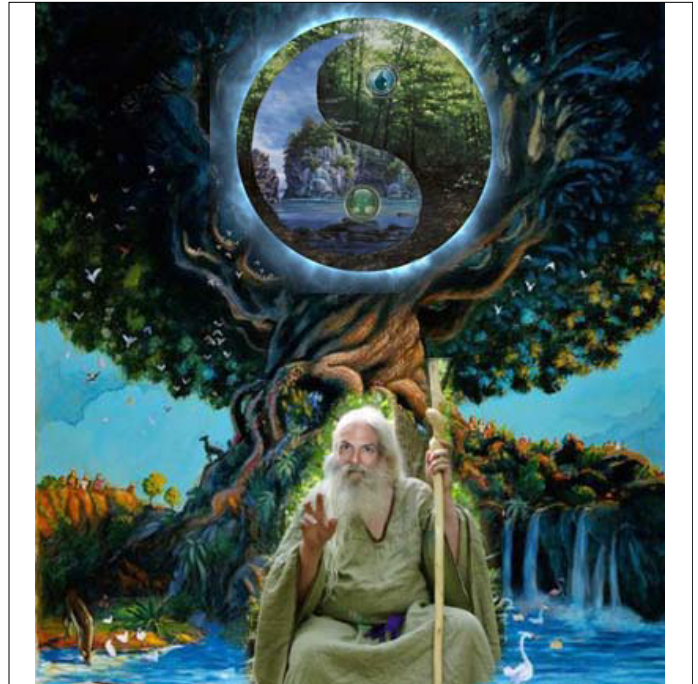
Initiative	Speed	Damage / Current HP
<b>+2</b>	<b>30 / 0 ft</b>	

### Heavy crossbow

Ranged: **-1, 1d10** Crit: 19-20/x2  
 Ranged, both hands: **+3, 1d10** Rng: 120'  
 2-hand, P

### Quarterstaff

Both hands: **+1, 1d6** Crit: x2  
 Double: **-3 (Off: -7), 1d6/1d6** Double, B, Monk



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	<b>-4</b>	DEX (2)	-	
<b>Appraise</b>	<b>+7</b>	INT (3)	1	
<b>Bluff</b>	<b>+1</b>	CHA (0)	1	
<b>Climb</b>	<b>-6</b>	STR (0)	-	
<b>Craft (alchemy)</b>	<b>+7</b>	INT (3)	1	
<b>Craft (blacksmith)</b>	<b>+5</b>	INT (3)	1	
<b>Craft (clockwork)</b>	<b>+6</b>	INT (3)	2	
<b>Diplomacy</b>	<b>+2</b>	CHA (0)	2	
<b>Disguise</b>	<b>+1</b>	CHA (0)	1	
<b>Escape Artist</b>	<b>-4</b>	DEX (2)	-	
<b>Fly</b>	<b>+1</b>	DEX (2)	2	
<b>Heal</b>	<b>+3</b>	WIS (1)	2	
<b>Intimidate</b>	<b>+0</b>	CHA (0)	-	
<b>Knowledge (arcana)</b>	<b>+7</b>	INT (3)	1	
<b>Knowledge (engineering)</b>	<b>+7</b>	INT (3)	1	
<b>Knowledge (history)</b>	<b>+7</b>	INT (3)	1	
<b>Knowledge (planes)</b>	<b>+7</b>	INT (3)	1	
<b>Linguistics</b>	<b>+7</b>	INT (3)	1	
<b>Perception</b>	<b>+4</b>	WIS (1)	1	
<b>Ride</b>	<b>-4</b>	DEX (2)	-	
<b>Sense Motive</b>	<b>+4</b>	WIS (1)	1	
<b>Spellcraft</b>	<b>+7</b>	INT (3)	1	
<b>Stealth</b>	<b>-4</b>	DEX (2)	-	
<b>Survival</b>	<b>+1</b>	WIS (1)	-	
<b>Swim</b>	<b>-6</b>	STR (0)	-	

### Feats

Arcane Strike

## Feats

Brew Potion  
Deadly Aim -1/+2  
Scribe Scroll  
Wizard Weapon Proficiencies

## Gear

**Total Weight Carried: 149.88/100lbs, Over Load (Light: 33lbs, Medium: 66lbs, Heavy: 100lbs)**

Alchemist's kit	24 lbs
Artisan's outfit (Free)	-
Chalk	-
Dungeoneering kit, deluxe	15 lbs
Grappling hook	4 lbs
Heavy crossbow	8 lbs
Iron spike	1 lb
Lamp	1 lb
Money	79.38 lbs
Quarterstaff	4 lbs
Rope	10 lbs
Spellbook	3 lbs
Wire	0.5 lbs

## Special Abilities

+3 to sight-based Perception checks in shadows  
Deliver Touch Spells Through Familiar (Su)  
Empathic Link with Familiar (Su)  
Enchantment  
Necromancy  
Physical Enhancement +1 (Dexterity) (Su)  
Share Spells with Familiar  
Telekinetic Fist (6/day) (Sp)  
Transmutation

## Tracked Resources

Telekinetic Fist (6/day) (Sp)

## Languages

Common	Elven
Draconic	Gnome
Dwarven	

## Spells & Powers

**Wizard Spell DC: 13 + spell level**  
CL: 3 (vs. SR: +3, Concentration: +6)  
Melee Touch +1 Ranged Touch +3  
Maximum Wizard spells per day: **4/\***x0; **3**x1; **2**x2  
Wizard 0: Ray of Frost, Mage Hand, Ghost Sound (DC 13), Jolt  
Wizard 1: Magic Weapon, True Strike, True Strike, Grease (DC 14)  
Wizard 2: Bull's Strength, Flaming Sphere (DC 15), Fog Cloud

## Experience & Wealth

Experience Points: **5000/9000**  
Current Cash: **3957 GP, 8 SP, 4 CP**

## Companions

**Archimedes (Arcane Familiar), No Gender**  
**Clockwork Owl (Bonus HD +1, Clockwork Owl +1, Clockwork +0) - CL2 - CR 1/2**  
STR **6** (-2), DEX **16** (+3), CON **10** (0), INT **7** (-2), WIS **14** (+2), CHA **6** (-2); Fortitude **+3**, Reflex **+8**, Will **+5**  
HP: 9/9; Init: +7; Speed: 10 feet  
Attack Bonus: +3; Armor Class: 19 / 17 Tch / 14 Fl  
Appraise **-1**, Bluff **-1**, Diplomacy **+0**, Disguise **-1**, Fly **+12**, Heal **+4**, Linguistics **-1**, Perception **+10**, Sense Motive **+3**, Spellcraft **-1**, Stealth **+19**  
Talon (Clockwork Owl) **Melee +6, 1d4-2, x2**  
Special: Flight (40 feet, Average), Improved Evasion (Ex), Low-Light Vision, Vulnerability to Electricity, Winding

## Archimedes

**No Gender Clockwork Owl (Bonus HD +1, Clockwork Owl +1, Clockwork +0) - CL2 - CR 1/2**  
 True Neutral Magical Beast ((Animal)); Deity: **Wisdom Weaver** ; Age: 1; Height: 1' 3"; Weight: 12lb.; Eyes: **big**; Skin: **bronze**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	6	-2	
<b>DEX</b> DEXTERITY	16	+3	
<b>CON</b> CONSTITUTION	10	0	
<b>INT</b> INTELLIGENCE	7	-2	
<b>WIS</b> WISDOM	14	+2	
<b>CHA</b> CHARISMA	6	-2	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+3	= +3					
<b>REFLEX</b> (DEXTERITY)	+8	= +3	+3		+2		
<b>WILL</b> (WISDOM)	+5	= +3	+2				

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b> 19	=		+3	+2	+2		+2	

Touch AC	Flat-Footed AC	BAB	Strength	Size	Misc
17	14				

CM Bonus	BAB	Strength	Size	Misc
+2	= +1	-2	-2	-

CM Defense	BAB	Strength	Dexterity	Size
12	= 10	+1	-2	+3
			+3	-2

Base Attack	HP
+1	9

Initiative	Damage / Current HP
+7	

Speed
10 ft

### Talon (Clockwork Owl)

Main hand: **+6, 1d4-2**

Crit: x2  
Light, S



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	+3	DEX (3)	-	
Speed less than 30' : -8 jump				
<b>Appraise</b>	-1	INT (-2)	(1)	
<b>Bluff</b>	-1	CHA (-2)	(1)	
<b>Climb</b>	+3	DEX (3)	-	
<b>Diplomacy</b>	+0	CHA (-2)	(2)	
<b>Disguise</b>	-1	CHA (-2)	(1)	
<b>Escape Artist</b>	+3	DEX (3)	-	
<b>Fly</b>	+12	DEX (3)	(2)	
<b>Heal</b>	+4	WIS (2)	(2)	
<b>Intimidate</b>	-2	CHA (-2)	-	
<b>Linguistics</b>	-1	INT (-2)	(1)	
<b>Perception</b>	+10	WIS (2)	(1)	
<b>Ride</b>	+3	DEX (3)	-	
<b>Sense Motive</b>	+3	WIS (2)	1	
<b>Spellcraft</b>	-1	INT (-2)	(1)	
<b>Stealth</b>	+19	DEX (3)	1	
<b>Survival</b>	+2	WIS (2)	-	
<b>Swim</b>	+3	DEX (3)	-	

### Feats

Improved Initiative  
 Lightning Reflexes  
 Weapon Finesse

### Special Abilities

Flight (40 feet, Average)  
 Improved Evasion (Ex)  
 Low-Light Vision  
 Vulnerability to Electricity  
 Winding

## Gear

**Total Weight Carried: 0/30lbs, Light Load**  
**(Light: 10lbs, Medium: 20lbs, Heavy: 30lbs)**  
Money

## Experience & Wealth

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

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