

ELF WIZARD 1

LN Seer Elf Background: Scholar (Arcana)

Perception +5; Low-Light Vision

Languages Arabic, Elven, English, Mandarin, Latin

Skills Acrobatics +6, Arcana +7, Athletics +0, Crafting +7, Lore: Academia +7, Lore: Dusk Veil +7, Nature +5, Occultism +7, Religion +5, Society +7

Str +0, **Dex** +3, **Con** +0, **Int** +4, **Wis** +2, **Cha** +0

AC 16, **Fort** +3, **Ref** +6, **Will** +7

HP 12

Speed 30 feet

Melee Staff +3 (Two-Hand d8), **Damage** 1d4 (B)

Reach Spell (Concentrate, Metamagic) You can extend the range of your spells. If the next action you use is to Cast a Spell that has a range, increase that spell's range by 30 feet. As is standard for increasing spell ranges, if the spell normally has a range of touch, you extend its range to 30 feet.

Drain Bonded Item (Arcane, Wizard) **Frequency** once per day **Requirements** You haven't acted yet on your turn. You expend the power stored in your bonded item. During your turn, you gain the ability to cast one spell you prepared today and already cast, without spending a spell slot. You must still Cast the Spell and meet the spell's other requirements.

Arcane Prepared Spells DC 17, attack +7

1st [Chilling Spray](#), [Mage Armor](#), [Magic Missile](#);

Cantrips [Dancing Lights](#), [Daze](#), [Detect Magic](#), [Mage Hand](#), [Message](#), [Telekinetic Projectile](#)

Arcane Innate Spells DC 13, attack +3 **Cantrips** [Detect Magic](#)

Focus Spells (1 points) [Force Bolt](#)

Range 30 feet; **Targets** 1 creature You fire an unerring dart of force from your fingertips. It automatically hits and deals 1d4+1 force damage to the target. **Heightened (+2)** The damage increases by 1d4+1.

Additional Feats [Assurance](#) (Religion), [Elven Aloofness](#), [Seer Elf](#)

Additional Specials [Arcane Bond](#), [Arcane School \(Evocation\)](#), [Arcane Thesis \(Metamagical Experimentation\)](#)