

**Jonah Hesk Lawful Neutral Human Wizard - 3**

**Initiative: +5**

**Move: 30'**

**HP: 11**

**Dmg:**

**Sub:**

**Combat**

Armor: None

Armor Class: 11, Flat Footed: 10, Touch: 11

Base Attack: +1

Ranged: *Masterwork* Light Crossbow +2, d6, 19-20, 80' piercing

*Masterwork* Bolts: ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )

Ranged: Dagger +2, d4, 10' 19-20, piercing

Melee: Dagger +1, d4, 19-20, piercing

Fortitude Save: +4, Reflex Save +4, Will Save +5

**Attributes**

Str: 10

Dex: 12 (+1)

Con: 12 (+1)

Int: 16 (+3)

Wis: 14 (+2)

Cha: 10

XP

6000 for next level

Skill	Ranks	Bonus	Misc.		
				Wand of <i>Color Spray</i>	( ) ( ) ( ) ( ) ( ) ( ) ( ) ( )
Alchemy INT	5	+8		Wand of <i>Magic Missile</i> 3 <sup>rd</sup> Lvl.	( ) ( ) ( ) ( ) ( ) ( ) x5 ( )
Climb STR	0	+0		Potion - <i>Cure Light Wounds</i> d8+2	( ) ( )
Concentration CON	6	+7		Scroll - <i>Animate Rope</i>	( ) ( )
Hide DEX	0	+1		Scroll - <i>Grease</i>	( ) ( )
Knowledge <i>Arcana</i> INT	4	+7		Scroll - <i>Identify</i>	( ) ( )
Knowledge <i>Engineering</i> INT	4	+7		Scroll - <i>Magic Weapon</i>	( ) ( )
Jump STR	0	+0		Scroll - <i>Shield</i>	( ) ( )
Listen WIS	0	+2	+2	Scroll - <i>Summon Monster I</i>	( ) ( )
Move Silently DEX	0	+1		Scroll - <i>Tenser's Floating Disk</i>	( ) ( )
Search INT	4	+5		Scroll - <i>Flaming Sphere</i>	( ) ( )
Spellcraft INT	6	+9		Scroll - <i>Mirror Image</i>	( )
Spot WIS	0	+2	+2	Scroll - <i>Pyrotechnics</i>	( )
Use Rope DEX	6	+4	+2	Scroll - <i>Protection from Arrows</i>	( )
				Scroll - <i>Rope Trick</i>	( )

**Familiar  
Rat**

HD ¼ d8

HP: 4

Init: +2

AC: 15

Speed: 15', Climb 15'

Attack: +5 Bite

Damage: d3-4 Bite

Face/Reach 2½' x 2½' / 0'

Saves: Fort. +4, Ref. +4, Will. +5

Feats: Scent, Weapon Finesse (Bite)

Str: 2, Dex: 15, Con: 10, Int: 7, Wis: 12, Cha: 2

Skills: Balance +10, Climb +12, Hide +18, Move

Silently +10

Money: 11gp, 8sp

Race: Human Abilities: Bonus Feat, Bonus Skills

Wizard Abilities: Scribe Scroll as a Free Feat, Summon Familiar *Rat* (+2 to Fortitude Saves)

Familiar Abilities: Alertness, Empathic Link, Improved Evasion, Share Spells, Touch Spells

Languages: Common, Dwarven, Elven, Orcish

Feats: Combat Casting +4 to Concentration checks when Casting on the Defensive, Improved Initiative +4 to Initiative Checks, Lightning Reflexes +2 to Reflex Saves, Scribe Scroll

**Jonah Hesk Lawful Neutral Human Wizard - 3**

Gear: Backpack, Bedroll, 5 Cases for Scrolls, Vial of Ink, 5 sheets of Paper, Pen, Spellbook, Spell Component Pouches, Trail Rations for two days, 50' Silk Rope, and Waterskin

### Jonah Hesk Lawful Neutral Human Wizard – 3

Jonah is a cunning, tricky wizard. He uses his spells to slow up and confuse his opponents, rather than trying to blast them outright. Jonah is always on the lookout for new and interesting spells, especially ones that confuse or frighten his opponents. Not to mention treasure, Wizardry is not a cheap profession.

#### Cantrips (Save DC 13)

- ( ) ( ) Arcane Mark: 1 action, touch, inscribes a personal rune on any object. It may be invisible
- ( ) ( ) Dancing Lights: 1 action, 130', creates illusory, torch-bright lights (page 190) for one minute.
- ( ) ( ) Daze: 1 action, 30', 1 humanoid target is enchanted unless they make a Will save. They may take no actions for one round. Targets of 5 or more HD are immune.
- ( ) ( ) Detect Magic: 1 Action, 60' quarter circle, reveals magic auras, lasts for up to three minutes with concentration (page 193).
- ( ) ( ) Detect Poison: 1 Action, 30' quarter circle, instant, reveals poisonous or poisoned targets. Jonah can make a DC 20 Wisdom or Alchemy check to identify the type of poison.
- ( ) ( ) Disrupt Undead: 30' ray, make a touch attack against an undead target to inflict d6 damage.
- ( ) ( ) Flare: 1 action, 30', a single target must make a Fortitude save or be dazzled for one minute and be at -1 for all attacks.
- ( ) ( ) Ghost Sound: 1 action, 30', creates illusory sounds, as loud as eight people (page 209) for three rounds.
- ( ) ( ) Guidance: 1 action, Touch, subject gains +1 on next attack, save or skill roll, effect lasts until discharged or for one minute.
- ( ) ( ) Light: 1 action, Touch, lights an object that then shines a 20' radius for 30 minutes.
- ( ) ( ) Mage Hand: 1 action, 30', concentration, move one unattended object no heavier than five lb. up to 15' per round.
- ( ) ( ) Mending: 1 action, 10', make small repairs in an object that weighs no more than 1 lb.
- ( ) ( ) Open/Close: 1 action, 30', open or close one normal, unrestrained portal (bottle, book, door, chest, window or the like.)
- ( ) ( ) Prestidigitation: 1 action, 10', Make magic tricks (page 238) that last up to 1 hour.
- ( ) ( ) Ray of Frost: 30' ray, make a touch attack against a target to deal it d3 cold damage.
- ( ) ( ) Read Magic: 1 action, Personal, allows one to read magical inscriptions and the like for 30 minutes. Jonah can detect harmful spells on a proper Spellcraft check. (page 243)
- ( ) ( ) Resistance: 1 action, Touch, target gets a +1 resistance bonus to all saves for one minute.

#### 1<sup>st</sup> level Spells (Save DC 14)

- ( ) ( ) Animate Rope: 1 action, 120', animates one length of rope, it can *entangle* one opponent (-2 to attack, -4 to Dex, cannot move) who fails a Reflex save. Adds +2 to Use Rope checks for three rounds.
- ( ) ( ) Color Spray: 1 action, 25' cone, d6 targets who fail a Will save are affected (page 185)
- ( ) ( ) Expeditious Retreat: 1 action, personal, doubles Jonah's speed for three minutes.
- ( ) ( ) Grease: 1 action, 30', one object or a 10'x10' square area. The area effect makes the floor slick, and requires a Reflex save to avoid falling and reduces speed through the area to half. Cast on an object and the wielder must make a Reflex save or lose their grip on it. The effect lasts for three rounds.
- ( ) ( ) Hold Portal: 1 action, 120', one portal is sealed, as if locked. It adds 5 to the DC against forcing and lasts for two minutes.
- ( ) ( ) Identify: 8 hours, touch, Jonah learns the least powerful function of up to three items, along with how to activate them and the number of charges remaining. Identify requires a 50gp set of components.
- ( ) ( ) Magic Missile: 1 action, 130', two bolts of magic strike either one or two targets. Each bolt inflicts d4+1 points of damage.
- ( ) ( ) Magic Weapon: 1 action, touch, touched weapon gains a +1 enhancement bonus for three minutes.
- ( ) ( ) Protection from Evil: 1 action, touch, the target is warded against possession, and protected from contact from any summoned or conjured creature (save good ones), and gains a +2 deflection bonus to AC and a +2 resistance bonus to all saves for three minutes.
- ( ) ( ) Ray of Enfeeblement: 1 action, 30' ray, make a touch attack and the target must make a Fortitude Save or lose d6+1 points of Strength for three minutes.
- ( ) ( ) Reduce: 1 action, 30', one target of up to 30 cubic feet is reduced by 30%, unless it makes a Fortitude Save. Living creatures have a -3 Strength penalty. The spell lasts for three minutes.
- ( ) ( ) Shield: 1 action, personal, an invisible force negates *Magic Missiles* and provides  $\frac{3}{4}$  cover (+7 to AC and +3 to Reflex Saves) for three minutes. Jonah can have the *Shield* in front or behind him and move it once per round as a free action.
- ( ) ( ) Sleep: 1 action, 120', 15' radius, 2d4 HD of creatures (all below 5 HD) fall into a magical sleep for two minutes unless they make a Will Save. They are helpless while asleep.
- ( ) ( ) Summon Monster I: Full Round, 30', summons a Celestial Dog or a Fiendish Dire Rat to attack your enemies or help you as it can. The summoned monster stays in existence for three rounds.
- ( ) ( ) Tenser's Floating Disk: 1 action, 30', creates a floating disk that holds up to 300 lb. and follows Jonah at up to 30' per round. It lasts for three hours.
- ( ) ( ) Unseen Servant: 1 action, 30', creates an invisible automaton of magical energy. It does as bid for three hours.

#### 2<sup>nd</sup> level Spells (Save DC 15)

- ( ) ( ) Arcane Lock: 1 action, touch, touched portal is sealed, as if locked, except to you. It adds 10 to the DC against forcing and is permanent. Only a Knock or a Dispel Magic can defeat it without damaging the portal. It requires 25gp of components.
- ( ) ( ) Flaming Sphere: 1 action, 130', creates a ball of fire that moves as Jonah directs it, up to 30' per round. If it enters the same 5' space as a creature, it stops and burns for 2d6 fire damage (a Reflex Save will negate the damage). It can ignite flammable substances and is as bright as a torch. It can be extinguished as a normal fire and lasts for three rounds.
- ( ) ( ) Mirror Image: 1 action, personal, creates d4+1 illusionary duplicates of Jonah that last for three minutes.
- ( ) ( ) Protection from Arrows: 1 action, touch, grants damage resistance 10/+1 vs. all missile weapons. The spell ends when it absorbs 30 hit points of damage or after 30 minutes.
- ( ) ( ) Pyrotechnics: 1 action, 520', one fire either blows apart in blinding fireworks - 120' burst, or is extinguished in a black cloud of choking smoke - 20' emanation that lasts for three rounds. Will saves prevent Blindness while Fortitude saves stop Choking (-4 Str, -4 Con). Both effects last for d4+1 rounds (page 241).
- ( ) ( ) Rope Trick: 1 action, touch, touched rope (up to 30') rises into the air and fastens inside an extradimensional space. Up to 8 medium-sized creatures can take refuge in the area. The space lasts for three hours.