

# George Shrinks (Foster)

Elf, Citizen of Elsirnor 1st / Wizard [Conjurer] 1st (Neutral Good)  
Str 10, Dex 18, Con 12, Int 16, Wis 12, Cha 10

Hit Points (hp)	<b>12</b>	Initiative	<b>+4</b>	Grapple	<b>0</b>	Damage Reduction
		Speed (Foot)	<b>30 ft.</b>	Spell Fail	<b>0%</b>	Spell Resistance

Attacks	Weapon	Attacks	Damage	Critical	Description
Ranged	Composite Shortbow	<b>+4</b>	<b>1d6</b>	20 (x3)	Desc: Made for a strength ratings of +0 <small>Desc: Double Weapon: 50% STR dmg mod for 2nd attack, same penalties as two weapon fighting</small>
One-Handed	Quarterstaff	<b>+0</b>	<b>1d6</b>	20 (x2)	

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	<b>15</b>	14 / 11	None / None		+4	+7	+6

Skills	Abilities
Appraise 3	==  Racial Traits: Elf  == Immune to Magic Sleep effects
Balance 4	+2 Save vs Enchantment Spells or Effects
Bluff 4	Low Light Vision
Climb 3	+2 bonus on Listen, Search & Spot Checks
Concentration 1	Free Search when passing within 5 ft. of hidden doors
Decipher Script 4	==  Class Features: Citizen of Elsirnor 1st  ==
Diplomacy 0	Weapon Proficiency
Disable Device 4	Exmus: - Cast 1 chosen Orison spell 2/day
Disguise 0	Academia: - Cast 1 chosen Cantrip spell 2/day
Escape Artist 4	Apprenticia: - + Expert Level 1
Forgery 3	Armitagia: Choose from one of these abilities: - +1 Bonus Feat
Gather Information 0	
Handle Animal -	
Heal 6	
Hide 4	==  Class Features: Wizard 1st  ==
Intimidate 0	School specialization: Conjuration • +2 on Spellcraft to learn spells of the Conjuration school. • Prohibited schools: Necromancy, Illusion
Jump 3	Bonus Feat: Scribe Scroll
Listen 7	Familiar: Hawk (Scout)
Move Silently 5	Master gains +3 bonus on Spot checks in bright light
Open Lock 5	Master gains Alertness feat when familiar is within arm's reach
Ride 4	==  Conditional Skill Bonuses  ==
Search 6	+3 on Spot in Bright Light [Hawk]
Sense Motive 1	+2 on Use Magic Device involving scrolls [Spellcraft]
Sleight of Hand 6	==  CHARACTER STATUS  ==
Speak Language 5	No errors detected
Spellcraft 8	
Spot 7+3	
Survival 1	
Swim 4	
Tumble 8	
Use Magic Device 1+2	
Use Rope 5	



**Languages**  
Common,

**Money**  
gp sp

**Feats**  
Scribe Scroll Create magic scrolls  
Spell Focus: Conjuration Add +1 to the DC against spells of the Conjuration school of magic  
Augment Summoning Summoned creatures gain +4 STR, +4 CON

**Equipment**  
Composite Shortbow, Quarterstaff, Alchemist's fire, Arrows (20), Backpack, Everburning torch, Rations  
Silk Rope, Oil, , , , ,

**Magic Items**  
Amulet of Natural Armor +1, Cloak of Resistance +1

Potions: Curelight Wounds <OO>  
Scrolls: Summon Monster 1 <OOO>

**Citizen of Elsirnor**  
Detect magic 2/day  
Cure Minor Wounds 2/day  
Expert: Calligrapher  
Bonus Feat: Augment Summoning

**SPELL PLANNER for Wizard**

EFFECTIVE LEVEL **1** = **1** Base Adj.

Spells per Day:	3+1	2+1
SPELL LEVEL:	0	1st 2nd 3rd 4th 5th 6th 7th 8th 9th
Spells Known:		
Difficulty Class:	13	14

**LEGEND** George Shrinks (Foster)  
 \*: See text, **crt**: Creature, **chk**: check, **conc**: Concentration, **dis**: Discharged, **disb**: Disbelief, **(D)**issmissible, **HD**: Hit Die, **HP**: Hit Points, **hr**: Hour, **max**: Maximum, **min**: Minute, **neg**: Negate, **obj**: Object, **part**: Partial, **rad**: Radius, **rd**: Round, **(S)**hapeable, **temp**: Temporary, **vs**: Versus, **wpn**: Weapon

Range Close: 25'  
 Medium: 110'  
 Long: 440'

**SCHOOLS:** Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

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Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
<b>LEVEL 1:</b>												
<input type="checkbox"/>	1	Summon Monster I	C	VSF/DF	1 round	Close		1 rd (D)	None	No	Calls outsider to fight for you	p.285
<input type="checkbox"/>	1	Mage Armor	C	VSF	1 action	Touch	Creature touched	1 hr (D)	Will neg [DC15]	No	Gives subject +4 armor bonus	p.249
<input type="checkbox"/>	1	Magic Missile	EV	VS	1 action	Medium	Max 5 crts, max 15'	Instant	None	Yes	Missile of magical energy deals 1d4+1 force damage	p.251
<b>SOR/WIZ CANTRIPS:</b>												
<input type="checkbox"/>	0	Acid Splash	C	VS	1 action	Close		Instant	None	No	Orb deals 1d3 acid damage.	p.196
<input type="checkbox"/>	0	Daze	EN	VSM	1 action	Close	1 humanoid max. 4 HD	1 round	Will neg [DC13]	Yes	Humanoid creature of 4HD or less loses next action	p.217
<input type="checkbox"/>	0	Ray of Frost	EV	VS	1 action	Close		Instant	None	Yes	Ray deals 1d3 cold damage	p.269
<input type="checkbox"/>	0	Read Magic	D	VSF	1 action	Personal	You	10 min			Read scrolls and spellbooks	p.269
<input type="checkbox"/>	0	Detect Magic	D	VS	1 action	60 ft.	Cone-shaped emanation	1 min (D)	None	No	Detects spells and magic items within 60 ft.	p.219
<b>CLERIC - ORISONS:</b>												
		Cure Minor Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1 point of damage	p.216

# FAMILIAR

## Scout

Familiar Name \_\_\_\_\_

Average					
SPD	10'	60'			
Speed	Land	Fly	Burrow	Climb	Swim

SR	0	
Spell Resistance		Adj.

## Hawk

Race

Tiny
Size

2.5 ft./0 ft.
Space/Reach

HP	6	
Hit Points		Adj.

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HD	1d8
Hit Dice	

Magical Beast
Type

Sub-Type
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AC	18
Armor Class	

=10+

2	+	1	+	3	+	2	+		+	
Natural	Bonus	Dex	Size	Other	Adj.					

TOUCH	15
Armor Class	

FORT	+2	=	2	+	0	+		+	
(Constitution)									

FLAT-FOOTED	15
Armor Class	

REFLEX	+5	=	2	+	3	+		+	
(Dexterity)									

WILL	+6	=	4	+	2	+		+	
(Wisdom)									

Base Ability Feat Adj.

GRAPPLE	-10
Modifier	

Encumbrance Limits				
10.0	20.0	30.0	60	150
Light Load	Medium Load	Heavy / Lift Over Head	Lift Off Ground	Push or Drag

Master Level	1	=	1	+	
			Class	Adj.	

Abilities	Score	Modif.	Adj.
STR	6	-2	
DEX	17	+3	
CON	10	+0	
INT	6	-2	
WIS	14	+2	
CHA	6	-2	
Strength			
Dexterity			
Constitution			
Intelligence			
Wisdom			
Charisma			

INITIATIVE	+3
Modifier	

MELEE	+5	=	0	+	3	+	2	+	
Attack Bonus			Base	Ability	Size	Adj.			

SPECIAL ATTACKS	
SPECIAL QUALITIES	Low-light vision

PRIMARY	Attack	Damage	Total Attack / Damage	Critical
Talons			+5 1d4-2	20 x2

Attack	Damage	Total Attack / Damage	Critical

Attack	Damage	Total Attack / Damage	Critical

ATTACK	Attack	Damage	Total Attack / Damage	Critical

Special	Master gains +3 bonus on Spot checks in bright light Master gains Alertness feat when familiar is within arm's reach
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Feats
Weapon Finesse ✓

Skills	Adj.
Balance	
Climb	
Escape Artist	
Hide	
Jump	
Listen	+2
Move Silently	
Spot	+14
Survival	
Swim	

Familiar Features
Empathic Link
Improved Evasion
Share Spells

Notes