



Caspian “Cass” Abernathy

Male Human (Crossbred) Wizard 4
Neutral Good

Init +5; Senses Perception +2

DEFENSE

AC 15; Touch 11; Flat-Footed 14
(Extended Mage Armor (8 hour duration))
HP 30; Wounds —; Non-Lethal —

Fort +3 ; Ref +2 ; Will +4
DR —; Immune —; Resist —; SR —

OFFENSE

Speed 30;
Melee +2 Gauntlet (1d3+1, 20/x2); B
Ranged +2 Light Crossbow (1d8, 19-20/x2); P; 30 Bolts

Spells Memorized (DC: 14+Spell Level)

Arcane Reservoir: 5/7

2nd—Flaming Sphere, ~~Mage Armor (Extended)~~, Web
1st—Charm Person, Color Spray, Feather Fall, Grease
0th—Detect Magic, Light, Mage Hand, Prestidigitation

STATISTICS

Str 13, Dex 12, Con 15, Int 19, Wis 10, Cha 12

Base Atk +2; CMB +3; CMD 14

Feats Additional Traits, Extend Spell, Improved Initiative, Scribe Scroll, Skyseer, Technologist

Traits Pragmatic Activator, Student of Philosophy

Skills: Craft (Clockwork) +9; Diplomacy +6; Know. (Arcana) +11; Know. (Engineering) +11;
Know. (History) +11; Know. (Planes) +11; Perception +2; Prof. (Blacksmith) +5; Spellcraft +11;
Use Magic Device +11

Languages: Celestial, Hallit, Kellish, Sarvic, Taldane

SQ: —

Gear: [Equipment List/Spellbook](#)

Money 6 cp, 4 sp, 10 gp, 2 pp