

CHARACTER NAME		PLAYER		ALIGNMENT	DEITY	POINTS
Wizard9		Halfling		2' 10"	32 lbs.	Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
9	45000	32		Hazel	Gray, Curly	0
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	URNS/DAY

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	10	+0	10	+0			HP Hit Points	54		Walk 20'
DEX Dexterity	14	+2	14	+2			AC Armour Class	18	= 16 : 15 : 10 + 0 + 3 + 2 + 1 + 1 + 1	
CON Constitution	14	+2	14	+2			TOTAL	FLAT	TOUCH	BASE
INT Intelligence	20	+5	20	+5			INITIATIVE	2	= 2 + 0	DEX MODIFIER
WIS Wisdom	12	+1	12	+1			TOTAL	DEX MODIFIER	MISC MODIFIER	
CHA Charisma	10	+0	10	+0			BASE ATTACK	Bonus	+4	

SAVING THROWS	TOTAL	BASE	STAT	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS
Fortitude Constitution	+7	= +3	+ +2	+ +1	+ +0	+ +1		
Reflex Dexterity	+7	= +3	+ +2	+ +1	+ +0	+ +1		
Willpower Wisdom	+9	= +6	+ +1	+ +1	+ +0	+ +1		

Melee ATTACK BONUS	+5	=	+4	+ 0	+ 1	+ 0	+ 0	
Ranged ATTACK BONUS	+7	=	+4	+ 2	+ 1	+ 0	+ 0	
Grapple ATTACK BONUS	+0	=	+4	+ 0	+ -4	+ 0	+ 0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+1	1d2	20/x2
WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL
Small Masterwork Club	+6	1d4	20/x2
Small Masterwork Club (Thrown)	+9	1d4	20/x2
*Small Masterwork Light Crossbow	+8	1d6	19-20/x2

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
SHIELD					
*Small Mithral Buckler +2	Shield	+3		+0	0
ITEMS					
*Amulet of Natural Armor +1		+1			
*Ring of Protection +1		+1			

AMMUNITION	
Small Crossbow Bolts (10) (4)	

SKILL NAME	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	5	= 5	+ 0	+ 0
Balance	DEX	2	= 2	+ 0	+ 0
Bluff	CHA	0	= 0	+ 0	+ 0
Climb	STR	2	= 0	+ 0	+ 2
Concentration	CON	7	= 2	+ 5	+ 0
Decipher Script	INT	14	= 5	+ 9	+ 0
Diplomacy	CHA	5	= 0	+ 5	+ 0
Disguise	CHA	0	= 0	+ 0	+ 0
Escape Artist	DEX	2	= 2	+ 0	+ 0
Forgery	INT	5	= 5	+ 0	+ 0
Gather Information	CHA	0	= 0	+ 0	+ 0
Heal	WIS	1	= 1	+ 0	+ 0
Hide	DEX	6	= 2	+ 0	+ 4
Intimidate	CHA	0	= 0	+ 0	+ 0
Jump	STR	-4	= 0	+ 0	+ -4
Knowledge (Arcana)	INT	17	= 5	+ 12	+ 0
Knowledge (Dungeoneering)	INT	10	= 5	+ 5	+ 0
Knowledge (The Planes)	INT	10	= 5	+ 5	+ 0
Listen	WIS	5	= 1	+ 2	+ 2
Move Silently	DEX	4	= 2	+ 0	+ 2
Ride	DEX	-3	= 2	+ 0	+ -5
Search	INT	5	= 5	+ 0	+ 0
Sense Motive	WIS	1	= 1	+ 0	+ 0
Speak Language(Terran)		1	= 0	+ 1	+ 0
Spellcraft	INT	19	= 5	+ 12	+ 2
Spot	WIS	5	= 1	+ 4	+ 0
Survival	WIS	1	= 1	+ 0	+ 0
Swim	STR	0	= 0	+ 0	+ 0
Tumble	DEX	3	= 2	+ 1	+ 0
Use Rope	DEX	2	= 2	+ 0	+ 0

= Useable Untrained					
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EQUIPMENT

ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
Amulet of Natural Armor +1 (Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +1)	Equipped	1	0.01	2000	Scroll of Mage Armor (8th) (Scroll (ARCANE/Mage Armor/Wizard/8th/Minor)), Spell Effect (Single Use/Completion), Minor)	Small Belt Pouch	1	0.01	200
Cloak of Resistance +1 (Offer magic protection in the form of a +1 resistance bonus on all saving throws)	Equipped	1	1	1000	Signet Ring	Equipped	1	0.01	5
Case (Map or Scroll)	Small Backpack	1	0.5	1	Small Backpack	Equipped	1	0.5	2
Chalk (1 piece)	Small Belt Pouch	1	0	0.01	Small Belt Pouch	Equipped	1	0.12	1
Dragonhide-Bound Wizard's Spellbook	Small Backpack	1	3	16265	Small Crossbow Bolts (10) (Steel, Wood)	Carried	1	0.5	1
Flint and Steel	Small Belt Pouch	1	0	1	Small Crossbow Bolts (10) (Steel, Wood)	Small Backpack	3	0.5	1
Ink Vial (1 oz.)	Small Belt Pouch	1	0	8	Small Explorer's Outfit	Equipped	1	2	0
Inkpen	Small Belt Pouch	1	0	0.1	Small Masterwork Club (Masterwork, Wood)	Carried	1	1.5	300
Parchment (Sheet)	Case (Map or Scroll)	10	0	0.2	Small Masterwork Light Crossbow (Masterwork, Wood)	Equipped	1	2	335
Ring of Protection +1 (Grants +1 deflection bonus to AC)	Equipped	1	0.01	2000	Small Mithral Buckler +2 (Mithral, Steel)	Equipped	1	1.25	5015
Silk Rope (50')	Small Backpack	1	5	10	Spell Component Pouch	Equipped	1	3	5
TOTAL WEIGHT CARRIED/VALUE						19.92 lbs.	36054.11 gp		

WEIGHT ALLOWANCE

Light	25	Medium	50	Heavy	75
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MONEY

Familiar: Claude, Familiar (Earth Small Earth Elemental)

FORT: +4 REF: +2 WILL: +6 HP: 27 AC: 24 INIT: -1

*Slam	+8	DAMAGE:	1d6+4	CRITICAL:	20/x2
Special:	Deliver touch spells, Earth Glide (Ex) ~ can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence, Earth Mastery (Ex) ~ gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls, Elementals do not eat or sleep or breathe, Elementals' souls and bodies are one unit so cannot be restored to life by spells that restore souls to a body, Empathic Link, Immunity to Paralysis (Ex), Immunity to Poison (Ex), Immunity to Sleep (Ex), Immunity to Stun (Ex), Improved Evasion (Ex), Not subject to critical hits, Not subject to flanking, Push (Ex) ~ can start a bull rush maneuver without provoking an attack of opportunity, Share Spells, Speak with animals of its kind, Speak with master				

SPECIAL ABILITIES

+2 morale bonus on saving throws against fear, Summon Familiar
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PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff
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LANGUAGES

Common, Draconic, Dwarven, Gnome, Goblin, Halfling, Literacy, Orc, Terran

FEATS

NAME	DESCRIPTION
Extend Spell	You can cast spells that last longer than normal
Extra Slot (Wizard 4)	You can cast an additional spell.
Improved Familiar	allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar
Point Blank Shot	You are skilled at making well-placed shots with ranged weapons at close range
Precise Shot	You are skilled at timing and aiming ranged attacks
Scribe Scroll	You can create scrolls, from which you or another spellcaster can cast the scribed spells

SPELLS

Wizard	0	1	2	3	4	5	6	7	8	9
Per Day	4	6	5	4	4	2	0	0	0	0
0: Acid Splash (DC:15)	Arcane Mark (DC:15)	Dancing Lights (DC:10)	Daze (DC:15)							
Detect Magic (DC:15)	Detect Poison (DC:15)	Disrupt Undead (DC:15)	Flare (DC:15)							
Ghost Sound (DC:10)	Light (DC:15)	Mage Hand (DC:15)	Mending (DC:15)							
Message (DC:15)	Open/Close (DC:15)	Prestidigitation (DC:10)	Ray of Frost (DC:15)							
Read Magic (DC:15)	Resistance (DC:15)	Touch of Fatigue (DC:15)								
1: Burning Hands (DC:16)	Charm Person (DC:16)	Chill Touch (DC:16)	Color Spray (DC:16)							
Comprehend Languages (DC:16)	Detect Secret Doors (DC:16)	Detect Undead (DC:16)	Disguise Self (DC:16)							
Enlarge Person (DC:16)	Erase (DC:16)	Expeditious Retreat (DC:16)	Feather Fall (DC:16)							
Grease (DC:16)	Hold Portal (DC:16)	Jump (DC:16)	Mage Armor (DC:16)							
Magic Missile (DC:16)	Magic Weapon (DC:16)	Nystul's Magic Aura (DC:16)	Obscuring Mist (DC:16)							
Ray of Enfeeblement (DC:16)	Reduce Person (DC:16)	Shield (DC:16)	Shocking Grasp (DC:16)							
Tenser's Floating Disk (DC:16)	True Strike (DC:16)	Unseen Servant (DC:16)								
2: Alter Self (DC:17)	Bear's Endurance (DC:17)	Blur (DC:17)	Bull's Strength (DC:17)							
Cat's Grace (DC:17)	Darkness (DC:17)	Darkvision (DC:17)	Flaming Sphere (DC:17)							
Fog Cloud (DC:17)	Locate Object (DC:17)	Melf's Acid Arrow (DC:17)	Resist Energy (DC:17)							
Scorching Ray (DC:17)	Summon Monster II (DC:17)	Tasha's Hideous Laughter (DC:17)	Web (DC:17)							
3: Blink (DC:18)	Dispels Magic (DC:18)	Displacement (DC:18)	Explosive Runes (DC:18)							
Fireball (DC:18)	Fly (DC:18)	Gaseous Form (DC:18)	Lightning Bolt (DC:18)							
Greater Magic Weapon (DC:18)	Protection from Energy (DC:18)	Shrink Item (DC:18)	Summon Monster III (DC:18)							
Tongues (DC:18)	Water Breathing (DC:18)									
4: Charm Monster (DC:19)	Enervation (DC:19)	Evard's Black Tentacles (DC:19)	Fear (DC:19)							
Fire Shield (DC:19)	Lesser Globe of Invulnerability (DC:19)	Phantasmal Killer (DC:19)	Summon Monster IV (DC:19)							
Wall of Fire (DC:19)										
5: Break Enchantment (DC:20)	Cone of Cold (DC:20)	Dismissal (DC:20)	Fabricate (DC:20)							
Summon Monster V (DC:20)	Symbol of Sleep (DC:20)	Wall of Force (DC:20)	Wall of Stone (DC:20)							

* = Domain/Specialty Spell

