

CHARACTER NAME		PLAYER		ALIGNMENT	DEITY	POINTS
Evoker9	36000	Human	Medium / 5.0 ft.	5' 7"	156 lbs.	Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
9	45000	27		Grey	Brown, Long bangs	0
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	TURNS/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	12	+1	12	+1			HP Hit Points	45		Walk 30'
DEX Dexterity	14	+2	14	+2			AC Armour Class	18	= 16 : 14 : 10 + 0 + 4 + 2 + 0 + 1 + 1	
CON Constitution	12	+1	12	+1			TOTAL	FLAT	TOUCH	BASE
INT Intelligence	20	+5	20	+5			ARMOR BONUS		SHIELD BONUS	STAT BONUS
WIS Wisdom	12	+1	12	+1			SIZE BONUS		NATURAL ARMOR	MISC BONUS
CHA Charisma	10	+0	10	+0			MISS CHANCE		ARCANE FAILURE	ARMOR CHECK
							MAX DEX			SPELL RESIST.

INITIATIVE	Modifier	2	=	2	+	0
	TOTAL	DEX MODIFIER		MISC MODIFIER		

## SKILLS

MAX RANKS

12/6

## BASE ATTACK

Bonus

+4

SAVING THROWS	TOTAL		BASE		STAT		MAGIC		EPIC		MISC		TEMPORARY	CONDITIONAL MODIFIERS
Fortitude Constitution	+4	=	+3	+	+1	+	+0	+	+0	+	+0	+		
Reflex Dexterity	+5	=	+3	+	+2	+	+0	+	+0	+	+0	+		
Willpower Wisdom	+7	=	+6	+	+1	+	+0	+	+0	+	+0	+		

Melee ATTACK BONUS	+5	=	+4	+	1	+	0	+	0	+	0	+	
Ranged ATTACK BONUS	+6	=	+4	+	2	+	0	+	0	+	0	+	
Grapple ATTACK BONUS	+5	=	+4	+	1	+	0	+	0	+	0	+	

## UNARMED

TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+1	1d3+1	20/x2

## WEAPON

+ATTACK BONUS

Masterwork Club	+6	1d6+1	20/x2	C	0'	B	M
		Masterwork, Wood					
Masterwork Club (Thrown)	+7	1d6	20/x2	C	10'	B	M
		Masterwork, Wood					
*Masterwork Light Crossbow	+7	1d8	19-20/x2	B	80'	P	M
		Masterwork, Wood					

## ARMOR

SHIELD	TYPE	AC	CHECK	SPELL FAILURE
*Mithral Buckler +3	Shield	+4	+0	0
	Mithral, Steel			

## ITEMS

\*Amulet of Natural Armor +1  
Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +1

\*Ring of Protection +1  
Grants +1 deflection bonus to AC

## AMMUNITION

Crossbow Bolts (10) (4)

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

EQUIPMENT

ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
<b>Amulet of Natural Armor +1</b> (Toughens the wearers body and flesh, giving him an enhancement bonus to his natural armor bonus of +1)	Equipped	1	0.01	2000	<b>Mithral Buckler +3</b> (Mithral, Steel)	Equipped	1	2.5	10015
Leatherbound Wizard's Spellbook	Backpack	1	3	12790	Explorer's Outfit	Equipped	1	8	0
Backpack	Equipped	1	2	2	Parchment (Sheet)	Case (Map or Scroll)	10	0	0.2
Crossbow Bolts (10) (Steel, Wood)	Backpack	3	1	1	Belt Pouch	Equipped	1	0.5	1
Crossbow Bolts (10) (Steel, Wood)	Carried	1	1	1	Ring of Protection +1 (Grants +1 deflection bonus to AC)	Equipped	1	0.01	2000
Case (Map or Scroll)	Backpack	1	0.5	1	Silk Rope (50')	Backpack	1	5	10
Chalk (1 piece)	Belt Pouch	1	0	0.01	<b>Scroll of Mage Armor (8th)</b> (Scroll (ARCANE/Mage Armor/Wizard/8th/Minor)), Spell Effect (Single Use/Completion), Minor)	Belt Pouch	1	0.01	200
Flint and Steel	Belt Pouch	1	0	1	Signet Ring	Equipped	1	0.01	5
Ink Vial (1 oz.)	Belt Pouch	1	0	8	Spell Component Pouch	Equipped	1	3	5
Inkpen	Belt Pouch	1	0	0.1	Sunrod	Belt Pouch	2	1	2
Masterwork Club (Masterwork, Wood)	Carried	1	3	300	<b>Wand of Magic Missile (9th level caster)</b> (Spell Effect (50 Charges/Spell Trigger))	Belt Pouch	1	0.1	1485
Masterwork Light Crossbow (Masterwork, Wood)	Equipped	1	4	335	~Familiar	Carried	1	0	100
TOTAL WEIGHT CARRIED/VALUE						29.64 lbs.	36008.11 gp		

WEIGHT ALLOWANCE

Light	43	Medium	86	Heavy	130
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MONEY

<b>Familiar: , Familiar (Bat)</b>														
FORT:		+3	REF:		+5	WILL:		+8	HP:	22	AC:	21	INIT:	+2
<b>Special:</b>	Blindsense (Ex) ~ 20 ft. range, Deliver touch spells, Empathic Link, Improved Evasion (Ex), Share Spells, Speak with animals of its kind, Speak with master													

SPECIAL ABILITIES

+2 bonus to Spellcraft when learning Evocation, Summon Familiar
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PROFICIENCIES

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

Necromancy,Enchantment
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LANGUAGES

Abyssal, Celestial, Common, Draconic, Infernal, Literacy, Undercommon
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FEATS

NAME	DESCRIPTION
Empower Spell	You can cast spells to greater effect
Extra Slot (Wizard 4, Wizard 3)	You can cast an additional spell.
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
Weapon Focus (Ray)	You are especially good at using the chosen weapon

## SPELLS

Wizard	0	1	2	3	4	5	6	7	8	9
Per Day	4+1	6+1	5+1	6+1	5+1	2+1	0	0	0	0
0: Acid Splash (DC:15)	Arcane Mark (DC:15)	*Dancing Lights (DC:10)	Detect Magic (DC:15)							
Detect Poison (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)							
1: Animate Rope (DC:16)	*Burning Hands (DC:16)	Comprehend Languages (DC:16)	Detect Secret Doors (DC:16)							
Enlarge Person (DC:16)	Expeditious Retreat (DC:16)	Feather Fall (DC:16)	Grease (DC:16)							
Hold Portal (DC:16)	Mage Armor (DC:16)	*Magic Missile (DC:16)	Magic Weapon (DC:16)							
Nystul's Magic Aura (DC:16)	Obscuring Mist (DC:16)	Reduce Person (DC:16)	Shield (DC:16)							
*Shocking Grasp (DC:16)	*Tenser's Floating Disk (DC:16)	True Strike (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)	*Continual Flame (DC:17)	*Darkness (DC:17)	Darkvision (DC:17)							
*Flaming Sphere (DC:17)	*Gust of Wind (DC:17)	Melf's Acid Arrow (DC:17)	Resist Energy (DC:17)							
*Scorching Ray (DC:17)	See Invisibility (DC:17)	*Shatter (DC:17)	Spider Climb (DC:17)							
Summon Monster II (DC:17)										
3: *Daylight (DC:18)	Dispel Magic (DC:18)	Displacement (DC:18)	Explosive Runes (DC:18)							
*Fireball (DC:18)	Fly (DC:18)	Gaseous Form (DC:18)	*Lightning Bolt (DC:18)							
Protection from Energy (DC:18)	Summon Monster III (DC:18)	Tongues (DC:18)	Water Breathing (DC:18)							
4: Evard's Black Tentacles (DC:19)	*Fire Shield (DC:19)	Lesser Globe of Invulnerability (DC:19)	*Otiluke's Resilient Sphere (DC:19)							
Phantasmal Killer (DC:19)	Polymorph (DC:19)	Remove Curse (DC:19)	Stoneskin (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)	*Wall of Force (DC:20)							
Wall of Stone (DC:20)										

\* = Domain/Specialty Spell

Blindsense (Ex) ~ 20 ft. range, Deliver touch spells, Empathic Link, Improved Evasion (Ex), Share Spells, Speak with animals of its kind, Speak with master