

Malcom

NAME

Con1

0

CLASS

EXPERIENCE

Mike

PLAYERNAME

Human

Medium

RACE

SIZE

DEITY

5' 7"

120 lbs.

HEIGHT

WEIGHT

Neutral Good

ALIGNMENT

VISION

1

1000

Character Level

NEXT LEVEL

20

Male

AGE

GENDER

Brown

Black, Long unkempt

EYES

HAIR

0

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1	12	+1
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	12	+1	12	+1	12	+1

WOUNDS/CURRENT HP

HP

6

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

AC

13

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+0

+

+3

+

+0

+

+0

+

WILL

(wisdom)

+4

=

+2

+

+2

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+1

=

+0

+

+1

+

+0

+

+0

+

RANGED

attack bonus

+3

=

+0

+

+3

+

+0

+

+0

+

GRAPPLE

attack bonus

+1

=

+0

+

+1

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+1	1d3+1	20/x2	5 ft.

*Crossbow, Light		HAND		SIZE		CRITICAL		REACH
		Both	P	P	M	19-20/x2		5 ft.
TH	30 ft.	80 ft.	160 ft.	240 ft.	320 ft.			
	+3	+3	+1	-1	-3			
Dam	1d8	1d8	1d8	1d8	1d8			
Special Properties								

*: weapon is equipped
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2
✓ Appraise	INT	3	=	3	+	+
✓ Balance	DEX	3	=	3	+	+
✓ Bluff	CHA	3	=	1	+	2.0 +
✓ Climb	STR	1	=	1	+	+
✓ Concentration	CON	6	=	2	+	4.0 +
✓ Craft (Untrained)	INT	3	=	3	+	+
✓ Diplomacy	CHA	3	=	1	+	2.0 +
✓ Disguise	CHA	1	=	1	+	+
✓ Drive	DEX	3	=	3	+	+
✓ Escape Artist	DEX	3	=	3	+	+
✓ Forgery	INT	3	=	3	+	+
✓ Gather Information	CHA	1	=	1	+	+
✓ Heal	WIS	2	=	2	+	+
✓ Hide	DEX	3	=	3	+	+
✓ Intimidate	CHA	3	=	1	+	2.0 +
✓ Jump	STR	1	=	1	+	+
✓ Knowledge (Jedi Lore)	INT	3	=	3	+	+
✓ Knowledge (The Planes)	INT	7	=	3	+	4.0 +
✓ Listen	WIS	4	=	2	+	2.0 +
✓ Move Silently	DEX	3	=	3	+	+
✓ Pilot	DEX	3	=	3	+	+
✓ Ride	DEX	3	=	3	+	+
✓ Search	INT	3	=	3	+	+
✓ Sense Motive	WIS	4	=	2	+	2.0 +
✓ Speak Language(Abyssal, Dwarven)		2	=	0	+	2.0 +
✓ Spellcraft	INT	7	=	3	+	4.0 +
✓ Spot	WIS	4	=	2	+	2.0 +
✓ Survival	WIS	2	=	2	+	+
✓ Swim	STR	1	=	1	+	+
✓ Use Rope	DEX	3	=	3	+	+
			=	+	+	
			=	+	+	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Crossbow, Light	Equipped	1	4.0	35.0
0 lbs.				
Faerie Garb (Legacy)	Equipped	1	0.0	0.0
Handy Haversack	Carried	1	5.0	2000.0
0 lbs.				
TOTAL WEIGHT CARRIED/VALUE			9 lbs.	2035.0 gp

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

SPECIAL QUALITIES	
+2 bonus to Spellcraft when learning Conjuration	
Summon Familiar	

FEATS	
Augment Summoning	
Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.	
Cloudy Conjuration	
When you cast a conjuration spell, you can choose to have a 5-foot-radius cloud of sickening smoke manifest. The cloud can appear in your space, adjacent to you, or in the space of or adjacent to your target (if any). The cloud lasts for 1 round. Any living creature is sickened while inside it (but not after exiting). The cloud in all other ways acts like a small area of the fog cloud spell. Creatures immune to poison are immune to the sickening effect. The cloud appears in conjunction with the spell taking effect (not before or after). Any creature you call or summon with the spell is immune to the sickening effect of the cloud.	
Spell Focus (Conjuration)	
Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.	
Scribe Scroll	
You can create a scroll of any spell that you know.	

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Gauntlet, Grapple, Quarterstaff, Spells(Ray), Unarmed Strike	

LANGUAGES	
Abyssal, Celestial, Common, Dwarven, Elven, Infernal	

PROHIBITED	
Abjuration, Illusion	

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	3+1	2+1	0	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□*Acid Splash		None	1 standard	Instantaneous	Close (25 ft.)	V,S	No	Conjuration (Creation) [Acid]	PHB: p.196
<i>Effect:</i> Orb deals 1d3 acid damage.					<i>Target:</i> One missile of acid		<i>Caster Level:</i> 1		
□□□□□Amanuesis	13	Will negates [object]	1 standard	10 minute/level	Close (25 ft.)	V,S	Yes [object]	Transmutation	SC: p.9
<i>Effect:</i> Copies 250 words per minute.					<i>Target:</i> Object or objects with writing		<i>Caster Level:</i> 1		
□□□□□Arcane Mark		None	1 standard	Permanent	0 ft.	V,S	No	Universal	PHB: p.201
<i>Effect:</i> Inscribes a personal rune [visible or invisible].					<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.		<i>Caster Level:</i> 1		
□□□□□Caltrops		None	1 standard	1 round/level	Close (25 ft.)	V,S	No	Conjuration (Creation)	SC: p.42
<i>Effect:</i> Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half.					<i>Target:</i> See text		<i>Caster Level:</i> 1		
□□□□□Dancing Lights		None	1 standard	1 minute/level [D]	Medium (110 ft.)	V,S	No	Evocation [Light]	PHB: p.216
<i>Effect:</i> Creates torches or other lights.					<i>Target:</i> Up to four lights, all within a 10- ft.-radius area		<i>Caster Level:</i> 1		
□□□□□Daze	13	Will negates	1 standard	1 round	Close (25 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.217
<i>Effect:</i> Humanoid creature of 4 HD or less loses next action.					<i>Target:</i> One humanoid creature of 4 HD or less		<i>Caster Level:</i> 1		
□□□□□Detect Magic		None	1 standard	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 1		
□□□□□Detect Poison		None	1 standard	Instantaneous	Close (25 ft.)	V,S	No	Divination	PHB: p.219
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube		<i>Caster Level:</i> 1		
□□□□□Disrupt Undead		None	1 standard	Instantaneous	Close (25 ft.)	V,S	Yes	Necromancy	PHB: p.223
<i>Effect:</i> Deals 1d6 damage to one undead.					<i>Target:</i> Ray		<i>Caster Level:</i> 1		
□□□□□Electric Jolt		None	1 standard	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Electricity]	SC: p.78
<i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.					<i>Target:</i> Ray		<i>Caster Level:</i> 1		
□□□□□Flare	13	Fortitude negates	1 standard	Instantaneous	Close (25 ft.)	V	Yes	Evocation [Light]	PHB: p.232
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].					<i>Target:</i> Burst of light		<i>Caster Level:</i> 1		
□□□□□Launch Bolt		None	1 standard	Instantaneous	Touch	V,S,M	No	Transmutation	SC: p.130
<i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.					<i>Target:</i> One crossbow bolt in your possession		<i>Caster Level:</i> 1		
□□□□□Launch Item		None	1 standard	Instantaneous	Touch	S	No	Transmutation	SC: p.130
<i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.					<i>Target:</i> One Fine item in your possession, weighing up to 10lbs		<i>Caster Level:</i> 1		
□□□□□Light		None	1 standard	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched		<i>Caster Level:</i> 1		
□□□□□Mage Hand		None	1 standard	Concentration	Close (25 ft.)	V,S	No	Transmutation	PHB: p.249
<i>Effect:</i> 5-pound telekinesis.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.		<i>Caster Level:</i> 1		
□□□□□Mending	13	Will negates (harmless, object)	1 standard	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation	PHB: p.253
<i>Effect:</i> Makes minor repairs on an object.					<i>Target:</i> One object of up to 1 lb.		<i>Caster Level:</i> 1		
□□□□□Message		None	1 standard	10 minutes/level	Medium (110 ft.)	V,S,F	No	Transmutation [Language-Dependent]	PHB: p.253
<i>Effect:</i> Whispered conversation at distance.					<i>Target:</i> 1 creature/level		<i>Caster Level:</i> 1		
□□□□□Open/Close	13	Will negates (object)	1 standard	Instantaneous	Close (25 ft.)	V,S,F	Yes (object)	Transmutation	PHB: p.258
<i>Effect:</i> Opens or closes small or light things.					<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed		<i>Caster Level:</i> 1		
□□□□□Prestidigitation	13	See text	1 standard	1 hour	10 ft.	V,S	No	Universal	PHB: p.264
<i>Effect:</i> Performs minor tricks.					<i>Target:</i> See text		<i>Caster Level:</i> 1		
□□□□□Ray of Frost		None	1 standard	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Cold]	PHB: p.269
<i>Effect:</i> Ray deals 1d3 cold damage.					<i>Target:</i> Ray		<i>Caster Level:</i> 1		
□□□□□Read Magic		None	1 standard	10 minutes/level	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□Repair Minor Damage		None	1 standard	Instantaneous	Touch	V,S	No	Transmutation	SC: p.173
<i>Effect:</i> Repair a construct 1 point of damage.					<i>Target:</i> Construct touched		<i>Caster Level:</i> 1		
□□□□□Sonic Snap	13	Will partial	1 standard	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Sonic]	SC: p.195
<i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.					<i>Target:</i> One creature or object		<i>Caster Level:</i> 1		
□□□□□Stick	13	Will negates [object]	1 standard	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: p.206
<i>Effect:</i> Sticks one object to another; see text.					<i>Target:</i> Nonmagical, unattended object weighing up to 5lbs		<i>Caster Level:</i> 1		
□□□□□Touch of Fatigue	13	Fortitude negates	1 standard	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: p.294
<i>Effect:</i> Touch attack fatigues target.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		

* =Domain/Speciality Spell

Wizard Spells

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ *Grease	15	See text	1 standard action	1 round/level [D]	Close (25 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.237
<i>Effect:</i> Makes 10-ft. square or one object slippery.					<i>Target:</i> One object or a 10-ft. square			<i>Caster Level:</i> 1	
☐☐☐☐☐ *Mage Armor	15	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
<i>Effect:</i> Gives subject +4 armor bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
☐☐☐☐☐ Magic Missile		None	1 standard action	Instantaneous	Medium (110 ft.)	V,S	Yes	Evocation [Force]	PHB: p.251
<i>Effect:</i> 1 missile/2 levels [max 5] that do 1d4+1 damage each.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart			<i>Caster Level:</i> 1	
☐☐☐☐☐ Nerveskitter	14	None [harmless]	1 immediate action	1 round	Close (25 ft.)	V,S	Yes	Transmutation	SC: p.146
<i>Effect:</i> Grants +5 bonus on initiative checks.					<i>Target:</i> One creature			<i>Caster Level:</i> 1	
☐☐☐☐☐ Raging Flame		None	1 standard action	1 minute	Medium (110 ft.)	V,S	No	Transmutation [Fire]	SC: p.164
<i>Effect:</i> Causes existing fire to double their heat and radiance; see text.					<i>Target:</i> 30-ft.-radius spread			<i>Caster Level:</i> 1	
☐☐☐☐☐ Ray of Enfeeblement		None	1 standard action	1 minute/level	Close (25 ft.)	V,S	Yes	Necromancy	PHB: p.269
<i>Effect:</i> Ray deals 1d6 +1/2 levels [max +5] Str damage.					<i>Target:</i> Ray			<i>Caster Level:</i> 1	
☐☐☐☐☐ Scatterspray	14	See text	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Transmutation	SC: p.180
<i>Effect:</i> Scatters items in a 10 ft. burst.					<i>Target:</i> Six or more Diminutive or Fine objects, all within 1 ft. of each other or weight <25lbs			<i>Caster Level:</i> 1	
☐☐☐☐☐ *Summon Monster I		None	1 round	1 round/level [D]	Close (25 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.285
<i>Effect:</i> Calls extraplanar creature to fight for you.					<i>Target:</i> One summoned creature			<i>Caster Level:</i> 1	

* =Domain/Specialty Spell