

Malcolm

NAME

PLAYERNAME

DEITY

Neutral Good

Poi2

2000

Human

Medium

5' 8"

170 lbs.

Darkvision (60 ft.), Low-light

CLASS

EXPERIENCE

RACE

SIZE

HEIGHT

WEIGHT

VISION

2/3

6000

0

Male

,

-1

Character Level/ECL

NEXT LEVEL

AGE

GENDER

EYES

HAIR

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

14

+2

14

+2

14

+2

DEX

16

+3

16

+3

16

+3

CON

16

+3

16

+3

16

+3

INT

16

+3

16

+3

16

+3

WIS

14

+2

14

+2

14

+2

CHA

14

+2

14

+2

14

+2

HP

13

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

AC

17

TOTAL

14

FLAT

13

TOUCH

10

BASE

4

ARMOR BONUS

0

SHIELD BONUS

3

STAT

0

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

INITIATIVE

+3

TOTAL

+3

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

+1

bonus

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/2.5
					RANKS	MISC MODIFIER
✓ Acrobatics	DEX	3	=	3	+	+
✓ Appraise	INT	3	=	3	+	+
✓ Athletics	STR	2	=	2	+	+
✓ Bluff	CHA	4	=	2	+	2.0 +
✓ Concentration	CON	7	=	3	+	4.0 +
✓ Craft (Untrained)	INT	3	=	3	+	+
✓ Diplomacy	CHA	4	=	2	+	2.0 +
✓ Disguise	CHA	2	=	2	+	+
✓ Escape Artist	DEX	3	=	3	+	+
✓ Gather Information	CHA	2	=	2	+	+
✓ Heal	WIS	2	=	2	+	+
✓ Intimidate	CHA	6	=	2	+	2.0 + 2
✓ Perception	WIS	8	=	2	+	2.0 + 4
✓ Ride	DEX	3	=	3	+	+
✓ Sense Motive	WIS	4	=	2	+	2.0 +
Speak Language(Abyssal, Dwarven)		2	=	0	+	2.0 +
Spellcraft	INT	7	=	3	+	4.0 +
✓ Stealth	DEX	3	=	3	+	+
✓ Survival	WIS	2	=	2	+	+
✓ Use Rope	DEX	3	=	3	+	+
			=		+	+
			=		+	+

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

REFLEX

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

WILL

+5

=

+3

+

+2

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

+3

=

+1

+

+2

+

+0

+

+0

+

RANGED

+4

=

+1

+

+3

+

+0

+

+0

+

GRAPPLE

+3

=

+1

+

+2

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3+2	20/x2	5 ft.

Claw		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+3/+3		1d4+2				
Special Properties						

*Quarterstaff		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+3		1d6+3				
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
*Faerie Garb +3		Light	+4	+8	+0	0

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Carried	1	0.0	0.0	
Faerie Garb +3	Equipped	1	0.5	9151.0	
Quarterstaff	Equipped	1	4.0	0.0	
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0	
Special Backpack of Holding	Equipped	1	0.0	0.0	
Special Boots	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			4.5 lbs.	9151.0 gp	

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

SPECIAL ATTACKS	
Warcraft	
+1 BAB	

SPECIAL QUALITIES	
Companion	Gain a companion of your choice
Companion ~ Might	Companion gains two positive levels
Companion ~ Storage	Store spells in your companion
Companion ~ Template ()	Apply a template to your companion[s] max of +2 ECL, may take more times to a max of +6.
Disadvantage - Hunted	
Disadvantage - Obligations	
Disadvantage - Unarmored	
Duties (+2)	
Fast Learner (+1)	
Invocation	
Save ~ Will (, ,)	
Specialist	
Wizard Magic Level (, ,)	
Any Weapon Rod	Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.
Natural Weapon (Claw)	You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.
+4 racial bonus on saves against sleep and paralysis	
Earth Weightlessness	You float approximately 1" inch off the ground. You will not set of weight based triggers.
Familiar	You have the Spirit Elemental Familiar
Summon Familiar	

FEATS	
Feat Conversion to CP ~ 6 (, ,)	
Dragonblood	Sorcerer is a favored class for you. This is in addition to your favored class based on race.
Alertness	You get a +2 bonus on all Listen checks and Spot checks.

PROFICIENCIES	
Claw, Dagger, Dart, Gauntlet, Grapple, Quarterstaff, Sling, Spells(Ray), Unarmed Strike	

LANGUAGES	
Abyssal, Common, Draconic, Dwarven, Elven, Giant, Terran	

TEMPLATES	
-----------	--

Point Buy 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	9	9	9	9	9	9	9	9	9	9

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 1	PHB: p.196
Amanuesis <i>Effect:</i> Copies 250 words per minute.	19	Will negates [object]	1 standard action	10 minute/level	Close (25 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 1	SC: p.9
Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].		None	1 standard action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level:</i> 1	PHB: p.201
Caltrops <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.		None	1 standard action	1 round/level	Close (25 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 1	SC: p.42
Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	1 standard action	1 minute/level [D]	Medium (110 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 1	PHB: p.216
Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	19	Will negates	1 standard action	1 round	Close (25 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 1	PHB: p.217
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level:</i> 1	PHB: p.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Divination <i>Caster Level:</i> 1	PHB: p.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 1	PHB: p.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 1	SC: p.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	19	Fortitude negates	1 standard action	Instantaneous	Close (25 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 1	PHB: p.232
Ghost Sound <i>Effect:</i> Fgment sounds.	19	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (25 ft.)	V,S,M	No	Illusion (Fgment) <i>Caster Level:</i> 1	PHB: p.235
Launch Bolt <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.		None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation <i>Caster Level:</i> 1	SC: p.130
Launch Item <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.		None	1 standard action	Instantaneous	Touch	S	No	Transmutation <i>Caster Level:</i> 1	SC: p.130
Light <i>Effect:</i> Object shines like a torch.		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 1	PHB: p.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	1 standard action	Concentration	Close (25 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 1	PHB: p.249
Mending <i>Effect:</i> Makes minor repairs on an object.	19	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 1	PHB: p.253
Message <i>Effect:</i> Whispered conversation at distance.		None	1 standard action	10 minutes/level	Medium (110 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 1	PHB: p.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	19	Will negates (object)	1 standard action	Instantaneous	Close (25 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 1	PHB: p.258
Prestidigitation <i>Effect:</i> Performs minor tricks.	19	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 1	PHB: p.264
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 1	PHB: p.269
Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 1	PHB: p.269
Repair Minor Damage <i>Effect:</i> Repair a construct 1 point of damage.		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level:</i> 1	SC: p.173
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	19	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 1	PHB: p.272
Silent Portal <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	19	Will negates [object]	1 standard action	1 minute/level [D]	Close (25 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 1	SC: p.190
Sonic Snap <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	19	Will partial	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 1	SC: p.195

* =Domain/Specialty Spell

Point Buy Spells

<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Stick</div> </div> <div> <div>Effect:</div> <div>Sticks one object to another; see text.</div> </div>	19	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: p.206
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Touch of Fatigue</div> </div> <div> <div>Effect:</div> <div>Touch attack fatigues target.</div> </div>	19	Fortitude negates	1 standard action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: p.294

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Enlarge Person</div> </div> <div> <div>Effect:</div> <div>Creatures size increases to next category</div> </div>	20	Fortitude negates	1 round	1 minute/level [D]	Close (25 ft.)	V,S,M	Yes	Transmutation	PHB: p.226
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Inhibit</div> </div> <div> <div>Effect:</div> <div>Subject is forced to delay; see text.</div> </div>	20	Will negates	1 standard action	Instantaneous	Medium (110 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.123
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Mage Armor</div> </div> <div> <div>Effect:</div> <div>Gives subject +4 armor bonus.</div> </div>	20	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Magic Missile</div> </div> <div> <div>Effect:</div> <div>1 missile/2 levels [max 5] that do 1d4+1 damage each.</div> </div>		None	1 standard action	Instantaneous	Medium (110 ft.)	V,S	Yes	Evocation [Force]	PHB: p.251
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Nerveskitter</div> </div> <div> <div>Effect:</div> <div>Grants +5 bonus on initiative checks.</div> </div>	20	None [harmless]	1 immediate action	1 round	Close (25 ft.)	V,S	Yes	Transmutation	SC: p.146
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Monster I</div> </div> <div> <div>Effect:</div> <div>Calls extraplanar creature to fight for you.</div> </div>		None	1 round	1 round/level [D]	Close (25 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.285

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Combust</div> </div> <div> <div>Effect:</div> <div>Creature takes 1d8/level [Max 10d8] fire damage, object burns taking 1d6 fire round until extinguished.</div> </div>	21	Reflex partial	1 standard action	Instantaneous; see text	Touch	V,S,M	Yes	Evocation [Fire]	SC: p.50
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Electric Loop</div> </div> <div> <div>Effect:</div> <div>One ray/3 caster levels deal 1d6/2 caster levels [max 5d6]; see text.</div> </div>	21	Reflex half; see text	1 standard action	Instantaneous	Close (25 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.78
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Fly, Swift</div> </div> <div> <div>Effect:</div> <div>This spell functions like fly, except as noted.</div> </div>	21	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: p.96
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Scorching Ray</div> </div> <div> <div>Effect:</div> <div>0 rays, ranged touch attack deals 4d6 fire damage.</div> </div>		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Fire]	PHB: p.274
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Monster II</div> </div> <div> <div>Effect:</div> <div>Calls extraplanar creature to fight for you.</div> </div>		None	1 round	1 round/level [D]	Close (25 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Swarm</div> </div> <div> <div>Effect:</div> <div>Summons swarm of bats, rats, or spiders.</div> </div>		None	1 round	Concentration + 2 rounds	Close (25 ft.)	V,S,M/DF	No	Conjuration (Summoning)	PHB: p.289

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Haste</div> </div> <div> <div>Effect:</div> <div>1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.</div> </div>	22	Fortitude negates (harmless)	1 standard action	1 round/level	Close (25 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: p.239
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Servant Horde</div> </div> <div> <div>Effect:</div> <div>Creates 2d6 +1 per caster level [max +15] unseen servants.</div> </div>		None	1 standard action	1 hour/level	Close (25 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.182
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Snake's Swiftess, Mass</div> </div> <div> <div>Effect:</div> <div>Subjects may make another single attack melee or ranged; see text.</div> </div>	22	Will negates [harmless]	1 standard action	Instantaneous	Medium (110 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Summon Monster III</div> </div> <div> <div>Effect:</div> <div>Calls extraplanar creature to fight for you.</div> </div>		None	1 round	1 round/level [D]	Close (25 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div> <div>Vampiric Touch</div> </div> <div> <div>Effect:</div> <div>Touch deals 1d6/2 levels [max 10d6] damage; caster gains damage as hp.</div> </div>		None	1 standard action	Instantaneous/1 hour; see text	Touch	V,S	Yes	Necromancy	PHB: p.298

* =Domain/Speciality Spell