

# Narrinian Goldvein III "Narry"

NAME  
Rog2 Wiz1  
CLASS  
3  
Character Level

3000  
EXPERIENCE  
6000  
NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	12	+1	12	+1	12	+1
<b>DEX</b> Dexterity	15	+2	15	+2	15	+2
<b>CON</b> Constitution	12	+1	12	+1	12	+1
<b>INT</b> Intelligence	16	+3	16	+3	16	+3
<b>WIS</b> Wisdom	12	+1	12	+1	12	+1
<b>CHA</b> Charisma	6	-2	6	-2	6	-2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+3	= +0	+ +1	+ +0	+ +2	+ +0		
<b>REFLEX</b> (dexterity)	+5	= +3	+ +2	+ +0	+ +0	+ +0		
<b>WILL</b> (wisdom)	+3	= +2	+ +1	+ +0	+ +0	+ +0		

	TOTAL	=	BASE ATTACK BONUS	+ STAT	+ SIZE	+ MISC	+ EPIC	+ TEMP
<b>MELEE</b> attack bonus	+2	=	+1	+ +1	+ +0	+ +0	+ +0	
<b>RANGED</b> attack bonus	+3	=	+1	+ +2	+ +0	+ +0	+ +0	
<b>GRAPPLE</b> attack bonus	+2	=	+1	+ +1	+ +0	+ +0	+ +0	

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

*Sparky		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+3	1d4+2	2W-P-(OH)	-1	1d4+2	
1H-O	+3	1d4+1	2W-P-(OL)	+1	1d4+2	
2H	+3	1d4+2	2W-OH	+1	1d4+1	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+4	+2	+0	-2	-4	
Dam	1d4+2	1d4+2	1d4+2	1d4+2	1d4+2	
Special Properties	(Dagger +1) Sparks when sheathed or unsheathed, or at any time it comes in contact with metal. When striking down a creature who would otherwise scream, the sparks cause the creature to remain silent.					

*Masterwork Sword (Short)		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	P	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+3	1d6+1	2W-P-(OH)	-1	1d6+1	
1H-O	+3	1d6	2W-P-(OL)	+1	1d6+1	
2H	+3	1d6+1	2W-OH	+1	1d6	
Special Properties						

Silver Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Not Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit		Dam	
1H-P	+3	1d4	2W-P-(OH)	-1	1d4	
1H-O	+3	1d4-1	2W-P-(OL)	+1	1d4	
2H	+3	1d4	2W-OH	+1	1d4-1	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+4	+2	+0	-2	-4	
Dam	1d4	1d4	1d4	1d4	1d4	
Special Properties	10hp/inch and 8 hardness					

\*: 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
*Studded Leather	Light	+3	+5	-1	15

# John Kantner

PLAYERNAME  
Dwarf  
RACE  
48  
AGE

Medium  
SIZE  
Male  
GENDER

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
<b>HP</b> hit points			Walk 20 ft.
<b>AC</b> armor class			
TOTAL	FLAT	TOUCH	BASE
<b>INITIATIVE</b> modifier	+6	= +2	+ +4
TOTAL	DEX MODIFIER	MISC MODIFIER	
<b>BASE ATTACK</b> bonus	+1		

DEITY  
4' 3"  
HEIGHT

166 lbs.  
WEIGHT

EYES  
HAIR

ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE
3	0	2	0	0	0	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3
			RANKS		MISC MODIFIER
✓ Appraise	INT	3	= 3	+ +	
✓ Balance	DEX	3	= 2	+ + 1	
✓ Bluff	CHA	-2	= -2	+ +	
✓ Climb	STR	0	= 1	+ + -1	
✓ Concentration	CON	3	= 1	+ 2.0 +	
✓ Craft (Stonemasonry)	INT	9	= 3	+ 4.0 + 2	
✓ Craft (Untrained)	INT	3	= 3	+ +	
✓ Decipher Script	INT	5	= 3	+ 2.0 +	
✓ Diplomacy	CHA	-2	= -2	+ +	
✓ Disable Device	INT	8	= 3	+ 5.0 +	
✓ Disguise	CHA	-2	= -2	+ +	
✓ Escape Artist	DEX	5	= 2	+ 4.0 + -1	
✓ Forgery	INT	3	= 3	+ +	
✓ Gather Information	CHA	-2	= -2	+ +	
✓ Heal	WIS	1	= 1	+ +	
✓ Hide	DEX	4	= 2	+ 3.0 + -1	
✓ Intimidate	CHA	-2	= -2	+ +	
✓ Jump	STR	-4	= 1	+ + -5	
Knowledge (Arcana)	INT	4	= 3	+ 1.0 +	
Knowledge (Local)	INT	7	= 3	+ 4.0 +	
✓ Listen	WIS	5	= 1	+ 2.0 + 2	
✓ Move Silently	DEX	6	= 2	+ 5.0 + -1	
Open Lock	DEX	7	= 2	+ 5.0 +	
✓ Ride	DEX	2	= 2	+ +	
✓ Search	INT	7	= 3	+ 4.0 +	
Search (Notice unusual stonework)	INT	9	= 3	+ 4.0 + 2	
✓ Sense Motive	WIS	3	= 1	+ 2.0 +	
Speak Language(Draconic)		1	= 0	+ 1.0 +	
Spellcraft	INT	5	= 3	+ 2.0 +	
Spellcraft (Decipher spell on scroll)	INT	7	= 3	+ 2.0 + 2	
✓ Spot	WIS	6	= 1	+ 3.0 + 2	
✓ Survival	WIS	1	= 1	+ +	
✓ Swim	STR	-1	= 1	+ + -2	
Tumble	DEX	6	= 2	+ 5.0 + -1	
Use Magic Device	CHA	3	= -2	+ 5.0 +	
✓ Use Rope	DEX	2	= 2	+ +	
			= + +		
			= + +		

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

Rapier			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	18-20/x2	5 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+2	1d6+1	2W-P-(OH)		-2		1d6+1
1H-O	+2	1d6	2W-P-(OL)		+0		1d6+1
2H	+2	1d6+1	2W-OH		-2		1d6
Special Properties							

Shortbow			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	20/x3	5 ft.
	30 ft.	60 ft.	120 ft.	180 ft.		240 ft.	
TH	+3	+3	+1	-1		-3	
Dam	1d6	1d6	1d6	1d6		1d6	
Special Properties							

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
<b>Sparky</b> (Dagger +1) Sparks when sheathed or unsheathed, or at any time it comes in contact with metal. When striking down a creature who would otherwise scream, the sparks cause the creature to remain silent.	Equipped	1	1.0	2302.0	
Masterwork Sword (Short)	Equipped	1	2.0	310.0	
Silver Dagger 10hp/inch and 8 hardness		1	1.0	322.0	
Backpack 12.5 lbs., 1 Waterskin, 1 Mug or Tankard (Clay), 1 Bedroll, 1 Flint and Steel, 1 Masterwork Artisan's Tools (Stonemasonry), 1 Masterwork Thieves' Tools, 1 Mirror (Small/Steel)	Equipped	1	2.0	2.0	
Bedroll	Backpack	1	5.0	0.1	
Bell	Mule	1	0.0	1.0	
Blanket (Winter)	Mule	1	3.0	0.5	
Flint and Steel	Backpack	1	0.0	1.0	
Healing Belt Three times per day the Healing Belt may be used to heal a touched creature. Using one charge heals 2d8 damage. Using two charges at once heals for 3d8 damage. Using all three charges at once heals for 4d8 damage. Note that these charges may be used on undead creatures resulting in the opposite effect., (Belt)	Equipped	1	0.0	2000.0	
Lantern (Hooded)	Mule	1	2.0	7.0	
Masterwork Artisan's Tools (Stonemasonry)	Backpack	1	5.0	55.0	
Masterwork Thieves' Tools	Backpack	1	1.0	100.0	
Mirror (Small/Steel)	Backpack	1	0.5	10.0	
Mug or Tankard (Clay) 0 lbs.	Backpack	1	1.0	0.02	
Mule 27 lbs., 1 Tent, 1 Bell, 1 Blanket (Winter), 1 Lantern (Hooded), 1 Rapier		1	0.0	8.0	
Mule 0 lbs.		1	0.0	8.0	
Potion of Cure Light Wounds	Carried	1	0.0	50.0	
□ Rapier	Mule	1	2.0	20.0	
Shortbow 0 lbs.	Carried	1	2.0	30.0	
Spellbook (Wizard's/Blank)	Carried	1	3.0	15.0	
Studded Leather	Equipped	1	20.0	25.0	
Tent	Mule	1	20.0	10.0	
Wand of Magic Missile (1st level caster) □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Carried	1	0.06	750.0	
Waterskin 0 lbs.	Backpack	1	0.0	1.0	
TOTAL WEIGHT CARRIED/VALUE			42.56 lbs.	6027.62 gp	

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

SPECIAL ATTACKS	
Sneak Attack	+1d6

SPECIAL QUALITIES	
+4 Dodge bonus to Armor Class against monsters of the giant type	
+1 racial bonus on attack rolls against orcs and goblinoids	
+2 racial bonus on saving throws against poison	
+2 racial bonus on saving throws against spells and spell-like effects	
Evasion (Ex)	If subjected to an attack that allows a Reflex save for half damage, you take no damage on a successful save.
Stability	
Stonecunning	
+2 racial bonus on Appraise and Craft checks that are related to stone or metal	
Summon Familiar	
Trapfinding	

FEATS	
Improved Initiative	You get a +4 bonus on initiative checks.
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Scribe Scroll	You can create a scroll of any spell that you know.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Alertness	You get a +2 bonus on all Listen checks and Spot checks.

PROFICIENCIES	
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickie, Sling, Spear, Spells(Ray), Sword (Short), Unarmed Strike	

LANGUAGES	
Common, Draconic, Dwarven, Giant, Orc, Undercommon	

# 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	2	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 action	Instantaneous	Close (25 ft.)	V, S	No	Conjuration (Creation) [Acid]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Orb deals 1d3 acid damage.					<i>Target:</i> One missile of acid			<i>Caster Level:</i> 1	
□□□□□ Arcane Mark		None	1 standard action	Permanent	0 ft.	V, S	No	Universal	RSRD: SpellsA-B.rtf
<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	
□□□□□ Dancing Lights		None	1 standard action	1 minute [D]	Medium (110 ft.)	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<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 action	1 round	Close (25 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
<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 action	Concentration, up to 1 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<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 action	Instantaneous	Close (25 ft.)	V, S	No	Divination	RSRD: SpellsD-E.rtf
<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 action	Instantaneous	Close (25 ft.)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Deals 1d6 damage to one undead.					<i>Target:</i> Ray			<i>Caster Level:</i> 1	
□□□□□ Flare	13	Fortitude negates	1 standard action	Instantaneous	Close (25 ft.)	V	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Dazzles one creature [-1 on attack rolls].					<i>Target:</i> Burst of light			<i>Caster Level:</i> 1	
□□□□□ Ghost Sound	13	Will disbelief (if interacted with)	1 standard action	1 rounds [D]	Close (25 ft.)	V, S, M	No	Illusion (Figment)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Figment sounds.					<i>Target:</i> Illusory sounds			<i>Caster Level:</i> 1	
□□□□□ Light		None	1 standard action	10 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 1	
□□□□□ Mage Hand		None	1 standard action	Concentration	Close (25 ft.)	V, S	No	Transmutation	RSRD: SpellsM-O.rtf
<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 action	Instantaneous	10 ft.	V, S	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<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 action	10 minutes	Medium (110 ft.)	V, S, F	No	Transmutation [Language-Dependent]	RSRD: SpellsM-O.rtf
<i>Effect:</i> Whispered conversation at distance.					<i>Target:</i> 1 creatures			<i>Caster Level:</i> 1	
□□□□□ Open/Close	13	Will negates (object)	1 standard action	Instantaneous	Close (25 ft.)	V, S, F	Yes (object)	Transmutation	RSRD: SpellsM-O.rtf
<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 action	1 hour	10 ft.	V, S	No	Universal	RSRD: SpellsP-R.rtf
<i>Effect:</i> Performs minor tricks.					<i>Target:</i> See text			<i>Caster Level:</i> 1	
□□□□□ Ray of Frost		None	1 standard action	Instantaneous	Close (25 ft.)	V, S	Yes	Evocation [Cold]	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ray deals 1d3 cold damage.					<i>Target:</i> Ray			<i>Caster Level:</i> 1	
□□□□□ Read Magic		None	1 standard action	10 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□ Resistance	13	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□ Touch of Fatigue	13	Fortitude negates	1 standard action	1 rounds	Touch	V, S, M	Yes	Necromancy	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Touch attack fatigues target.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Color Spray	14	Will negates	1 standard action	Instantaneous; see text	15 ft.	V, S, M	Yes	Illusion (Pattern) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 1	
□□□□□ Expeditious Retreat		None	1 standard action	1 minutes [D]	Personal	V, S	No	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Your speed increases by 30 ft.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□ Identify		None	1 hour	Instantaneous	Touch	V, S, M/DF	No	Divination	RSRD: SpellsH-L.rtf
<i>Effect:</i> Determines properties of magic item.					<i>Target:</i> One touched object			<i>Caster Level:</i> 1	
□□□□□ Protection from Evil	14	Will negates (harmless)	1 standard action	1 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□ Ray of Enfeeblement		None	1 standard action	1 minutes	Close (25 ft.)	V, S	Yes	Necromancy	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ray deals 1d6 +0 Str damage.					<i>Target:</i> Ray			<i>Caster Level:</i> 1	
□□□□□ Shield		None	1 standard action	1 minutes [D]	Personal	V, S	No	Abjuration [Force]	RSRD: SpellsS.rtf
<i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.					<i>Target:</i> You			<i>Caster Level:</i> 1	

\* =Domain/Speciality Spell

## Spellbook: Prepared Spells

Wizard

### Level 0

- ☐ Detect Magic (DC:)
- ☐ Touch of Fatigue (DC:13)

### Level 1

- ☐ Ray of Enfeeblement (DC:)
- ☐ Shield (DC:)