Atem Muto Eriq CHARACTER NAME PLAYER 8 NG Baccob Wizard Human DEITY CLASS AND LEVEL RACE ALIGNMENT 5'11' 0 Male 165 Brown Red Light Brown CHARACTER RECORD SHEET SIZE AGE GENDER HEIGHT WEIGHT FYES HAIR SKIN NONLETHAL DAMAGE ABILITY SCORE ABILITY MODIFIER TEMPORARY TEMPORARY SCORE MODIFIER **SPEED** ABILITY NAME TOTAL WOUNDS/CURRENT HP STR STRENGTH 0 10 0 0 37 30 DEX DAMAGE REDUCTION = 10+ 0 0 0 4 14 2 0 2 16 2 0 0 DEX MODIFIER TOTAL ARMOR BONUS SHIELD BONUS SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER CON 13 1 0 1 INT **SKILLS** TOUCH FLAT-FOOTED 23 16 14 11 /5.5 6 6 Ω (CLASS/C KEY ABILITY SKILL MODIFIER ABILITY MISC WIS SKILL NAME 13 1 0 1 INITIATIVE 6 2 4 CHA 0 0 11 0 0 6 0 □ APPRAISE ■ INT DEX MISC MODIFIER MODIFIER TOTAL 0 0 □ BALANCE ■ DEX* MISC. MODIFIER 0 SAVING THROWS TOTAL 0 0 0 □ Bluff ■ СНА 0 **FORTITUDE** 0 0 3 2 0 0 0 □ CLIMB ■ STR 0 12 11 □ CONCENTRATION ■ CON REFLEX 0 2 2 0 17 6 4 0 0 □ CRAFT ■ (Card (Scroll) INT 0 6 WILL □ CRAFT ■ (INT 0 0 0 6 □ CRAFT ■ (INT 0 ☐ DECIPHER SCRIPT INT 0 **BASE ATTACK BONUS** 0 0 4 □ DIPLOMACY ■ CHA 6 0 ☐ DISABLE DEVICE INT 0 □ DISGUISE ■ СНА **GRAPPLE** 4 0 0 0 4 0 □ ESCAPE ARTIST ■ DEX* BASE ATTACK STRENGTH SIZE MODIFIER MISC MODIFIER TOTAL 0 INT 0 0 ☐ GATHER INFORMATION ■ CHA 0 ATTACK ☐ HANDLE ANIMAL CHA DAMAGE CRITICAL 0 ☐ HEAL ■ WIS 1d6 + 0 18-20x2 Masterwork Rapier 7 0 ☐ HIDE ■ DEX RANGE TYPE 0 0 0 □ INTIMIDATE ■ CHA 0 0 0 0 Bludgeoning STR □ JUMP ■ 17 6 11 0 □ Knowledge (Arcana INT AMMUNITION 17 6 11 0 ☐ KNOWLEDGE (_ Planes INT 6 3 0 Wiz Biz ☐ Knowledge (
_ INT **ATTACK** CRITICAL 6 0 0 ☐ KNOWLEDGE (INT Light Crossbow 6 1d8 19-20 x 2 0 0 ☐ KNOWLEDGE (INT 0 0 RANGE □ LISTEN ■ WIS 0 0 ☐ Move Silently ■ DEX* 80 Piercing 2 0 0 ☐ OPEN LOCK DEX 0 AMMUNITION 0 0 0 ☐ PERFORM (CHA 0 Ω 0 0 ☐ Perform (CHA **ATTACK** 0 0 0 CRITICAL 0 □ Perform (CHA 0 0 ☐ PROFESSION (WIS 0 □ Profession (RANGE WIS 0 2 ☐ RIDE ■ DEX 6 0 □ SEARCH ■ INT 0 AMMUNITION □ Sense Motive ■ WIS 0 ☐ SLEIGHT OF HAND DEX* **ATTACK** 0 ☐ SPELLCRAFT INT 0 □ SPOT ■ WIS 0 □ SURVIVAL ■ WIS RANGE 0 0 0 □ SWIM ■ STR* 0 ☐ TUMBLE DEX 0 0 Ω ☐ USE MAGIC DEVICE CHA AMMUNITION 2 0 □ USE ROPE ■ DEX Counterspell INT 23 6 11 6 ATTACK CRITICAL WIS Perception Stealth DEX 2 RANGE TYPE Vengeance ■ Denotes a skill that can be used untrained. ☐ Mark this box with an X if the skill is a class skill for the character. 69 Armor check penalty, if any, applies. (Double penalty for Swim.)

AMMUNITION

Starstones						FEATS SPELLS					
CAMPAIGN						PG. Summon Familiar		DOMAIN	S/SPECIALTY S	CHOOL:	
						Scribe Scroll					
EXPERIENCE POINTS						Eschew Materials	0:				
GEAR						Improved Counterspell					
			7111			Improved Initiative					
ARMOR/PROTECTIVE IT	ЕМ	TY	YPE AC BONUS	MA)	(DEX	Weapon Finesse - Rapier	1st:				
						- Wodpon'r moddo - Napioi					
CHECK PENALTY SPELL FAILUI	RE :	SPEED	WEIGHT SPECIAL PRO	OPERT	IES						
							24101				
SHIELD/PROTECTIVE ITE	М	AC BO	ONUS WEIGHT CHECK	(PENA	ALTY	ı ————	2N D:				
SPELL FAILURE		SF	PECIAL PROPERTIES								
							3RD:				
DDOTECTIVE ITEM						SPECIAL ABILITIES					
PROTECTIVE ITEM	A		US WEIGHT SPECIAL PRO	PERTI	ES	PG.					
Natural Armor Ring		3				Starstone - Counterspell	4TH:				
PROTECTIVE ITEM	AG	BONU	US WEIGHT SPECIAL PRO	PERTI	ES	Starstone - Displacement 1/D					
Brooch of Shielding		0	Absorb MM D			Starstone - Tiny Hut 1/D					
OT	1213	P PO	SSESSIONS			Starstone - Reap	5тн:				
ITEM	PG.	WT.	ITEM	PG	. WT.	Starstone - +2 WIS					
Spellbook	1	0.5	Bolts	10	0.1						
Spell Component Pouch	1	0.5	Wand of Vigor - Heal 11	5	0.01	Headband of INT - +2	6тн:				
Blue Stone (Jacob)	1	0.1	Black Soul Candle	1	0.1	loun Stone: DR - +1 AC					
Backpack + Sack	1	2.5	Silver Sheen	1	0.1	loun Stone: S&B - +2 INT	7тн:				
Bedroll & Blanket	1	8	Feather Token - Swan Boat	1	1						
Hooded Latern	1	2				Wild Empathy - Rat	8тн:				
Guard Whistle	1	0				WR - 12 HP	9тн:				
Flint & Steel	1	0				WR - +3 AC (natural)					
Waterskin	1	2				WR - Bite w/ Disease		SPEL	L SAVE		
Trail Rations	7	0.25				WR - DMG Reduction 5/Silver				DC M	IOD
Parchment, Quill, & Ink	20	0.01					ARC	ANE SPI	ELL FAILU	JRE 0	%
Candles	10	0				Souls: 10	CONDITION	IAL MODIFIERS			
Rope, Hemp 50ft.	1	5		+							
Empty Vial	10	0.1				Light Card x 3					
Torch	5	0.1				Disrupt Undead Card x 3	SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
Pocket Sand	2	0.1				Ray of Frost Card x 1		16	0	4	0
Manacles	1	0.1	TOTAL WEIGHT CARRIE		27	Daze Card x 2		17	1ST	6	2
						Acid Splash Card x 3					
33 66	10	00	100 200	500	7			18	2ND	5	2
LIGHT MEDIUM		AVY		SH OI	→	LANGUAGES		19	3RD	4	1
LOAD LOAD	LO	AD		DRAG 5 × 0X LOAD		Initial languages = Common + racial languages + one per point of Int bonus		20	4TH	3	1
		МО	DNEY	ON EUNE		Common		21	5TH	0	1
		mo	MEI			Draconic		22	6ТН	0	1
CP —						Abyssal					
SP —						Infernal		23	7TH	0	0
GP — 72 GP						Celestial		24	8TH	0	0
PP —						I					

Research Notes: Devil Wizard (Zevere?), Zevere, Tucker, Arhu, Arhu's Personnel Profiles

Blood Vials: Hydra x 3, Human x 3, Blood Poison x 1

Robes: Normal, Fancy, Night, Cult

Starstones: Displacement + Hut, Nina's Floating Disk, Reaper, Bloodstone

Important Papers: Diploma, Trade Ledgers, Fake Arx Entry Papers, Church of Last Moon Bible

Additional Rings: Rat King Ring, Mystery Magic Rat Guy Ring x 3

Potions: Cure Light Wounds x 3