

**AMMUNITION** \_\_\_\_\_ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

■ Denotes a skill that can be used untrained.  
☐ Mark this box with an X if the skill is a class skill for the character.  
 \* Armor check penalty, if any, applies. (Double penalty for Swim.)

CAMPAIGN

EXPERIENCE POINTS

## GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
Natural Armor Ring	2		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

## OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Normal & Fancy Robes	2	0.5	Rope, Hemp 50ft.	1	5
Manacles	1	0.1	Night Robe + Hat	1	0.5
Spellbook	1	0.5	Devil Wiz: Ntes, Bks & Lttrs	1	0.1
Spell Component Pouch	1	0.5	Torch	5	0.1
Bolts	10	0.1	Trade Ledgers	1	0
Hooded Latern	1	2	Starstone - Displacement	1	0.1
Diploma Scroll	1	0	Starstone - Esmerelda	1	0.1
Backpack + Sack	1	2.5	Starstone - Reaper	1	0.1
Waterskin	1	2	Blue Stone (Jacob)	1	0.1
Trail Rations	7	0.25	Guard Wistle	1	0
Flint & Steel	1	0	Pocket Sand	2	0.1
Candles	10	0	Nts, Bks, Lttrs - Zevere / Tucker	2	0.1
Parchment, Quill, & Ink	20	0.01	Wand of Vigor - Heal 11	6	0.01
Hydra Blood Vials	3	0.1	Church of Last Moon Bible	1	0.1
Bedroll & Blanket	1	8	Potion of Darkvision	1	0.1
Human Blood Vials	3	0.1	Black Soul Candle	2	0.1
Empty Vial	10	0.1	TOTAL WEIGHT CARRIED	29	

33	66	100	100	200	500
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2x MAX LOAD	PUSH OR DRAG 5x MAX LOAD

## MONEY

CP —  
SP —  
GP — 48 GP  
PP —

## FEATS

Summon Familiar PG.

Scribe Scroll

Eschew Materials

Improved Counterspell

Improved Initiative

## SPECIAL ABILITIES

PG.

Starstone - Counterspell

Starstone - Displacement 1/D

Starstone - Tiny Hut 1/D

Starstone - Reap

## SPELLS

DOMAINS/SPECIALTY SCHOOL:

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1ST: \_\_\_\_\_  
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2ND: \_\_\_\_\_  
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3RD: \_\_\_\_\_  
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8TH: \_\_\_\_\_  
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9TH: \_\_\_\_\_  
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## SPELL SAVE

DC MOD

## ARCANE SPELL FAILURE

0 %

CONDITIONAL MODIFIERS

Disrupt Undead Card x 3

Ray of Frost Card x 1

Daze Card x 2

Acid Splash Card x 3

## LANGUAGES

Initial languages = Common + racial  
languages + one per point of Int bonus

Common

Draconic

SPILLS KNOWN	SPELL SAVE DC	LEVEL	SPILLS PER DAY	BONUS SPELLS
<input type="text"/>	14	0	4	0
<input type="text"/>	15	1ST	4	1
<input type="text"/>	16	2ND	4	1
<input type="text"/>	17	3RD	3	1
<input type="text"/>	18	4TH	0	1
<input type="text"/>	19	5TH	0	0
<input type="text"/>	20	6TH	0	0
<input type="text"/>	21	7TH	0	0
<input type="text"/>	22	8TH	0	0
<input type="text"/>	23	9TH	0	0

