Atem Muto Eriq CHARACTER NAME PLAYER 6 NG Baccob Wizard Human ALIGNMENT DEITY CLASS AND LEVEL RACE 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 7 10 0 0 22 30 DEX DAMAGE REDUCTION 0 = 10+ 0 0 14 2 0 2 14 2 0 0 2 TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER CON 13 1 0 1 INT **SKILLS** TOUCH FLAT-FOOTED 9 /4.5 14 12 18 4 4 Ω (CLASS/C KEY ABILITY SKILL MODIFIER ABILITY MISC WIS SKILL NAME 11 0 0 0 INITIATIVE 6 2 4 CHA 0 0 11 0 4 0 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** 3 2 0 0 0 □ CLIMB ■ STR 0 10 □ CONCENTRATION ■ CON REFLEX 0 4 2 2 0 13 0 0 □ CRAFT ■ ( Card (Scroll) INT 0 WILL □ CRAFT ■ ( INT 5 5 0 0 0 4 □ CRAFT ■ ( INT 0 ☐ DECIPHER SCRIPT INT **BASE ATTACK BONUS** 0 0 0 3 □ DIPLOMACY ■ CHA 4 0 ☐ DISABLE DEVICE INT 0 □ DISGUISE ■ СНА **GRAPPLE** 3 0 0 0 3 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 0 0 ☐ HEAL ■ WIS 1d6 + 0 Quarterstaff x2 3 0 ☐ HIDE ■ DEX RANGE TYPE 0 0 0 □ INTIMIDATE ■ CHA 0 0 0 Bludgeoning STR □ JUMP ■ 0 13 □ Knowledge ( Arcana INT AMMUNITION 13 0 ☐ KNOWLEDGE (\_ Planes INT 0 Wiz Biz ☐ Knowledge (
\_ INT **ATTACK** CRITICAL 4 0 0 4 ☐ KNOWLEDGE ( INT Light Crossbow 5 1d8 19-20 x 2 4 0 4 ☐ KNOWLEDGE ( INT 0 0 0 0 RANGE □ LISTEN ■ WIS 0 0 ☐ Move Silently ■ DEX\* 80 Piercing 2 0 ☐ OPEN LOCK DEX 0 AMMUNITION 0 ☐ PERFORM ( CHA 0 Ω 0 0 ☐ Perform ( CHA **ATTACK** 0 0 0 CRITICAL 0 □ Perform ( CHA 0 0 0 0 ☐ PROFESSION ( WIS 0 0 □ Profession (... RANGE WIS 0 2 □ RIDE
■ DEX 4 0 □ SEARCH ■ INT 0 0 AMMUNITION □ Sense Motive ■ WIS 0 ☐ SLEIGHT OF HAND DEX\* **ATTACK** 0 13 ☐ SPELLCRAFT INT 0 □ SPOT ■ WIS 0 □ SURVIVAL ■ WIS RANGE 0 0 □ SWIM ■ STR 0 □ TUMBLE DEX 0 Ω ☐ USE MAGIC DEVICE CHA AMMUNITION 2 0 □ USE ROPE ■ DEX Counterspell INT 19 6 ATTACK CRITICAL WIS 0 Perception Stealth DEX 2 RANGE TYPE 57 ■ Denotes a skill that can be used untrained. ☐ Mark this box with an X if the skill is a class skill for the character.

AMMUNITION

Armor check penalty, if any, applies. (Double penalty for Swim.)

Starstones						FEATS	SPELLS					
CAMPAIGN				PG. Summon Familiar	DOMAINS/SPECIALTY SCHOOL:							
						Scribe Scroll						
EXPERIENCE POINTS						Eschew Materials	0:					
		G	EAR			Improved Counterspell						
A DAMAD (DDATESTING IT	-11					Improved Initiative	1					
ARMOR/PROTECTIVE IT	EM	T	YPE AC BONUS	MAX	DEX		1st:					
CHECK BENIATEN SPEN FAILUR	-	DEED	WEIGHT SPECIAL PROP	EDTI		-						
CHECK PENALTY SPELL FAILUR	E	PEED	WEIGHT SPECIAL PROP	ERIII	:5							
	_						2N D:					
SHIELD/PROTECTIVE ITE	М	AC BO	ONUS WEIGHT CHECK F	ENAI	LTY							
SPELL FAILURE		S	PECIAL PROPERTIES				2					
						CDECIAL ADULTUE	3RD:					
PROTECTIVE ITEM	AC	BON	US WEIGHT   SPECIAL PROP	ERTIE	S	SPECIAL ABILITIES PG.						
Natural Armor Ring		2	3. <u>1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1. 1</u>			Starstone - Counterspell						
						Starstone - Displacement 1/D	4тн:					
PROTECTIVE ITEM	AC	BON	US WEIGHT SPECIAL PROP	ERTIE	S	Starstone - Tiny Hut 1/D						
						Starstone - Reap						
			SSESSIONS				5тн:					
ITEM	PG.	WT.	ITEM	PG.	WT.							
Normal & Fancy Robes	2	0.5	Rope, Hemp 50ft.	1	0.5		6тн:					
Manacles Spellbook	1	0.1	Night Robe + Hat  Devil Wiz: Ntes, Bks & Lttrs	1	0.3							
Spell Component Pouch	1	0.5	Torch	5	0.1		7тн:					
Bolts	10	0.1	Trade Ledgers	1	0.1							
Hooded Latern	1	2	Starstone - Displacement	1	0.1		8тн:					
Diploma Scroll	1	0	Starstone - Esmerelda	1	0.1							
Backpack + Sack	1	2.5	Starstone - Reaper	1	0.1		9тн:					
Waterskin	1	2	Blue Stone (Jacob)	1	0.1			SPEL	L SAVE		$\neg$	
Trail Rations	7	0.25	Guard Wistle	1	0			<u> </u>		DC M	 od	
Flint & Steel	1	0	Pocket Sand	2	0.1		ARC	ANE SPI	ELL FAILU	IRE 0	7%	
Candles	10	0	Nts, Bks, Lttrs - Zevere / Tucker	2	0.1			AL MODIFIERS				
Parchment, Quill, & Ink	20	0.01	Wand of Vigor - Heal 11	6	0.01		CONDITION	NAL MODIFIERS				
Hydra Blood Vials	3	0.1	Church of Last Moon Bible	1	0.1							
Bedroll & Blanket	1	8	Potion of Darkvision	1	0.1	Disrupt Undead Card x 3	SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	
Human Blood Vials	3	0.1	Black Soul Candle	2	0.1	Ray of Frost Card x 1		14	0	4	0	
Empty Vial	10	0.1	TOTAL WEIGHT CARRIED	- 2	29	Daze Card x 2			1ST			
- ''						Acid Splash Card x 3		15		4	1	
33 66	10	00	100 200 50	10				16	2ND	4	1	
LIGHT MEDIUM	HE		LIFT OVER LIFT OFF PUSH		ı	LANGUAGES		17	3RD	3	1	
LOAD LOAD	LO	AD	HEAD GROUND DR. EQUALS 2× 5 MAX LOAD MAX LOAD MAX I			Initial languages = Common + racial languages + one per point of Int bonus		18	4TH	0	1	
MONEY						Common		19	5TH	0	0	
						Draconic		20	6ТН	0	0	
CP —									7TH			
SP — GP — 48 GP								21		0	0	
PP — 48 GP								22	8TH	0	0	