

**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	3		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
Brooch of Shielding	0		Absorb MM DMG - 101

## OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Spellbook	1	0.5	Bolts	10	0.1
Spell Component Pouch	1	0.5	Wand of Vigor - Heal 11	5	0.01
Blue Stone (Jacob)	1	0.1	Black Soul Candle	1	0.1
Backpack + Sack	1	2.5	Silver Sheen	1	0.1
Bedroll & Blanket	1	8	Feather Token - Swan Boat	1	1
Hooded Lantern	1	2			
Guard Whistle	1	0			
Flint & Steel	1	0			
Waterskin	1	2			
Trail Rations	7	0.25			
Parchment, Quill, & Ink	20	0.01			
Candles	10	0			
Rope, Hemp 50ft.	1	5			
Empty Vial	10	0.1			
Torch	5	0.1			
Pocket Sand	2	0.1			
Manacles	1	0.1	TOTAL WEIGHT CARRIED		27

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 — 72 GP  
PP —

## FEATS

Summon Familiar PG.

Scribe Scroll

Eschew Materials

Improved Counterspell

Improved Initiative

Weapon Finesse - Rapier

## SPECIAL ABILITIES

PG.

Starstone - Counterspell

Starstone - Displacement 1/D

Starstone - Tiny Hut 1/D

Starstone - Reap

Starstone - +2 WIS

Headband of INT - +2

Ioun Stone: DR - +1 AC

Ioun Stone: S&amp;B - +2 INT

Wild Empathy - Rat

WR - 12 HP

WR - +3 AC (natural)

WR - Bite w/ Disease

WR - DMG Reduction 5/Silver

Souls: 10

Light Card x 3

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

Abyssal

Infernal

Celestial

## SPELLS

DOMAINS/SPECIALTY SCHOOL:

0: \_\_\_\_\_

1ST: \_\_\_\_\_

2ND: \_\_\_\_\_

3RD: \_\_\_\_\_

4TH: \_\_\_\_\_

5TH: \_\_\_\_\_

6TH: \_\_\_\_\_

7TH: \_\_\_\_\_

8TH: \_\_\_\_\_

9TH: \_\_\_\_\_

## SPELL SAVE

DC MOD

## ARCANE SPELL FAILURE

 %

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	16	0	4	0
<input type="text"/>	17	1ST	6	2
<input type="text"/>	18	2ND	5	2
<input type="text"/>	19	3RD	4	1
<input type="text"/>	20	4TH	3	1
<input type="text"/>	21	5TH	0	1
<input type="text"/>	22	6TH	0	1
<input type="text"/>	23	7TH	0	0
<input type="text"/>	24	8TH	0	0
<input type="text"/>	25	9TH	0	0

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