

Talon		Greg		None		Neutral Good
NAME		PLAYERNAME		DEITY		ALIGNMENT
Wiz3	6000	Tiefling	Medium	0'0"	0 lbs	Darkvision (60')
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
3	10000	24	Male			28
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR strength	8	-1		
DEX dexterity	18	+4		
CON constitution	12	+1		
INT intelligence	18	+4		
WIS wisdom	8	-1		
CHA charisma	10	+0		

HP hit points	14	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION	HIT DIE TYPE	SPEED Walk 30'							
AC armor class	14	TOTAL = 10 + 0 + 0 + 4 + 0 + 0 + 0		ARMOR BONUS		SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	MISC MODIFIER	TOUCH AC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

INITIATIVE modifier	+4	TOTAL = +4 + +0		DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+1				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+2	+1	+1	+0	+0		
REFLEX (dexterity)	+5	+1	+4	+0	+0		
WILL (wisdom)	+2	+3	-1	+0	+0		

MELEE attack bonus	+0	TOTAL = +1 + -1 + +0 + +0		BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
RANGED attack bonus	+5	TOTAL = +1 + +4 + +0 + +0		BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER

WEAPON	+HIT	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
Crossbow (Light)	+5	1d8	19-20/x2	Neither	80'	P	S
*Quarterstaff	-4;-8	1d6-1/1d6-1	20/x2/2	Both	0'	B/B	L
*Quarterstaff (Head 1 only)	+0	1d6-1	20/x2	Both	0'	B	L
*Quarterstaff (Head 2 only)	+0	1d6-1	20/x2	Both	0'	B	L

AMMUNITION

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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
Alchemy	INT	6	= 4	+ 2.0	+ 0
Climb	STR	-1	= -1	+ 0.0	+ 0
Concentration	CON	7	= 1	+ 6.0	+ 0
Escape Artist	DEX	7	= 4	+ 3.0	+ 0
Hide	DEX	6	= 4	+ 0.0	+ 2
Jump	STR	-1	= -1	+ 0.0	+ 0
Knowledge (Arcana)	INT	10	= 4	+ 6.0	+ 0
Knowledge (Religion)	INT	6	= 4	+ 2.0	+ 0
Knowledge (The Planes)	INT	6	= 4	+ 2.0	+ 0
Listen	WIS	-1	= -1	+ 0.0	+ 0
Move Silently	DEX	4	= 4	+ 0.0	+ 0
Ride	DEX	6	= 4	+ 2.0	+ 0
Search	INT	4	= 4	+ 0.0	+ 0
Speak Language (Abyssal)	NONE	1	= -5	+ 1.0	+ 5
Spellcraft	INT	10	= 4	+ 6.0	+ 0
Spot	WIS	-1	= -1	+ 0.0	+ 0

_____ = _____ + _____ + _____

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
Crossbow (Light)		1.0	6.0	35
Familiar (Snake)		1.0	0.0	100
Outfit (Scholar's)	Equipped	1.0	6.0	5
Quarterstaff	Equipped	1.0	4.0	0
TOTAL WEIGHT CARRIED/VALUE		4.0 lbs		140.0 gp

WEIGHT ALLOWANCE

Light	26.0	Medium	53.0	Heavy	80.0
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MONEY**MAGIC****SPECIAL ABILITIES**

Summon Familiar

Darkness(Sp) 1/day

Fire/Cold/Electricity 5

FEATS

Scribe Scroll

Spell Focus (Illusion, Necromancy)

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Quarterstaff

LANGUAGES

Abyssal, Common, Draconic, Elven, Literacy, Melkalundish, Sign Language

PROHIBITED

Evocation

Charges

Wizard

Level 0 - 4+1 per day, Save DC14

			RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level					
Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance
□□□□□ Arcane Mark	Universal	one mark	Touch	1 action	Permanent	V S	None	No
□□□□□ Dancing Lights	Evocation	up to 4 lights within 10' radius	Medium	1 action	1 minute	V S	None	No
□□□□□ Daze	Enchantment	One person	Close	1 action	1 round	V S M	Will negates	Yes
□□□□□ Detect Magic	Universal	Quarter Circle	60 feet	1 action	Concentration up to 1 minute/level (D)	V S	None	No
□□□□□ Detect Poison	Divination	one creature object or 5' cube	Close	1 action	Instantaneous/10 minutes per target HD	V S	None	No
□□□□□ Disrupt Undead	Necromancy	Ray	Close	1 action	Instantaneous	V S	None	Yes
□□□□□ Flare	Evocation	Burst of light	Close	1 action	Instantaneous	V	Fortitude negates	Yes
□□□□□ Ghost Sound	Illusion	Illusory sounds	Close	1 action	1 round/level (D)	V S M	Will disbelief	No
□□□□□ Light	Evocation	Object touched	Touch	1 action	10 minutes/level (D)	V M DF	None	No
□□□□□ Mage Hand	Transmutation	Nonmagical, unattended object weighing up to 5lb	Close	1 action	Concentration	V S	None	No
□□□□□ Mending	Transmutation	One object of up to 1 pound	10 feet	1 action	Instantaneous	V S	Will negates (Harmless object)	Yes (Harmless object)
□□□□□ Open/Close	Transmutation	Portal or object that can be opened or closed	Close	1 action	Instantaneous	V S F	Will negates (object)	Yes (object)
□□□□□ Prestidigitation	Universal	Special	10 feet	1 action	1 hour	V S	None	No
□□□□□ Ray of Frost	Conjuration*	Ray	Close	1 action	Instantaneous	V S	None	Yes
□□□□□ Read Magic	Universal	You	Personal	1 action	10 minutes/level	V S F	None	No
□□□□□ Resistance	Abjuration	Creature touched	Touch	1 action	1 minute	V S M DF	Will negates (Harmless)	Yes (Harmless)

Level 1 - 3+1 per day, Save DC15

			RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level					
Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance
□□□□□ Chill Touch	Necromancy	1 creature/level	Touch	1 action	Instantaneous	V S	Fortitude partial	Yes
□□□□□ Color Spray	Illusion	Cone	Close	1 action	Instantaneous	V S M	Will negates	Yes
□□□□□ Identify	Divination	Up to 1 touched object/level	Touch	8 hours	Instantaneous	V S M DF	None	No
□□□□□ Obscuring Mist	Conjuration*	Cloud centered on you spreads 30 ft and is 20 ft high	30 feet	1 action	1 minute/level	V S	None	No
□□□□□ Ray of Enfeeblement	Necromancy	Ray	Close	1 action	1 minute/level	V S	Fortitude negates	Yes
□□□□□ Shield	Abjuration	You	Personal	1 action	1 minute/level (D)	V S	None	No
□□□□□ Shocking Grasp	Transmutation	Creature or object touched	Touch	1 action	Permanent until discharged	V S	None	Yes (object)
□□□□□ Silent Image	Illusion	Visual figment that cannot extend beyond 4 10' cubes + 1 10' cube/level (S)	Long	1 action	Concentration	V S F	Will disbelief	No
□□□□□ Summon Monster I	Conjuration*	One summoned creature	Close	1 full round	1 round/level	V S F DF	None	No

Level 2 - 2+1 per day, Save DC16

			RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level					
Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance
□□□□□ Spectral Hand	Necromancy	One spectral hand	Medium	1 action	1 minute/level (D)	V S	None	No
□□□□□ Summon Monster II	Conjuration*	One summoned creature	Close	1 full round	1 round/level	V S F DF	None	No