

# CHARACTER RECORD SHEET

Cromin Rist <small>CHARACTER NAME</small>		[ ] <small>PLAYER NAME</small>		[ ] <small>DEITY/RELIGION</small>		South Fort <small>REGION</small>	
Human   Humanoid (human) <small>RACE (TYPE/SUBTYPE)</small>		Neutral Good <small>ALIGNMENT</small>		Medium <small>SIZE</small>		25 <small>AGE</small>	
[ Wizard 6 ] <small>CLASSES</small>		6 <small>CHAR LVL</small>		A short wizard with a flair for learning <small>DESCRIPTION</small>			
Male <small>GENDER</small>		5' 2" <small>HEIGHT</small>		126 lb. <small>WEIGHT (lb.)</small>			

### SPEED

Mod: [ ]  
40 ft. / x5

OTHER SPEEDS  
[ ]

ENCUMBRANCE  
Light

SPELL RESISTANCE  
[ ]

ABILITY	SCORE	MOD	TEMP SCORE	TEMP P	PER M	OTHER MOD
<b>STR</b>	10	+0	[ ]	[ ]	[ ]	[ ]
<b>DEX</b>	13	+1	[ ]	[ ]	[ ]	[ ]
<b>CON</b>	12	+1	[ ]	[ ]	[ ]	[ ]
<b>INT</b>	18	+4	[ ]	[ ]	[ ]	[ ]
<b>WIS</b>	14	+2	[ ]	[ ]	[ ]	[ ]
<b>CHA</b>	11	+0	[ ]	[ ]	[ ]	[ ]

### HIT POINTS

Mod: [ ]

TOTAL: 31

LETHAL: [ ]

NONLETHAL: [ ]

DAMAGE REDUCTION: [ ]

### CONDITIONS

Energy Drain: [ ]

[ ]

[ ]

### SPELLS & EFFECTS

[ ]

[ ]

[ ]

### CHANNEL ENERGY (Not Available)

Effective Level: 0 Other DC Mods: [ ] Times/Day: [ ] Used: [ ]

### FORTITUDE SAVE

Notes: +3 = 2 + 1 + 0 + 0 + [ ]

### REFLEX SAVE

Notes: +3 = 2 + 1 + 0 + 0 + [ ]

### WILL SAVE

Notes: +7 = 5 + 2 + 0 + 0 + [ ]

GENERAL NOTES: [ ]

### GENERAL COMBAT

**INITIATIVE** +1 = 1 + [ ]

**AC** 12 = 10 + 0 + 0 + 1 + 0 + 0 + 0 + 1 + 0

**MELEE** +3 = 3 + Str + 0 + 0 + [ ]

**RANGED** +4 = 3 + Dex + 0 + 0 + [ ]

**CMB** +3 = 3 + 0 + 0 + 0 + 0 + [ ]

**CMD** 15 = 10 + 3 + 0 + 1 + 0 + 0 + 1 + 0 + [ ]

### SENSES

**Perception** +2 +12

CONDITIONAL MODIFIERS / OTHER: [ ]

### WEAPONS AND ATTACKS

WEAPON / ATTACK	2 340	M/R/T	ENH	MATERIAL	SIZE	QTY	WIELDED AS?
Quarterstaff	Melee	1	Darkwood	Medium	1	2-Handed	
+ATK		ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION
0		+4	0	1d6 +1	N	20 / x2	
RANGE		WGT (lb.)	TYPE	CATEGORY	OTHER NOTES		COMBAT OPTION
—		2.0	B	2-handed	This is your bonded object		
SPECIAL PROPERTIES							
double, monk							
Dagger	Melee	1	Silver	Medium	1	1-Handed	
+ATK		ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION
0		+4	0	1d4	N	19-20 / x2	
RANGE		WGT (lb.)	TYPE	CATEGORY	OTHER NOTES		COMBAT OPTION
10'		1.0	P or S	Light			
SPECIAL PROPERTIES							
—							
Light Crossbow	Ranged	1	Darkwood	Medium	1	2-Handed	
+ATK		ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION
0		+5	0	1d8 +1	N	19-20 / x2	
RANGE		WGT (lb.)	TYPE	CATEGORY	OTHER NOTES		COMBAT OPTION
80'		2.0	P	Ranged			
SPECIAL PROPERTIES							
—							
Unarmed Strike	Melee			Medium	1	1-Handed	
+ATK		ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION
0		+3	0	1d3	N	20 / x2	
RANGE		WGT (lb.)	TYPE	CATEGORY	OTHER NOTES		COMBAT OPTION
—		—	B	Light			
SPECIAL PROPERTIES							
nonlethal, provokes AoO							
Ray	Ranged			Medium	1	1-Handed	
+ATK		ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL	COMBAT OPTION
0		+4	0		N	/ #VALUE!	
RANGE		WGT (lb.)	TYPE	CATEGORY	OTHER NOTES		COMBAT OPTION
—		—		Magical Ranged			
SPECIAL PROPERTIES							
[ ]							

### SKILLS

Armor Check Penalty: 0

CLASS?	SKILL NAME	KEY SKI	RA	CAL	MIS	COND
<input type="checkbox"/>	Acrobatics	Dex*	+1	0	+1	
<input checked="" type="checkbox"/>	Appraise	Int	+11	4	+7	
<input type="checkbox"/>	Bluff	Cha	0	0	+0	
<input type="checkbox"/>	Climb	Str*	0	0	+0	
<input checked="" type="checkbox"/>	Craft (untrained)	Int	+4	0	+4	
<input type="checkbox"/>	Diplomacy	Cha	0	0	+0	
<input type="checkbox"/>	Disguise	Cha	0	0	+0	
<input type="checkbox"/>	Escape Artist	Dex*	+1	0	+1	
<input checked="" type="checkbox"/>	Fly	Dex*	+10	6	+4	
<input type="checkbox"/>	Heal	Wis	+2	0	+2	
<input type="checkbox"/>	Intimidate	Cha	0	0	+0	
<input type="checkbox"/>	Perception	Wis	+2	0	+2	
<input type="checkbox"/>	Perform (untrained)	Cha	0	0	+0	
<input type="checkbox"/>	Ride	Dex*	+1	0	+1	
<input type="checkbox"/>	Sense Motive	Wis	+2	0	+2	
<input type="checkbox"/>	Stealth	Dex*	+1	0	+1	
<input type="checkbox"/>	Survival	Wis	+2	0	+2	
<input type="checkbox"/>	Swim	Str*	+1	1	+0	
<input type="checkbox"/>	Disable Device	Dex*	NA	0	+1	
<input type="checkbox"/>	Handle Animal	Cha	NA	0	+0	
<input checked="" type="checkbox"/>	Knowledge (arcana)	Int	+13	6	+7	
<input checked="" type="checkbox"/>	Knowledge (dungeoneering)	Int	NA	0	+4	
<input checked="" type="checkbox"/>	Knowledge (engineering)	Int	+9	2	+7	
<input checked="" type="checkbox"/>	Knowledge (geography)	Int	NA	0	+4	
<input checked="" type="checkbox"/>	Knowledge (history)	Int	+13	6	+7	
<input checked="" type="checkbox"/>	Knowledge (local)	Int	NA	0	+4	
<input checked="" type="checkbox"/>	Knowledge (nature)	Int	+8	1	+7	
<input checked="" type="checkbox"/>	Knowledge (nobility)	Int	+8	1	+7	
<input checked="" type="checkbox"/>	Knowledge (planes)	Int	+10	3	+7	
<input checked="" type="checkbox"/>	Knowledge (religion)	Int	+9	2	+7	
<input checked="" type="checkbox"/>	Knowledge (spirits)	Int	+11	4	+7	
<input checked="" type="checkbox"/>	Linguistics	Int	+10	3	+7	
<input checked="" type="checkbox"/>	Profession (untrained)	Wis	NA	0	+2	
<input type="checkbox"/>	Sleight of Hand	Dex*	NA	0	+1	
<input checked="" type="checkbox"/>	Spellcraft	Int	+13	6	+7	
<input type="checkbox"/>	Use Magic Device	Cha	NA	0	+0	

\* Armor Check Penalty applies. NA skills cannot be used untrained.



## RACIAL ABILITIES

- Bonus Feat: gain one extra feat at 1st level
- Skilled: gain 1 extra skill rank/level

## TRAITS

## FEATS (feats marked with † are not yet fully automated)

- Armor Proficiency, Light: No penalties on attack rolls while wearing light armor
- Combat Casting: +4 bonus on concentration checks for casting defensively or while grappled
- RUN: Run at 5x (if wearing medium or lighter armor and carrying no more than 66 lbs.) or 4x (if wearing heavy armor or carrying more than 66 lbs.); gain +4 to make a jump after a running start (see the Acrobatics skill description); retain Dex bonus to AC while running
  - Spell Penetration: +2 bonus on level checks to beat SR
- Spell Penetration, Greater: +4 bonus on level checks to beat SR (replaces Spell Penetration bonus)
  - Scribe Scroll: Create magic scrolls
- Silent Spell: 1 spell level higher; spell can be cast w/ no verbal components

## CLASS ABILITIES

### FAVORED CLASS RACIAL BENEFITS (not yet automated)

Wizard: 0 additional wizard spell in spellbook (must be 1+ levels below highest level you can create)

### WIZARD

- Spells: Casts arcane spells from sorcerer/wizard spell list; must choose and prepare spells in advance by getting 8 hrs of sleep and spending 1 hr studying spellbook; Intelligence is primary ability for bonus spells and DC; must spend 1 hour each day to regain daily allotment of spells: 1st level: (DC 15): 4 spells per day | 2nd level: (DC 16): 4 spells per day | 3rd level: (DC 17): 3 spells per day
- Bonus Languages: Substitute Draconic for 1 bonus language available due to race
- Arcane Bond (Sp): Masterwork Bonded Object must be worn/wielded while casting or make concentration check (DC 20 + the spell's level); may be used 1/day to cast any one spell in your spellbook (except those from opposed school) w/out preparation
- Arcane School (Enchantment):
  - Enchanting Smile (Su) - gain a +3 Enhancement bonus on Bluff, Diplomacy, and Intimidate checks
  - Dazing Touch (Sp) - 7/day, melee touch attack dazes living foe with less than 7 HD for 1 rnd
- Opposed schools (Necromancy and Illusion) cost double spell slots to memorize
- Cantrips: 4 cantrips per day (DC 14), cast like any other spell, but do not expend any slots and may be used again (cantrip from opposition school uses up two of available slots)
- Scribe Scroll: Gain Scribe Scroll as bonus feat
- Bonus Feats: Gain bonus feats related to wizardry:
- Spellbooks: Begins play with spellbook containing all 0-level wizard spells (except those from prohibited schools, if any) plus 7 1st-level spells; gains 2 new spells per class level; must study spellbook each day to prepare spells, cannot prepare any spell not recorded in spellbook except for read magic