

Daegan Montgrey

CHARACTER'S NAME

Wizard /
CLASS

Wizard II
TITLE

PORTRAIT:

Sam Mac (NPC)
PLAYER'S NAME

Human, Suloise
RACE

Neutral / Good
ALIGNMENT

Boccob (N/N)
DEITY

12 /
LEVEL

Male
SEX

48 / 48
AGE EQUIV

Right
HAND

5'-11"
HEIGHT

198 lb.
WEIGHT

Brown
EYES

Grey
HAIR

ABILITY	AVERAGE SCORE	ABILITY MODFR	TEMP SCORE	TEMP MODFR	TOTAL	WOUNDS / CURRENT HP					SUBDUAL DAMAGE			DAMAGE REDUCTION	HIT DIE	SPEED			
STR STRENGTH	15	2			HP HIT POINTS 84										d4+4	30 ft.			
DEX DEXTERITY	13	1			AC ARMOR CLASS 19	15	18	13	21	23			16		0%	0			
CON CONSTITUTION	18	4			19	19	19												
INT INTELLIGENCE	22	6			INITIATIVE MODIFIER	5	1	4											
WIS WISDOM	14	2			DAMAGE BONUS	2	2												
CHA CHARISMA	14	2																	
COMELINESS	15	2																	

ABILITY	TOTAL	BASE SAVE	ABILITY MODFR	MAGIC MODFR	RACE MODFR	MISC MODFR	CONDITIONAL MODIFIERS:
FORTITUDE (CONSTITUTION)	8	4	4		0	0	
REFLEX (DEXTERITY)	5	4	1		0	0	
WILLPOWER (WISDOM)	10	8	2		0	0	

MELEE	TOTAL	BASE ATTACK BONUS	STR MODFR	SIZE MODFR	MISC MODFR	TEMP MODFR
RANGED ATTACK BONUS	7	6	1	0	0	

PRIMARY WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL	
Quarterstaff, +3	+11; +6	d6/d6 + 6	x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
Nil	4	Bludgeoning	Large	

SECONDARY WPN	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL	
Light Crossbow, +1	+8; +3	d8 + 1	19-20 / x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
80 ft.	6	Piercing	Small	

TERTIARY WEAPON	TOTAL ATTACK BONUS	TOTAL DAMAGE	CRITICAL	
Dagger, +1	+9; +4	d4 + 3	19-20 / x2	
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
10 ft.	1	Piercing	Tiny	

ARMOR	TYPE	ARMOR BONUS	CHECK PNLTY	MAX DEX BNS
none	Light	0	0	1
SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	
0%	30	0		

SHIELD	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
none	0	0	0	0%
SPECIAL PROPERTIES				

AMMUNITION	

CLASS?	SKILL NAME	KEY ABILITY	SKILL MODFR	ABILITY MODFR	SKILL POINTS	MISC MODFR
<input checked="" type="checkbox"/>	ALCHEMY	INT	20	6	14	0
<input type="checkbox"/>	ANIMAL EMPATHY	CHA	N/A			0
<input type="checkbox"/>	APPRAISE	INT	6	6		0
<input type="checkbox"/>	BALANCE	* DEX	1	1		0
<input type="checkbox"/>	BLUFF	CHA	6	2	4	
<input type="checkbox"/>	CLIMB	* STR	2	2		0
<input checked="" type="checkbox"/>	CONCENTRATION	CON	19	4	15	0
<input checked="" type="checkbox"/>	CRAFT	INT	6	6		0
<input type="checkbox"/>	DECIPHER SCRIPT	INT	N/A			0
<input type="checkbox"/>	DIPLOMACY	CHA	13	4	2	8
<input type="checkbox"/>	DISABLE DEVICE	INT				0
<input type="checkbox"/>	DISGUISE	CHA	4	4		0
<input type="checkbox"/>	ESCAPE ARTIST	* DEX	1	1		0
<input type="checkbox"/>	FORGERY	INT	6	6		0
<input type="checkbox"/>	GATHER INFORMATION	CHA	13	4	2	8
<input type="checkbox"/>	HANDLE ANIMAL	CHA				0
<input type="checkbox"/>	HEAL	WIS	2	2		0
<input type="checkbox"/>	HIDE	* DEX	1	1		0
<input type="checkbox"/>	INNUENDO	WIS	7	2	2	4
<input type="checkbox"/>	INTIMIDATE	CHA	6	2		4
<input type="checkbox"/>	INTUIT DIRECTION	WIS	2	2		0
<input type="checkbox"/>	JUMP	* STR	2	2		0
<input checked="" type="checkbox"/>	KNOWLEDGE (ARCANA)	INT	21	6	15	0
<input checked="" type="checkbox"/>	KNOWLEDGE (HISTORY)	INT	14	6	8	0
<input checked="" type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT	13	6	7	0
<input checked="" type="checkbox"/>	KNOWLEDGE (Symbols)	INT	21	6	15	0
<input type="checkbox"/>	LISTEN	WIS	2	2		0
<input type="checkbox"/>	MOVE SILENTLY	* DEX	3	1		2
<input type="checkbox"/>	OPEN LOCK	DEX				0
<input type="checkbox"/>	PERFORM	CHA	8	4		4
<input type="checkbox"/>	PICK POCKET	* DEX				0
<input checked="" type="checkbox"/>	PROFESSION	WIS				0
<input type="checkbox"/>	READ LIPS	INT	N/A			0
<input type="checkbox"/>	RIDE	DEX	1	1		0
<input checked="" type="checkbox"/>	SCRY	INT	19	6	13	0
<input type="checkbox"/>	SEARCH	INT	12.5	6	13	0
<input type="checkbox"/>	SENSE MOTIVE	WIS	6	2		4
<input type="checkbox"/>	SPEAK LANGUAGE	none	1	0	2	0
<input checked="" type="checkbox"/>	SPELLCRAFT	INT	21	6	15	0
<input type="checkbox"/>	SPOT	WIS	8	2	12	0
<input type="checkbox"/>	SWIM	** STR	-6	2		-8
<input type="checkbox"/>	TUMBLE	* DEX				0
<input type="checkbox"/>	USE MAGIC DEVICE	CHA	N/A			2
<input type="checkbox"/>	USE ROPE	DEX	1	1		0
<input type="checkbox"/>	WILDERNESS LORE	WIS	2	2		0
<input type="checkbox"/>	FIRST IMPRESSION	COM	6	2		4
<input checked="" type="checkbox"/>						0

Gray box indicates the skill may be used untrained, regardless of class.
 * Armor Check Penalty, if any, applies. ** -1 to Swim per 5 lb. of gear.
 An "x" indicates a Class Skill; otherwise the skill costs 2 SP per rank.

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