

PRISON

CAMPAIGN

7350

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
Green Cloak	N/A	0	N/A
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT
N/A	N/A	N/A	N/A
SPECIAL PROPERTIES			
N/A			

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Green Cloak					
Clothes					
Dagger					
Compass					
Spell Component Pouch					
Blank Spellbook					
Ink & Quill					
Wizard Patch					
Scrollcase					
TOTAL WEIGHT CARRIED					

38	76	115	115	230	575
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2x MAX LOAD	PUSH OR DRAG 3x MAX LOAD

MONEY

CP — 100 Ep in bank

SP —

GP — 163

PP —

FEATS

Inquisitor ^{PG}

+10 Sense Motive vs. Bluff

Summon Familiar

Scribe Scroll

1) Communicator
Arcane Mark, Comp. Lang,
or Message 1/Day

2) Brew Potion

SPECIAL ABILITIES

^{PG}

+2 ST vs. possessions
& mind attacks

+2 Bluff, Diplomacy,
& Intimidate

+2 Disguise (Human)

immune to dreams
& nightmares

+1 power point/L

mindlink 1/Day
~ 1/2 Level

SPELLS

DOMAINS/SPECIALTY SCHOOL:
TELEPATH / none

0:

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

SPELL SAVE 13 ^{DC MOD}

ARCANE SPELL FAILURE 0 %

CONDITIONAL MODIFIERS

Power Pts = 14

Power Points	SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
X	ALL	13	0	3	0
5	6	14	1ST	1	1
2	0	15	2ND	0	1
0	0	16	3RD	0	1
			4TH		
			5TH		
			6TH		
			7TH		
			8TH		
			9TH		

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus

Common, Quar

1 Riedran

2 Draconic

3 Gnome

- Psionic Powers**
- 1 Charm, Psionic Conceal Thoughts, Detect Psionics, Mindlink, Telepathic Projection
- 2 Read Thoughts, Tongues, Psionics

- Spellbook**
- 1 Alarm ^{Sleep}
- Disguise Self
- Identify
- Prot. from E/G/C/L
- Ray of Enfeeblement