

AINON LEBEN

CHARACTER NAME: WIZARD HUMAN PLAYER: LAWFUL EVIL
 CLASS: 6 RACE: 44 ALIGNMENT: _____ DEITY: _____
 LEVEL: _____ SIZE: _____ AGE: _____ GENDER: _____ HEIGHT: _____ WEIGHT: _____ EYES: _____ HAIR: _____



DØDEDANS - FASTAVAL 2001

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	10			
DEX DEXTERITY	18	+4		
CON CONSTITUTION	13	+1		
INT INTELLIGENCE	18	+4		
WIS WISDOM	10			
CHA CHARISMA	8	-1		

HP HIT POINTS	25	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		SPEED	30 (30)
AC ARMOR CLASS	18 = 10 +	+2		+4			
INITIATIVE MODIFIER		+4				ARMOR TYPE	
BASE ATTACK BONUS		+3					

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+3						
REFLEX (DEXTERITY)	+6						
WILL (WISDOM)	+5						

MELEE	TOTAL	BASE ATTACK BONUS	STR MOD	SIZE MOD	MISC MOD	TEMP. MODIFIER	CONDITIONAL MODIFIERS
ATTACK BONUS	+3	+3					
RANGED	TOTAL	BASE ATTACK BONUS	DEX MOD	SIZE MOD	MISC MOD	TEMP. MODIFIER	CONDITIONAL MODIFIERS
ATTACK BONUS	+7	+3	+4				

CROSS CLASS	SKILLS		MAX RANKS		
	SKILL NAME	KEY ABILITY	SKILL MOD	ABILITY MOD	RANKS
<input type="checkbox"/>	ALCHEMY		+13	+4	+9
<input type="checkbox"/>	CONCENTRATION		+9	+1	+9
<input type="checkbox"/>	KNOWLEDGE (ARCANA)		+13	+4	+9
<input type="checkbox"/>	KNOWLEDGE (PLANES)		+9	+4	+5
<input type="checkbox"/>	KNOWLEDGE (RELIGION)		+9	+4	+4
<input type="checkbox"/>	SPELLCRAFT		+13	+4	+9
<input type="checkbox"/>	LISTEN		+4	+0	+4
<input type="checkbox"/>	SPOT		+4	+0	+4
<input type="checkbox"/>					
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WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
SILVERED DAGGER		+8	1D4+3	19-20 X2
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES
			PIERCING	MAGICAL +3

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES

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RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	CHECK PENALTY
BRACERS OF DEFENSE			+2	
MAX DEX	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

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

AMMUNITION

FEATS

- SKILL FOCUS (+2 TO CONCENTRATION SKILL)
- SPELL FOCUS NECROMANCY (+2 TO DIFFICULTY CLASS WITH NECROMANCY)
- SPELL PENETRATION (+2 BONUS TO BEAT CREATURES MAGIC RESISTANCE)
- WEAPON FINESSE DAGGER (USE DEX TO HIT INSTEAD OF STRENGTH)
- CRAFT WAND (YOU CAN CRAFT WANDS)
- BREW POTION (YOU CAN BREW POTIONS)

Special equipment

- BRACERS OF DEFENSE (+2 AC BONUS)
- RING OF PROTECTION (+2 AC BONUS)
- AMULET OF SHIELDING (INSTANT SHIELD (AS SPELL) 3 TIMES/DAY)
- MAGICAL +3 SILVER DAGGER
- 2 POTIONS OF EXTRA HEALING (2D8+5)
- FIREBALL SCROLL (8D6 DAMAGE)
- WAND OF MAGIC MISSILE (3 MISSILES, 1D4+1, 4 CHARGES)

Spells (5/5/4)

- 1 level
CHARM PERSON, DETECT UNDEAD, ENDURE ELEMENTS, HOLD PORTAL, IDENTIFY, MAGE ARMOR, MAGIC MISSILE, PROTECTION FROM GOOD, SHIELD
- 2 level
ALTER SELF, DARKNESS, DARKVISION, DETECT THOUGHTS, SPECTRAL HAND, WEB
- 3 level
FLY, HASTE, VAMPIRIC TOUCH, LIGHTNING BOLT