

EVERQUEST

ROLE PLAYING GAME

CHARACTER NAME: Dai
 CLASS: Beastlord
 RACE: Vah-Shir
 LEVEL: 13

PLAYER: Mandy Yaromey
 CAMPAIGN: Befallen
 ALIGNMENT: neutral
 DEITY: 15
 EXPERIENCE / TRAINING: 157000

ABILITIES

ABILITY NAME	BASE SCORE	ITEM BONUS	ABILITY SCORE	BUFF BONUS	BUFFED SCORE
STRENGTH	19+4	216	+8	30	110
DEXTERITY	17+3	18	+4		
CONSTITUTION	16+3	17	+3	4	21

ABILITY NAME	BASE SCORE	ITEM BONUS	ABILITY SCORE	BUFF BONUS	BUFFED SCORE
INTELLIGENCE	12+1		+1		
WISDOM	16+3	5	+5		
CHARISMA	15+2		+2		

COMBAT

ARMOR CLASS	DEX MODIFIER	SIZE MODIFIER	ARMOR	SHIELD	OTHER BONUS	ARMOR CLASS	TEMPORARY BONUS	TEMP AC
-10+	+4		+4	+2	+3	23		25

ARMOR CLASS	DEX MODIFIER	SIZE MODIFIER	ARMOR	SHIELD	OTHER BONUS	ARMOR CLASS	TEMPORARY BONUS	TEMP AC
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ATTACK BONUS	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	OTHER BONUS	ATTACK BONUS	TEMPORARY BONUS	TEMP ATTACK
MELEE	13	90			23		
RANGED	13	3			16		

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HEALTH

BASE HP	ITEM BONUS	HIT POINTS	OTHER BONUS	HIT POINTS
180		218		

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SKILLS

INVENTORY

ARMOR CHECK PENALTY = WEIGHT PENALTY (-1 per 5 lbs) =

SKILL	KEY ABILITY	ABILITY MODIFIER	RANKS MODIFIER	MISC. MODIFIER	TOTAL SKILL MODIFIER
Common			+ 4		
Uak-Shir			+ 4		
Safe fall			+ 4		
Sneak			+ 4		
Alcohol tol		3	+ 3		Con
Animal Emoty	16	2	+ 14		Cha
Balance		3	+ 3		Dex
Channeling	13	3	+ 40		Con
Climb		4	+ 4		Str
handle animal	13	2	+ 14		Cha
hide		3	+ 3		dex
Jump	10	10	+ 4		str
know nature		1			int
know religion		1			int
listen	18	2	+ 10		wis
prof		2			wis
Ride		3	+ 3		dex
sense heading		2	+ 2		wis
sense motive		2			wis
Sneak		3	+ 4		dex
spot	8	2	+ 11		wis
Swim		4			str
trade skill					nt/wis
wilbness lose	12	2	+ 10		wis
Med	8	2	+ 6		wis
Safe fall			+ 4		

ITEM	WEIGHT	POWERS/COMMENTS
HEAD		
FACE		Golden Veil / Str +2 Wis +2
LEFT EAR		Alligator tooth +1 hp
RIGHT EAR		Elder's Earring +3 Wis +4 Cha
NECK		silver dioxide necklace
SHOULDERS		
BACK		white wolf-hide cloak
BODY/ARMOR		Gossimer Raze +3 AC
SHIRT/ARMS		asura sleeves +1 +2A
LEFT WRIST		Bracer +2 Dex +1 Wis
RIGHT WRIST		
HANDS		
LEFT FINGERS		
RIGHT FINGERS		
BELT		Belt of purity +1 hp +2
LEGS		Mammoth hide +2 cold +1 elec
FEET		Boots of Braun +6 Str
MISC.		
MISC.		
MISC.		
MISC.		
MISC.		
MISC.		
MISC.		
MISC.		

FEATS

improved mod to hand	Improved Tail
animal speech	Improved Twin Flight
animal skills	Dual wield
animal aura 3x	party
ukuder	

RACIAL ABILITIES

CLASS ABILITIES

OTHER GEAR

ITEM	WEIGHT	ITEM	WEIGHT
12 days rations			
waterskin			
Bone totem			
Backpack			
Yu Ki's skull			
Golden Veil			

WEALTH

<input type="text"/>	1579	<input type="text"/>	<input type="text"/>
PLATINUM	GOLD	SILVER	COPPER

SPELLS

MANA						CURRENT MANA
MANA KEY ABILITY	ABILITY MODIFIER	LEVEL	MANA	MODIFIERS	MANA TOTAL	
Wis	5	X2X 9	= 90	+ 5	= 95	
MANA KEY ABILITY	MEDITATION SKILL RANKS	MANA RECOVERY RATE				
	+		=			

PREPARED SPELLS

SPELL NAME	MANA COST
1 Minor Healing 1d10	2
2 Strengthen	2
3 Tainted Breath	7
4 Spirit of Herikal	25
5 Blast of Frost 306	3
6 Turtle Skin	7
7 Spirit of Bear	5
8 Herikal's Soothing	13

SPELL NAME (MYSTIC CAPACITY)	MANA COST
9	
10	
11	
12	

SPELL SAVING THROW DC's	
MIND-AFFECTING SPELLS	10+ = + SPELL LEVEL
OTHER SPELLS	10+ = + SPELL LEVEL

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SPELL	SPELL LEVEL	MANA COST	MAGIC SCHOOL
Minor Healing 1d10	1	2	
Cure Disease	1	3	

SPELL	SPELL LEVEL	MANA COST	MAGIC SCHOOL
Sharik's Replenishing	1	3	
Spirit of Sharik	1	8	
Spirit of Lightning	2	8	
Strengthen	2	2	
Sicken	2	5	
Light Healing	3	5	
Lifeforce	3	12	
Tainted Breath	3	7	
Blast of Frost 306	2	3	
Spirit of Bear	3	7	
Spirit of Herikal	4	25	
Herikal's Soothing	4	13	
Spirit Sight	4	5	
Turtle Skin	4	8	