

Character Name: Nearedamus Player: Ian
 CLASS(es) / LEVEL: Wizard / 15 M GENDER: CG
 RACE: Erudite M ALIGNMENT: 5'6' 130 DEITY: Black White
 SIZE: AGE: HEIGHT: WEIGHT: EYES: HAIR:



ABILITY NAME	ABILITY SCORE	MODIFIER	TEMP SCORE	MODIFIER
Str Strength	8	-1		
Dex Dexterity	11	0		
Con Constitution	16	3		
Int Intelligence	32	11		
Wis Wisdom	20	5		
Cha Charisma	10	0		

HP Hit Points	WOUNDS	SUBDUAL DAMAGE	MOVEMENT
91			30

AC Armor Class	Armor Bonus	Shield Bonus	Dex Mod	Size Mod	Natural Armor	Misc Mod	Temp Mod	Arcane Spell Fail	Armor Check Penalty	Weight Penalty
9	10		0							

Initiative Modifier	Dex Mod	Misc Mod
4	0	4

Base Attack Bonus
7

SAVING THROWS	TOTAL	Base	Ability	Items	Misc	Temp
Fortitude Constitution	8	5	3			
Reflex Dexterity	5	5	0			
Will Wisdom	14	9	5			

Melee Attack Bonus	TOTAL	Base Attack Bonus	Melee Mod	Size Mod	Temp. Mod	Misc Mod	Temp. Mod
	6	7	-1				

Ranged Attack Bonus	TOTAL	Base Attack Bonus	Ranged Mod	Size Mod	Temp. Mod	Misc Mod	Temp. Mod
	7	7	0				

Weapon	Total Attack Bonus	Damage	Critical
Morningstar	6	1d10 x2	

Weapon	Total Attack Bonus	Damage	Critical

Weapon	Total Attack Bonus	Damage	Critical

Ranged	Armor	Total Attack Bonus	Damage	Critical

Armor	Type	Armor Bonus	Max Dex Bonus

Shield	Type	Armor Bonus	Max Dex Bonus

Untrained Skills	Skill Name	Ability	Score	Ability	Ranks	Misc
Alcohol Tolerance	CON		3			
Appraise	INT		11			
Balance*	DEX		0			
Bluff ~	CHA		0			
Climb*	STR		-1			
Diplomacy ~	CHA		0			
Disguise	CHA		0			
Escape Artist*	DEX		10		10	
Forgery ~	INT		11			
Gather Information ~	CHA		0			
Heal	WIS		5			
Hide*	DEX		10		10	
Intimidate	CHA		0			
Jump*	STR		9		-1	10
Listen	WIS		15		5	10
Perform	CHA		6		0	
Ride	DEX		0		0	
Search	INT		21		11	10
Sense Motive	WIS		15		5	10
Sneak*	DEX		10		0	10
Spot	WIS		15		5	10
Swim**	STR		-1		-1	
Taunt	CHA		0		0	
Use Rope	DEX		10		0	10
Wilderness Lore	WIS		15		5	10
Channeling	CON		3		3	15

Trained Skills	Skill Name	Ability	Score	Ability	Ranks	Misc
Meditation					18	

Resistance	Acid	Cold	Disease	Electricity	Fire	Magic	Poison	Sonic

Skills marked with @ can be used normally even if the character has zero (0) skill ranks.
 Skills marked with ~ are Language dependent.
 * ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lbs. of gear.

Elemental Shield: Abjuration Mana 8

Duration: 10 minutes/level

+2 bonus on saves against or effects with cold or fire

DR 8 against Fire and cold

Lightning Bolt: Evocation (Electricity) DC 31

Mana: 14

Recast: 1 round

Range: 1000 ft

Spell Resistance: Yes

Damage: 7d10

Area of Light: Conjuration

Mana: 7

Recast: 2 rounds

Light: 30 feet radius

Duration: 24 hours

Invisibility: Mana 5
d4 result

Duration

1d10 rounds

1d10 minutes

1d6 x 10 minutes

1d8 hours

2 rounds prior to failure
the character will see himself
reappearing

Shock Spiral of Al'Kabor

7d10 electrical damage 25 ft radius

Evocation (electrical) DC 31

Recast: 2 rounds

Mana 33

Range 250 ft.

Saving Throw: Reflex half

Spell Resistance: yes

Energy Storm: Evocation (magic) DC 29

mana: 27

6d10 for 3 rounds

Reflex half

Duration: 3 rounds

Recast: 3 rounds

Area: 20 ft radius - 40 ft high

Range: 250 ft

Major Shielding - Abjuration - Mana 13

Recast instant

Duration: 10 minutes / level (150 minutes)

+5 AC bonus

+18 hp

Magic resistance (6)

+2 bonus saves against magic

Inferno Shock: Mana 22 Evocation (Fire) DC 29

Reflex half

Recast: Instant

Range: 250 ft

Spell Resistance: Yes

Damage: (6d10) x 2

Enspell: Alteration (Magic) DC 27

Mana: 10

Recast: Instant

Duration: 2d8 rounds

Spell Resistance: Yes

Range: 250 ft

flex
negates

Morningstar 1d10 x2 810 B+P 200,000

Robe of the Oracle AC +4 max Dex +9
check +0 hardness 2

15,200 gp 4 hp Break DC 22

Int +2, Wis +2 mana +5

Ring of Guarding

AC +5
AC = deflection

50,000 gp

Kin Magi Earring

Int +3 mana x4
enhancement augmentative

10,820 gp

Savant's Cap

Int +1 Wis +1
augmentative

9,010 gp