Dadadarr

CHARACTER NAME	PLAYER		
Timlane	Mark F.		
CLASS(es) / LEVEL(s)	GENDER	ALIGNMENT	DEITY
15 Enchanter	M	CN	None
RACE	SIZE	AGE	HEIGHT	WEIGHT	EYES	HAIR
Hi Elf	M				Grey	Blonde

EverQuest Role Playing Game

ABILITY NAME	ABILITY SCORE	MODIFIER	TEMP SCORE	TEMP MODIFIER
Str Strength	11	0		
Dex Dexterity	15	2		
Con Constitution	13	1		
Int Intelligence	37	13		
Wis Wisdom	17	3		
Cha Charisma	28	9		

HP Hit Points — WOUNDS — SUBDUAL DAMAGE

AC Armor Class: 19 = 10 + 6 (Armor Bonus) + 0 (Shield Bonus) + 2 (Dex Mod) + 0 (Size Mod) + 0 (Natural Armor) + 1 (Misc Mod) + 0 (Temp Mod)

MOVEMENT — Arcane Spell Fail — Armor Check Penalty — Weight Penalty

Initiative Modifier: 2 = 2 (Dex Mod) + 0 (Misc Mod)

Base Attack Bonus: +7

SAVING THROWS	TOTAL	Base	Ability	Items	Misc	Temp
Fortitude Constitution	6	5	1	0	0	0
Reflex Dexterity	7	5	2			
Will Wisdom	12	9	3			

CONDITIONAL MODIFIERS

	TOTAL	Base Attack Bonus	Melee Mod	Size Mod	Temp. Mod	Misc Mod	Temp. Mod
Melee Attack Bonus	7	+7	0	0	0	0	0
Ranged Attack Bonus	9	+7	2	0	0	0	0
	TOTAL	Base Attack Bonus	Ranged Mod	Size Mod	Temp. Mod	Misc Mod	Temp. Mod

Weapon — Total Attack Bonus — Damage — Critical — Range — Weight — Type — Size — Special Properties

Weapon — Total Attack Bonus — Damage — Critical — Range — Weight — Type — Size — Special Properties

Weapon — Total Attack Bonus — Damage — Critical — Range — Weight — Type — Size — Special Properties

Weapon — Total Attack Bonus — Damage — Critical — Range — Weight — Type — Size — Special Properties

Ranged — Ammo — Total Attack Bonus — Damage — Critical — Range — Weight — Type — Size — Special Properties

Armor — Type — Armor Bonus — Max Dex Bonus — Check Penalty — Spell Fail — Speed — Weight — Special Properties

Shield — Type — Armor Bonus — Max Dex Bonus — Check Penalty — Spell Fail — Speed — Weight — Special Properties

Untrained Skills

Skill Name	Ability	Score	Ability	Ranks	Misc
® Alcohol Tolerance	CON	=		+	+
Appraise	INT	=		+	+
® Balance*	DEX	=		+	+
Bluff ~	CHA	27 =	9	+ 18	+
® Climb*	STR	10 =	0	+ 10	+
Diplomacy ~	CHA	31 =	9	+ 18	+ 4
® Disguise	CHA	=		+	+
® Escape Artist*	DEX	=		+	+
® Forgery ~	INT	=		+	+
® Gather Information ~	CHA	=		+	+
® Heal	WIS	13 =	3	+ 10	+
® Hide*	DEX	=		+	+
Intimidate	CHA	31 =	9	+ 18	+ 4
® Jump*	STR	=		+	+
® Listen	WIS	5 =	3	+ 2	+
® Perform	CHA	=		+	+
® Ride	DEX	=		+	+
® Search	INT	=		+	+
Sense Motive	WIS	27 =	9	+ 18	+
® Sneak*	DEX	=		+	+
® Spot	WIS	5 =	3	+ 2	+
® Swim**	STR	15 =	0	+ 15	+
® Taunt	CHA	=		+	+
® Use Rope	DEX	=		+	+
® Wilderness Lore	WIS	=		+	+
Channeling	CON	19 =	1	+ 18	+

Trained Skills

knowledge (monsterlore)		=		+	+
know (mystic ism)		=		+ 1	+
meditation ®		=		+ 18	+
Spell craft		=		+ 10	+

Resistances 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 dependant
* ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lbs. of gear.

165
44
209 ~~18~~ 191 ~~173~~ ~~155~~ ~~146~~ ~~84~~ ~~69~~ ~~54~~ ~~41~~ ~~27~~ ~~13~~ 12

CHARACTER NAME

CAMPAIGN

Experience:

Gear

Item	Wt.	Item	Wt.
Robes of hate			
Ring of Ancients			
Seer lore book			

lb. (load)

Light Load | Medium Load | Heavy Load

Lift Over Head | Lift Off Ground | Push or Drag

Money

PP | SP

GP | CP

Languages

Elven, common
Darkelven, Farric,
Orcish, Ogre

Class/Race Abilities / Feats:

Infravision, GE: Dire charm
Specialization: Alteration
Greater Spec: Conjuration
Spell focus, Alteration
Spell focus: Conjuration
Soulless mesmerization
Spell focus: evocation
Quicken Spell

Notes

Robes of hate: +6 Cha, Int, hp +25
+5 cloth
Ring of Ancients: Acti Int: +2
Seer lore book: Int: +4 Mana: +7
Platinum cat's eye agate Cha +2, +1 Charoll