

Xerdon, Naduk-Sim

NPG

Neutral Good

NAME: Ftr6 Wiz6 CLASS 66000 EXPERIENCE Gray Elf RACE Medium SIZE 5' 5" HEIGHT 100 lbs. WEIGHT Low-light VISION

silver, long hair
held back with a
leather headband

12 Character Level 78000 NEXT LEVEL 156 AGE Maschio GENDER dark blu EYES -6 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED									
STR Strength	15	+2	15	+2	15	+2	65				Walk 30 ft.									
DEX Dexterity	16	+3	16	+3	16	+3	AC armor class	19	16	15	10	4	0	3	0	0	2	0	+0	0
CON Constitution	12	+1	12	+1	12	+1	INITIATIVE modifier													
INT Intelligence	18	+4	18	+4	18	+4	TOTAL +3 = +3 + +0													
WIS Wisdom	11	+0	11	+0	11	+0	BASE ATTACK bonus													
CHA Charisma	12	+1	12	+1	12	+1	TOTAL +9/+4													

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+11	+7	+1	+3	+0	+0		
REFLEX (dexterity)	+10	+4	+3	+3	+0	+0		
WILL (wisdom)	+10	+7	+0	+3	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TFMP
MELEE attack bonus	+11/+6	+9/+4	+2	+0	+0	+0	
RANGED attack bonus	+12/+7	+9/+4	+3	+0	+0	+0	
GRAPPLE attack bonus	+11/+6	+9/+4	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+11/+6	1d3+2	20/x2	5 ft.

Mighty Composite Longbow (+3)	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	L	20/x3	5 ft.
Str Bonus)					
	30 ft.	110 ft.	220 ft.	330 ft.	440 ft.
TH	+14/+9	+13/+8	+11/+6	+9/+4	+7/+2
Dam	1d8+5	1d8+2	1d8+2	1d8+2	1d8+2
Special Properties					

*Sword of Life Stealing	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	17-20/x2	5 ft.
TOTAL ATTACK BONUS					
	+14/+9		1d8+6		
Special Properties					

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH)2 weapons, primary hand (of hand weapon is heavy). 2W-P-(OL)2 weapons, primary hand (off hand weapon is light). 2W-OH 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Bracers of Armor +4		+4	+0	+0	0
*Ring of Protection +2		+2	+0	+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER		MISC MODIFIER
			MODIFIER	RANKS	
Appraise	INT	4	= 4	+ +	
Balance	DEX	3	= 3	+ +	
Bluff	CHA	1	= 1	+ +	
Climb	STR	10	= 2	+ 8.0	+ +
Concentration	CON	13	= 1	+ 12.0	+ +
Craft (Untrained)	INT	4	= 4	+ +	
Diplomacy	CHA	1	= 1	+ +	
Disguise	CHA	1	= 1	+ +	
Escape Artist	DEX	3	= 3	+ +	
Forgery	INT	4	= 4	+ +	
Gather Information	CHA	1	= 1	+ +	
Heal	WIS	0	= 0	+ +	
Hide	DEX	3	= 3	+ +	
Intimidate	CHA	1	= 1	+ +	
Jump	STR	10	= 2	+ 8.0	+ +
Knowledge (Arcana)	INT	13	= 4	+ 9.0	+ +
Knowledge (War)	INT	11	= 4	+ 7.5	+ +
Listen	WIS	2	= 0	+ +	2
Move Silently	DEX	13	= 3	+ +	10
Perform	TYPE=	0	= 0	+ +	
Ride	DEX	8	= 3	+ 5.0	+ +
Scry	INT	7	= 4	+ 3.0	+ +
Search	INT	6	= 4	+ +	2
Sense Motive	WIS	0	= 0	+ +	
Spellcraft	INT	11	= 4	+ 7.0	+ +
Spot	WIS	5	= 0	+ 3.0	+ 2
Swim	STR	8	= 2	+ 9.0	+ -3
Use Rope	DEX	3	= 3	+ +	
Wilderness Lore	WIS	0	= 0	+ +	

□: can be used untrained. □: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Arrows (20) □□□□□ □□□□□ □□□□□ □□□□□	Carried	1	3.0	1.0	
Backpack 3 lbs., 1 Spellbook (Wizard's/Blank), 1 Potion of Cure Moderate Wounds	Carried	1	2.0	2.0	
Boots of Elvenkind	Equipped	1	1.0	2000.0	
Bracers of Armor +4	Equipped	1	1.0	16000.0	
Cloak of Resistance +3	Equipped	1	1.0	9000.0	
Mighty Composite Longbow (+3 Str Bonus) 0 lbs.	Carried	1	3.0	400.0	
Outfit (Explorer's)	Equipped	1	8.0	0.0	
Potion of Cure Moderate Wounds □	Backpack	1	0.0	300.0	
Ring of Protection +2	Equipped	1	0.0	8000.0	
Spellbook (Wizard's/Blank)	Backpack	1	3.0	15.0	
Sword of Life Stealing	Equipped	1	4.0	30315.0	
Wand of Lightning Bolt (8th level caster) □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Carried	1	0.0	18000.0	
TOTAL WEIGHT CARRIED/VALUE			18 lbs.	84033.0 gp	

WEIGHT ALLOWANCE					
Light	66	Medium	133	Heavy	200
Lift over head	200	Lift off ground	400	Push / Drag	1000

SPECIAL ABILITIES
+2 racial bonus to Will saves against enchantment spells or effects
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it
Immunity to magic sleep spells and effects(Ex)
Summon Familiar

FEATS	
Combat Casting	The character gets a +4 bonus to Concentration checks made to cast a spell while on the defensive.
Dodge	During the character's action, the character designates an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Endurance	Whenever the character makes a check for performing a physical action that extends over a period of time (running, swimming, holding the character's breath, and so on), the character gets a +4 bonus to the check.
Improved Critical (Longsword)	When using the weapon the character selected, the character's threat range is doubled.
Point Blank Shot	The character gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.
Still Spell	A still spell can be cast with no somatic components.
Weapon Focus (Longsword, Longbow (Composite))	The character adds +1 to all attack rolls the character makes using the selected weapon.
Weapon Specialization (Longsword, Longbow (Composite))	The character adds +2 to all damage inflicted with the weapon the character has specialized with.
Armor Proficiency (Heavy)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When a character wears a type of armor with which the character is proficient, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	The character makes attack rolls with the weapon normally.
Scribe Scroll	The character can create a scroll of any spell that the character knows.
Shield Proficiency	The character can use a shield and suffer only the standard penalties.
Simple Weapon Proficiency	The character makes attack rolls with simple weapons normally.

PROFICIENCIES
Armor Spikes, Axe, Axe (Throwing), Battleaxe, Bayonet, Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Light), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Javelin, Katana, Kusari-gama, Lance, Longbow, Longbow (Composite), Longspear, Longsword, Mace, Mace (Heavy), Maul, Mind Blade, Mind-blade, Morningstar, Pick, Quarterstaff, Ranseur, Rapier, Ray, Saber, Sap, Scimitar, Scythe, Shieldbash, Shortbow, Shortbow (Composite), Shortspear, Sickle, Sling, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Wakizashi, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Elven

Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	4	4	4	3	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
000000 Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].	14	None	1 action	Permanent	0 ft	V, S	No	Universal	SRD: srdspellsa.rtf
000000 Dancing Lights <i>Effect:</i> Flignent torches or other lights.	14	None	1 action	1 minute	Medium (160 ft.)	V, S	No	Evocation (Light)	SRD: srdspellsd.rtf
000000 Daze <i>Effect:</i> Creature loses next action.	14	Will negates	1 action	1 round	Close (40 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsd.rtf
000000 Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.	14	None	1 action	Concentration up to 6 minutes [D]	60 feet	V, S	No	Universal	SRD: srdspellsd.rtf
000000 Detect Poison <i>Effect:</i> Detects poison in one creature or small object.	14	None	1 action	Instantaneous/10 minutes per target HD	Close (40 ft.)	V, S	No	Divination	SRD: srdspellsd.rtf
000000 Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.	14	None	1 action	Instantaneous	Close (40 ft.)	V, S	Yes	Necromancy	SRD: srdspellsd.rtf
000000 Flare <i>Effect:</i> Dazzles one creature [-1attack].	14	Fortitude negates	1 action	Instantaneous	Close (40 ft.)	V	Yes	Evocation [Light]	SRD: srdspellsf.rtf
000000 Ghost Sound <i>Effect:</i> Flignent sounds.	14	Will disbelief	1 action	6 rounds [D]	Close (40 ft.)	V, S, M	No	Illusion (Flignent)	SRD: srdspellsg.rtf
000000 Light <i>Effect:</i> Object shines like a torch.	14	None	1 action	60 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	SRD: srdspellsjkl.rtf
000000 Mage Hand <i>Effect:</i> 5-pound telekinesis.	14	None	1 action	Concentration	Close (40 ft.)	V, S	No	Transmutation	SRD: srdspellsm.rtf
000000 Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (Harmless object)	1 action	Instantaneous	10 feet	V, S	Yes (Harmless object)	Transmutation	SRD: srdspellsm.rtf
000000 Open/Close <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	1 action	Instantaneous	Close (40 ft.)	V, S, F	Yes (object)	Transmutation	SRD: srdspellsno.rtf
000000 Prestidigitation <i>Effect:</i> Performs minor tricks.	14	None	1 action	1 hour	10 feet	V, S	No	Universal	SRD: srdspellspp.rtf
000000 Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.	14	None	1 action	Instantaneous	Close (40 ft.)	V, S	Yes	Conjuration (Creation) [Cold]	SRD: srdspellsqr.rtf
000000 Read Magic <i>Effect:</i> Read scrolls and spellbooks.	14	None	1 action	60 minutes	Personal	V, S, F	No	Universal	SRD: srdspellsqr.rtf
000000 Repair Minor Damage <i>Effect:</i>	14	None	1 action	Instantaneous	Touch	V, S	Yes (harmless)	Transmutation	: p.96
000000 Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (Harmless)	1 action	1 minute	Touch	V, S, M/DF	Yes (Harmless)	Abjuration	SRD: srdspellsqr.rtf

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
000000 Endure Elements <i>Effect:</i> Ignores 5 damage/round from one energy type.	15	None	1 action	24 hours	Touch	V, S	Yes	Abjuration [Acid, Cold, Fire, Electricity, Sonic]	SRD: srdspellsse.rtf
000000 Mage Armor <i>Effect:</i> Gives subject +4 armor bonus.	15	Will negates (Harmless)	1 action	6 hours [D]	Touch	V, S, F	Yes (Harmless)	Conjuration (Creation) [Force]	SRD: srdspellsm.rtf
000000 Magic Missile <i>Effect:</i> 3 missiles[] 1d4+1 damage/missile	15	None	1 action	Instantaneous	Medium (160 ft.)	V, S	Yes	Evocation [Force]	SRD: srdspellsm.rtf
000000 Sleep <i>Effect:</i> Put 2d4 HD of creatures into comatose slumber.	15	Will negates	1 action	6 minutes	Medium (160 ft.)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsd.rtf
000000 True Strike <i>Effect:</i> Adds +20 bonus to the caster's next attack roll.	15	None	1 action	See text	Personal	V, F	No	Divination	SRD: srdspellst.rtf

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
000000 Bull's Strength <i>Effect:</i> Subject gains 1d4+1 Str for 6 hrs.	16	Will negates (Harmless)	1 action	6 hours	Touch	V, S, M/DF	Yes (Harmless)	Transmutation	SRD: srdspellsb.rtf
000000 Invisibility <i>Effect:</i> Subject is invisible for 60 min. or until it attacks.	16	Will negates (Harmless)	1 action	60 minutes [D]	Personal or Touch	V, S, M/DF	Yes (Harmless)	Illusion (Glamer)	SRD: srdspellsi.rtf

* = Domain/Specialty Spell

Wizard Spells

□□□□□	Knock	16	None	1 action	Instantaneous	Medium (160 ft.)	V	No	Transmutation	SRD: srdspellsjkl.rtf
<i>Effect:</i> Opens locked or magically sealed door.										
□□□□□	Levitate	16	None	1 action	60 minutes [D]	Personal or Close	V, S, F	No	Transmutation	SRD: srdspellsjkl.rtf
<i>Effect:</i> Subject moves up and down at the caster's direction.										
□□□□□	See Invisibility	16	None	1 action	60 minutes [D]	Medium (160 ft.)	V, S, M	No	Divination	SRD: srdspellsr.rtf
<i>Effect:</i> Reveals invisible creatures or objects.										

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source	
□□□□□	Dispel Magic	17	None	1 action	Instantaneous	Medium (160 ft.)	V, S	No	Abjuration	SRD: srdspellsd.rtf
<i>Effect:</i> Cancels magical spells and effects.										
□□□□□	Haste	17	Fortitude negates (Harmless)	1 action	6 rounds	Close (40 ft.)	V, S, M	Yes (Harmless)	Transmutation	SRD: srdspellsr.rtf
<i>Effect:</i> Extra partial action and +4 AC.										
□□□□□	Hold Person	17	Will negates	1 action	6 rounds [D]	Medium (160 ft.)	V, S, F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	SRD: srdspellsr.rtf
<i>Effect:</i> Holds one person helpless for 6 rounds.										
□□□□□	Magic Circle against Evil	17	Will negates (Harmless)	1 action	60 minutes	Touch	V, S, M/DF	Yes (Harmless)	Abjuration [Good]	SRD: srdspellsm.rtf
<i>Effect:</i> As protection spells, but 10-ft.radius and 60 min.										

* =Domain/Speciality Spell

Spellbook: Spellbook (Wizard's/Blank)

Wizard

Level 0

- Arcane Mark (DC:14)
- Dancing Lights (DC:14)
- Detect Magic (DC:14)
- Detect Poison (DC:14)
- Ghost Sound (DC:14)
- Light (DC:14)
- Open/Close (DC:14)
- Read Magic (DC:14)

Level 1

- Endure Elements (DC:15)
- Mage Armor (DC:15)
- Magic Missile (DC:15)
- Sleep (DC:15)
- True Strike (DC:15)

Level 2

- Bull's Strength (DC:16)
- Invisibility (DC:16)
- Knock (DC:16)
- Levitate (DC:16)
- See Invisibility (DC:16)

Level 3

- Dispel Magic (DC:17)
- Haste (DC:17)
- Hold Person (DC:17)
- Magic Circle against Evil (DC:17)

Notes:

Character Sheet Notes: