



	<b>16,986 / 21,000</b>
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CAMPAIGN EXPERIENCE POINTS

**GEAR**

ARMOR/PROTECTIVE ITEM		TYPE	ARMOR BONUS	MAX DEX BONUS
ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

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

**OTHER POSSESSIONS**

ITEM	Wgt	ITEM	Wgt
Scholar's outfit (guild garb)	0	Haversack, continued	
Spell component pouch	2	Recall stone	0
Silver pendant	0	54 gp, jewel worth 250 gp	0
Dagger (as listed on front)	1	Potion of Cure Moderate Wounds x5	0
Rock of Continual Flame	1	Salve of Cure Moderate Wounds x1	0
Sending Stone	0	Special Rations x10	0
Heward's Handy Haversack	5	Wand of +2 caster level 2x/week	0
Left pocket		Coin of Duplication (10 coins/week)	0
Scroll of Benign Transposition x2	0	Rorryn's longbow	0
Right pocket		Ring of Cold Protection x2	0
Scroll of Dragonskin x2	0	<b>Magic Items Equipped by Slot</b>	
Main compartment		<b>Ring Slot (RH)</b>	
Cold weather outfit	0	Ring of spell storing, major (200000 GP)	
Peasant's outfit (livery)	0	<b>Ring Slot (LH)</b>	
Spell component pouch	0	(none) (0 GP)	
Rations x10	0	<b>Hand Slot</b>	
Waterskin	0	(none) (0 GP)	
Flint & steel	0	<b>Arm Slot</b>	
Spellbook	0	(none) (0 GP)	
Vial of ink	0	<b>Head Slot</b>	
Ink pen	0	(none) (0 GP)	
Parchment x2	0	<b>Face Slot</b>	
Scroll of Circle Dance x1	0	(none) (0 GP)	
Scroll of Unseen Servant x2	0	<b>Shoulder Slot</b>	
Scroll of Ebon Eyes x3	0	(none) (0 GP)	
Scroll of Vigilant Slumber x2	0	<b>Neck Slot</b>	
Scroll of Chain of Eyes x1	0	Amulet of natural armor (+2) (8000 GP)	
Scroll of Alter Self x2	0	<b>Body Slot</b>	
Scroll of Comprehend Languages x2	0	(none) (0 GP)	
Scroll of Disguise Self x4	0	<b>Torso Slot</b>	
Scroll of Gentle Repose x 1	0	(none) (0 GP)	
Scroll of Invisibility, Greater x1	0	<b>Waist Slot</b>	
Scroll of Magic Mouth x1	0	(none) (0 GP)	
Scroll of Shrink Item x2	0	<b>Feet Slot</b>	
Pearls for Identify, x8	0	(none) (0 GP)	
		<b>TOTAL WEIGHT CARRIED</b>	
		<b>9</b>	

**NOTES**

**RING OF SPELL STORING:**  
 1 any spell, 5 fire spells:  
 Dispel Magic x1 <-- caster level 9th  
 Fireball x3 <-- caster level 6th  
 Kelgore's Fire Bolt x2 <-- caster level 6th

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**IMBUED SUMMONING:**  
 Fly \_\_\_\_\_  
 Displacement \_\_\_\_\_  
 Girallon's Blessing \_\_\_\_\_  
 Heroics \_\_\_\_\_  
 Hamatula Barbs \_\_\_\_\_  
 Mage Armor \_\_\_\_\_

**LANGUAGES**

Common \_\_\_\_\_  
 Auran \_\_\_\_\_  
 Draconic \_\_\_\_\_  
 Goblin \_\_\_\_\_  
 Orc \_\_\_\_\_  
 Sylvan \_\_\_\_\_  
 Terran \_\_\_\_\_

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**SPECIAL ABILITIES**

- RACIAL ABILITIES —  
 x Base land speed of 30 feet.  
 x Bonus Feat: 1st level bonus feat  
 x Favored Class: Any  
 — CLASS ABILITIES —  
 x Proficient with Club, Heavy Crossbow, Light Crossbow, Dagger, Quarterstaff.  
 x Conjurer: You are specialized in the school of Conjuration. You can prepare one additional Conjuration spell per spell level each per day. You gain a +2 bonus to Spellcraft checks to learn spells from this school. Enchantment and Abjuration spells are prohibited to you.  
 x Immediate Magic(Ex): 3 times per day as an Immediate Action, you can use the following spell-like ability:  
 x Abrupt Jaunt: You and only you, teleport up to 10 feet."  
 — FEATS —  
 x Augment Summoning(PH 89) : Summoned creatures gain +4 Str, +4 Con.  
 x Spell Focus(PH 100) (Conjuration) : +1 bonus on save DCs against specific school of magic.  
 x Scribe Scroll(PH 99)? : Create magic scrolls.  
 x Imbued Summoning(PH2 92) : Imbue summoned creatures with spell effects of 3rd level or lower.  
 x Fiery Burst(CM 43) : Create fire burst 1d6 damage/spell level, +1 CL on fire spells.  
 x Collegiate Wizard(CUST): You may double the number of spells you can add for free to your spellbook.

**CARRYING INFO**

33 LIGHT LOAD	66 MED LOAD	100 HEAVY LOAD
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100 LIFT OVER HEAD	200 LIFT OFF GROUND	500 PUSH DRAG
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MONEY	
PP	
GP	3191
SP	17
CP	34
Art	
Gems	
Other (GP)	

**TURN/REBUKE ATTEMPTS**

Times/Day  Used  Turning/Rebuke Check Modifier

Turning/Rebuke	Most Powerful Undead Affected(Max HD)
Up to 0	
1-3	
4-6	
7-9	
10-12	
13-15	
16-18	
19-21	
22+	

# of HD Turned/Rebuked  
 2d6  
 If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.