

[illegible]

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|--|-----------------|
|  | 16,986 / 21,000 |
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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   | Rormyn'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

|                               |                      |
|-------------------------------|----------------------|
| <b>RING OF SPELL STORING:</b> |                      |
| 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 |
|                               |                      |
|                               |                      |
|                               |                      |
|                               |                      |
|                               |                      |
|                               |                      |
|                               |                      |

#### IMBUED SUMMONING:

|                     |  |
|---------------------|--|
| Fly                 |  |
| Displacement        |  |
| Girallon's Blessing |  |
| Heroics             |  |
| Hamatula Barbs      |  |
| Mage Armor          |  |

#### LANGUAGES

|          |
|----------|
| Common   |
| Auran    |
| Draconic |
| Goblin   |
| Orc      |
| Sylvan   |
| Terran   |
|          |
|          |
|          |
|          |
|          |
|          |

## SPECIAL ABILITIES

### — RACIAL ABILITIES —

- × Base land speed of 30 feet.
- × Bonus Feat: 1st level bonus feat
- × Favored Class: Any

### — CLASS ABILITIES —

- × Proficient with Club, Heavy Crossbow, Light Crossbow, Dagger, Quarterstaff.
- × Conjurer: You are specialized in the school of Conjuraction. You can prepare one additional Conjuraction spell per spell level each per day. You gain a +2 bonus to Spellcraft checks to learn spells from this school. Enchantment and Abjuraction spells are prohibited to you.
- × Immediate Magic(Ex): 3 times per day as an Immediate Action, you can use the following spell-like ability:
  - × Abrupt Jaunt: You and only you, teleport up to 10 feet."

### — FEATS —

- × Augment Summoning(PH 89) : Summoned creatures gain +4 Str, +4 Con.
- × Spell Focus(PH 100) (Conjuraction) : +1 bonus on save DCs against specific school of magic.
- × Scribe Scroll(PH 99)? : Create magic scrolls.
- × Imbued Summoning(PH2 92) : Imbue summoned creatures with spell effects of 3rd level or lower.
- × Fiery Burst(CM 43) : Create fire burst 1d6 damage/spell level, +1 CL on fire spells.
- × Collegiate Wizard(CUST): You may double the number of spells you can add for free to your spellbook.

#### CARRYING INFO

|            |          |            |
|------------|----------|------------|
| 33         | 66       | 100        |
| LIGHT LOAD | MED LOAD | HEAVY LOAD |

#### TURN/REBUKE ATTEMPTS

Times/Day  Used  Turning/Rebuke Check Modifier

|                |                 |           |
|----------------|-----------------|-----------|
| 100            | 200             | 500       |
| LIFT OVER HEAD | LIFT OFF GROUND | PUSH DRAG |

| MONEY      |      |
|------------|------|
| PP         |      |
| GP         | 3191 |
| SP         | 17   |
| CP         | 34   |
| Art        |      |
| Gems       |      |
| Other (GP) |      |

| 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/Rebuke

2d6

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