

# Amin ibn Razul

NAME	PLAYERNAME	DEITY	ALIGNMENT
Sor20	Human	5' 7"	Neutral Good
CLASS	RACE	HEIGHT	VISION
20	33	150 lbs.	
Character Level	AGE	WEIGHT	POINTS
210000	Male	Black,	-1
NEXT LEVEL	GENDER	HAIR	

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR	11	+0	11	+0	11	+0	85				Walk 30 ft.
DEX	16	+3	22	+6	22	+6	AC	20	18	10	0
CON	12	+1	12	+1	12	+1	armor class	FLAT	TOUCH	BASE	ARCANE SPELL FAILURE
INT	14	+2	14	+2	14	+2					ARMOR CHECK PENALTY
WIS	11	+0	11	+0	11	+0					SPELL RESIST
CHA	19	+4	19	+4	19	+4					
Charisma											

INITIATIVE	+6	+6	+0
modifier	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK	+10/+5		
bonus			

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+9	+6	+1	+4	-2	+0		
REFLEX (dexterity)	+14	+6	+6	+4	-2	+0		
WILL (wisdom)	+14	+12	+0	+4	-2	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+10/+5	+10/+5	+0	+0	+0	+0	
RANGED attack bonus	+16/+11	+10/+5	+6	+0	+0	+0	
GRAPPLE attack bonus	+10/+5	+10/+5	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+10/+5	1d3	20/x2

*Staff of Power	CURRENT HAND	TYPE	SIZE	CRITICAL
	Two-Weapons	B/B	M	20/x2/2
TOTAL ATTACK BONUS		DAMAGE		
+4/-1;+4		1d6+2/		
Special Properties				

*Staff of Power (Head 1 only)	CURRENT HAND	TYPE	SIZE	CRITICAL
	Two-Weapons	B	M	20/x2
TOTAL ATTACK BONUS		DAMAGE		
+12/+7		1d6+2		
Special Properties				

*Staff of Power (Head 2 only)	CURRENT HAND	TYPE	SIZE	CRITICAL
	Two-Weapons	B	M	20/x2
TOTAL ATTACK BONUS		DAMAGE		
+12/+7		1d6+2		
Special Properties				

\*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off 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 +8		+8		+0	0
*Staff of Power		+2		+0	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	2	= 2	+	+
Balance	DEX	6	= 6	+	+
Bluff	CHA	19	= 4	+ 15.0	+
Climb	STR	0	= 0	+	+
Concentration	CON	16	= 1	+ 15.0	+
Craft (Untrained)	INT	2	= 2	+	+
Diplomacy	CHA	8	= 4	+	+
Disguise	CHA	4	= 4	+	+
Escape Artist	DEX	6	= 6	+	+
Forgery	INT	2	= 2	+	+
Gather Information	CHA	4	= 4	+	+
Heal	WIS	0	= 0	+	+
Hide	DEX	6	= 6	+	+
Intimidate	CHA	6	= 4	+	+
Jump	STR	0	= 0	+	+
Knowledge (Arcana)	INT	17	= 2	+ 15.0	+
Knowledge (Religion)	INT	7	= 2	+ 5.0	+
Knowledge (The Planes)	INT	7	= 2	+ 5.0	+
Listen	WIS	2	= 0	+	+
Move Silently	DEX	6	= 6	+	+
Ride	DEX	6	= 6	+	+
Search	INT	2	= 2	+	+
Sense Motive	WIS	10	= 0	+ 10.0	+
Speak Language (Celestial, Abyssal, Infernal, Aquan, Auran, Ignan, Terran)		7	= 0	+ 7.0	+
Spellcraft	INT	20	= 2	+ 16.0	+
Spot	WIS	2	= 0	+	+
Survival	WIS	0	= 0	+	+
Swim	STR	0	= 0	+	+
Use Rope	DEX	6	= 6	+	+
			=	+	+
			=	+	+

[U]: can be used untrained. [E]: exclusive skills

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Boots, Winged	Equipped	1	1.0	16000.0
Ioun Stone (Dark Blue)	Equipped	1	0.0	10000.0
Bracers of Armor +8	Equipped	1	1.0	64000.0
Cloak of Displacement, Major	Equipped	1	1.0	50000.0
Efreeti Bottle	Equipped	1	1.0	145000.0
Gloves of Dexterity +6	Equipped	1	0.0	36000.0
Hand of the Mage	Equipped	1	2.0	900.0
Helm of Telepathy	Equipped	1	3.0	27000.0
Ring of Telekinesis	Equipped	1	0.0	75000.0
Ring of Djinni Calling	Equipped	1	0.0	125000.0
Staff of Power	Equipped	1	4.0	211000.0
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TOTAL WEIGHT CARRIED/VALUE			13 lbs.759900.0	
			gp	

WEIGHT ALLOWANCE					
Light	38	Medium	76	Heavy	115
Lift over head	115	Lift off ground	230	Push / Drag	575

SPECIAL ABILITIES	
Summon Familiar	

FEATS	
Combat Casting	You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.
Combat Expertise	When you use the attack action or the full attack action in melee, you can take a penalty of as much as -5 on your attack roll and add the same number as a dodge bonus to your Armor Class.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Eschew Materials	You can cast any spell that has a material component costing 1 gp or less without needing that component.
Greater Spell Penetration	You get a +2 bonus on caster level checks made to overcome a creature's spell resistance. This bonus stacks with the one from Spell Penetration.
Heighten Spell	A heightened spell has a higher spell level than normal (up to a maximum of 9th level).
Mobility	You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area.
Spell Penetration	You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Alertness	You get a +2 bonus on all Listen checks and Spot checks.

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES
Abyssal, Aquan, Auran, Celestial, Common, Ignan, Infernal, Terran