

	SCORE	MODIFIER	TMP	SCR	TMP	MOD		TOTAL	HD	ROLL	TOTAL	WOUNDS	SUBDUAL	HIT	DIE	DAMAGE	REDUCTION	SPEED
STR	14	2	14		2		HP	40			40							
DEX	18	4	18		4		AC	19	10	+	5		4					
CON	10	0	10		0			TOTAL			ARMOR	SHIELD	DEX	SIZE	NAT	ARM	MISC	
INT	16	3	16		3		INIT	4			4							
WIS	10	0	10		0			TOTAL			DEX	MISC						
CHA	13	1	13		1		ATTK	4										

SAVING THROWS	TOTAL	BASE	ABILITY	MAGIC	MISC	TEMP	CONDITIONAL MODIFIERS
FORTITUDE	2	2	0				
REFLEX	8	4	4				
WILL	2	2	0				

ATTACK BONUS	TOTAL	STR	SIZE	MISC	TEMP
MELEE	6				
RANGED	8				

WEAPON	DúbhRásúr	DAMAGE	1d10	CRIT TH	17	CRIT X	2	PRM HND
	STR	STR	1					OFF HND
RANGE	HIT MOD	DAM MOD	STR X	2 WPN	WEAPON	HIT	DAMAGE	2 HAND
	ABILITY	ABILITY		PENALTY	BONUS	BONUS	BONUS	

WEAPON	DúbhRásúr	DAMAGE	1d10	CRIT TH	17	CRIT X	2	PRM HND
	STR	STR	1.5					OFF HND
RANGE	HIT MOD	DAM MOD	STR X	2 WPN	WEAPON	HIT	DAMAGE	2 HAND
	ABILITY	ABILITY		PENALTY	BONUS	BONUS	BONUS	

WEAPON	Drochthuarach	DAMAGE	1d4+1	CRIT TH	19	CRIT X	2	PRM HND
	STR	STR	1					OFF HND
RANGE	HIT MOD	DAM MOD	STR X	2 WPN	WEAPON	HIT	DAMAGE	2 HAND
	ABILITY	ABILITY		PENALTY	BONUS	BONUS	BONUS	

WEAPON	DúbhAnáil	DAMAGE	1d6	CRIT TH	20	CRIT X	3	PRM HND
	DEX	STR	1					OFF HND
RANGE	HIT MOD	DAM MOD	STR X	2 WPN	WEAPON	HIT	DAMAGE	2 HAND
	ABILITY	ABILITY		PENALTY	BONUS	BONUS	BONUS	

WEAPON	Bata	DAMAGE	1d4	CRIT TH	20	CRIT X	2	PRM HND
	STR	STR	1					OFF HND
RANGE	HIT MOD	DAM MOD	STR X	2 WPN	WEAPON	HIT	DAMAGE	2 HAND
	ABILITY	ABILITY		PENALTY	BONUS	BONUS	BONUS	

WEAPON	Dagger	DAMAGE	1d4	CRIT TH	19	CRIT X	2	PRM HND
	DEX	STR	1					OFF HND
RANGE	HIT MOD	DAM MOD	STR X	2 WPN	WEAPON	HIT	DAMAGE	2 HAND
	ABILITY	ABILITY		PENALTY	BONUS	BONUS	BONUS	

PROTECT ITEM	DúbhGadhár	BONUS	Armor	AC	5	MAX DEX BONUS
			2			
CHECK	PENALTY	SPELL FAILURE	SPEED	WEIGHT	CLASS	NOTES

PROTECT ITEM		BONUS		AC		MAX DEX BONUS
CHECK	PENALTY	SPELL FAILURE	SPEED	WEIGHT	CLASS	NOTES

PROTECT ITEM		BONUS		AC		MAX DEX BONUS
CHECK	PENALTY	SPELL FAILURE	SPEED	WEIGHT	CLASS	NOTES

PROTECT ITEM		BONUS		AC		MAX DEX BONUS
CHECK	PENALTY	SPELL FAILURE	SPEED	WEIGHT	CLASS	NOTES

PROTECT ITEM		BONUS		AC		MAX DEX BONUS
CHECK	PENALTY	SPELL FAILURE	SPEED	WEIGHT	CLASS	NOTES

CLASS	SKILLS	SKILL NAME	KEY ABILITY	MODIFIER	RANKS	ABILITY	MISC
		APPRAISE	INT	3		3	
		BALANCE	DEX	12	8	4	
		BLUFF	CHA	3		1	2
		CLIMB	STR	6	4	2	
		CONCENTRATION	CON	3		0	3
		CRAFT	INT	3		3	
			INT	3		3	
		DECIPHER SCRIPT	INT				
		DIPLOMACY	CHA	1		1	
		DISABLE DEVICE	INT				
		DISGUISE	CHA	1		1	
		ESCAPE ARTIST	DEX	4		4	
		FORGERY	INT	3		3	
		GATHER INFORMATION	CHA	1		1	
		HANDLE ANIMAL	CHA				
		HEAL	WIS	0		0	
		HIDE	DEX	19	8	4	7
		INTIMIDATE	CHA	1		1	
		JUMP	STR	4	2	2	
		KNWLDE (ARCANIA)	INT	8	5	3	
		KNWLDE (ARCHTCTR/ENGNRRNG)	INT				
		KNWLDE (DUNGEONEERING)	INT				
		KNWLDE (GEOGRAPHY)	INT	5	2	3	
		KNWLDE (HISTORY)	INT				
		KNWLDE (LOCAL)	INT	5	2	3	
		KNWLDE (NATURE)	INT		2	3	
		KNWLDE (NBLY & RYLT)	INT				
		KNWLDE (THE PLANES)	INT				
		KNWLDE (RELIGION)	INT				
		LISTEN	WIS	8	8	0	
		MOVE SILENTLY	DEX	17	8	4	5
		OPEN LOCK	DEX				
		PERFORM	CHA	1		1	
			CHA	1		1	
		PRFSSN	WIS	4	4	0	
			WIS				
		RIDE	DEX	4		4	
		SEARCH	INT	11	8	3	
		SENSE MOTIVE	WIS	4	4	0	
		SLEIGHT OF HAND	DEX				
		SPK LANG	NONE				
			NONE				
			NONE				
			NONE				
		SPELLCRAFT	INT	10	4	3	3
		SPOT	WIS	8	8	0	
		SURVIVAL	WIS	4	4	0	
		SWIM	STR	4	2	2	
		TUMBLE	DEX	13	9	4	
		USE MAGIC DEVICE	CHA				
		USE ROPE	DEX	6	2	4	



SPELLS KNOWN							
Level	<u>0</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
1	4						
2	5	2					
3	6	3					
4	6	3	2				
5	6	4	3				
6	6	4	3				
7	6	4	4	2			
8	6	4	4	3			
9	6	4	4	3			
10	6	4	4	4	2		
11	6	4	4	4	3		
12	6	4	4	4	3		
13	6	4	4	4	4	2	
14	6	4	4	4	4	3	
15	6	4	4	4	4	3	
16	6	5	4	4	4	4	2
17	6	5	5	4	4	4	3
18	6	5	5	5	4	4	3
19	6	5	5	5	5	4	4
20	6	5	5	5	5	5	4

SPELLS/DAY (INC. CHA BONUS)							
Level	<u>0</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
1	2						
2	3	1					
3	3	2					
4	3	3	0				
5	3	4	1				
6	3	4	2				
7	3	4	2	0			
8	3	4	3	1			
9	3	4	3	2			
10	3	4	3	2	0		
11	3	4	3	3	1		
12	3	4	3	3	2		
13	3	4	3	3	2	0	
14	4	4	3	3	3	1	
15	4	5	3	3	3	2	
16	4	5	4	3	3	2	0
17	4	5	4	4	3	3	1
18	4	5	4	4	4	3	2
19	4	5	4	4	4	4	3
20	4	5	4	4	4	4	4

CHARISMA BONUS: SPELLS/DAY							
Cha	<u>0</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>
13	0	1	0	0	0	0	0

ZERO LEVEL SPELLS
Daze
Detect Magic
Electric Jolt
Message
Silent Portal
Touch of Fatigue

FIRST LEVEL SPELLS
Feather Fall
Shield
True Strike

SECOND LEVEL SPELLS
---------------------

THIRD LEVEL SPELLS
--------------------

FOURTH LEVEL SPELLS
---------------------

FIFTH LEVEL SPELLS
--------------------

SIXTH LEVEL SPELLS
--------------------

MAGIC ITEMS AFFECTING SPELL USE
DúbhRásúr: Allows spellcasting w/ no somatic components May only cast spells when wielding this weapon No Arcane Spell Failure (due to Armor) when wielding
Craosarlaí: Ring of Wizardry (I or II): Double base Spells/Day of specified level; +3 Bonus to Concentration and Spellcraft Checks