

Arco
 CHARACTER NAME
 Wiz 4 Sor 1 Ultimate Magus 5 10
 CLASS AND LEVEL
 M 26 Male 5'6"
 SIZE AGE GENDER HEIGHT
 Floyd
 PLAYER
 Human CG Mystra
 RACE ALIGNMENT DEITY
 150 Brown Brown Tan
 WEIGHT EYES HAIR SKIN



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	13	1			HP HIT POINTS	50		30
DEX DEXTERITY	16	3			AC ARMOR CLASS	19 = 10 + 6 + 0 + 3 + 0 + 0 + 0 + 0	DAMAGE REDUCTION	
CON CONSTITUTION	15	2			TOUCH ARMOR CLASS	13		0
INT INTELLIGENCE	26	8			FLAT-FOOTED ARMOR CLASS	16		
WIS WISDOM	15	2			INITIATIVE MODIFIER	4 = 3 + 1		
CHA CHARISMA	18	4						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	4	2	2	0	0		
REFLEX (DEXTERITY)	5	2	3	0	0		
WILL (WISDOM)	12	10	2	0	0		

BASE ATTACK BONUS	4	SPELL RESISTANCE	0
GRAPPLE MODIFIER	5 = 4 + 1 + 0 + 0		

ATTACK			
ATTACK BONUS	DAMAGE	CRITICAL	
Long Reach Staff of Striking+	8	1D8+3+1	2
RANGE	TYPE	NOTES	
10	B	30 Charges max see card	

AMMUNITION _____

ATTACK			
ATTACK BONUS	DAMAGE	CRITICAL	
Mwk Dagger	6melee 8 Ranged	1d4+1	x2
RANGE	TYPE	NOTES	
5'M 10'R	P/S		

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ATTACK			
ATTACK BONUS	DAMAGE	CRITICAL	
Touch Attack	7		
RANGE	TYPE	NOTES	
		per spell	

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ATTACK			
ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	TYPE	NOTES	

AMMUNITION _____

ATTACK			
ATTACK BONUS	DAMAGE	CRITICAL	
RANGE	TYPE	NOTES	

AMMUNITION _____

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
					(CLASS/CROSS-CLASS)	13.0 / 6.5
<input type="checkbox"/>	APPRAISE	INT	8.0	8	0.0	+
<input type="checkbox"/>	BALANCE	DEX*	3.0	3	0.0	+
<input type="checkbox"/>	BLUFF	CHA	5.0	4	1.0	+
<input type="checkbox"/>	CLIMB	STR*	1.0	1		+
<input type="checkbox"/>	CONCENTRATION	CON	15.0	2	13.0	+
<input type="checkbox"/>	CRAFT (Alchemy)	INT	19.0	8	11.0	+
<input type="checkbox"/>	CRAFT ()	INT	8.0	8		+
<input type="checkbox"/>	CRAFT ()	INT	8.0	8		+
<input type="checkbox"/>	DECIPHER SCRIPT	INT	10.0	8	2.0	+
<input type="checkbox"/>	DIPLOMACY	CHA	4.0	4		+
<input type="checkbox"/>	DISABLE DEVICE	INT	0.0	4		+
<input type="checkbox"/>	DISGUISE	CHA	4.0	4		+
<input type="checkbox"/>	ESCAPE ARTIST	DEX*	3.0	3		+
<input type="checkbox"/>	FORGERY	INT	8.0	8		+
<input type="checkbox"/>	GATHER INFORMATION	CHA	4.0	4		+
<input type="checkbox"/>	HANDLE ANIMAL	CHA	0.0	4		+
<input type="checkbox"/>	HEAL	WIS	2.0	2		+
<input type="checkbox"/>	HIDE	DEX*	3.0	3		+
<input type="checkbox"/>	INTIMIDATE	CHA	4.0	4		+
<input type="checkbox"/>	JUMP	STR*	2.0	1	1.0	+
<input type="checkbox"/>	KNOWLEDGE (Arcana)	INT	21.0	8	13.0	+
<input type="checkbox"/>	KNOWLEDGE (Archetechtur)	INT	10.0	8	2.0	+
<input type="checkbox"/>	KNOWLEDGE (Dungeneerin)	INT	12.0	8	4.0	+
<input type="checkbox"/>	KNOWLEDGE (Geography)	INT	9.0	8	1.0	+
<input type="checkbox"/>	KNOWLEDGE (History)	INT	9.0	8	1.0	+
<input type="checkbox"/>	LISTEN	WIS	2.0	2		+
<input type="checkbox"/>	MOVE SILENTLY	DEX*	3.0	3		+
<input type="checkbox"/>	OPEN LOCK	DEX	0.0	3		+
<input type="checkbox"/>	PERFORM ()	CHA	0.0	4		+
<input type="checkbox"/>	PERFORM ()	CHA	0.0	4		+
<input type="checkbox"/>	PERFORM ()	CHA	0.0	4		+
<input type="checkbox"/>	PROFESSION (Brewmaster)	WIS	14.0	2	12.0	+
<input type="checkbox"/>	PROFESSION ()	WIS	0.0	2		+
<input type="checkbox"/>	RIDE	DEX	3.0	3		+
<input type="checkbox"/>	SEARCH	INT	8.0	8		+
<input type="checkbox"/>	SENSE MOTIVE	WIS	2.0	2		+
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*	0.0	3		+
<input type="checkbox"/>	SPELLCRAFT	INT	21.0	8	13.0	+
<input type="checkbox"/>	SPOT	WIS	2.0	2		+
<input type="checkbox"/>	SURVIVAL	WIS	3.0	2	1.0	+
<input type="checkbox"/>	SWIM	STR*	1.0	1		+
<input type="checkbox"/>	TUMBLE	DEX*	0.0	3		+
<input type="checkbox"/>	USE MAGIC DEVICE	CHA	8.0	4	4.0	+
<input type="checkbox"/>	USE ROPE	DEX	3.0	3		+
<input type="checkbox"/>	K Local/ Nature	INT	10.0	8	2.0	+
<input type="checkbox"/>	K Nobility/Religion	INT	9.0	8	1.0	+
<input type="checkbox"/>	K The Planes	INT	15.0	8	7.0	+

■ Denotes a skill that can be used untrained.
 Mark this box with an X if the skill is a class skill for the character.
 * Armor check penalty, if any, applies. (Double penalty for Swim.)

