



CHARACTER SHEET

Character Name: Hollis Starkweather NG Alignment: NG Player: Jess  
 Abomination Wizard 13  
 Character Level: 13 Deity: Nethys Homeland: Quantum/Mana Wastes  
 Race: Elf Size: M Gender: MB Age: 165 Height: 6'2" Weight: 140 lbs Hair: White Eyes: Gray

Ability Name	Ability Score	Ability Modifier	Temp Adjustment	Temp Modifier
<b>STR</b> (Strength)	10	0		
<b>DEX</b> (Dexterity)	14	+3	18	+4
<b>CON</b> (Constitution)	13	+1		
<b>INT</b> (Intelligence)	20	+5	24	+7
<b>WIS</b> (Wisdom)	10	0		
<b>CHA</b> (Charisma)	12	+1		

HP: 94 (d6+1 Fire-10)  
 WOUNDS/CURRENT HP: 0  
 NONLETHAL DAMAGE: 0

SPEED	LAND	FLY	MANEUVERABILITY	SWIM	CLIMB	BURROW
35	7					

INITIATIVE: 7 = 3 + 4  
 TOTAL: 7 DEX MODIFIER: 3 MISC MODIFIER: 4

AC: 21 = 10 + 3 (Armor Bonus) + 4 (Shield Bonus) + 0 (Dex Modifier) + 0 (Size Modifier) + 3 (Natural Armor) + 1 (Misc Modifier)

TOUCH: 18 FLAT-FOOTED: 17

Saving Throws	Total	Base Save	Ability Modifier	Magic Modifier	Misc Modifier	Temporary Modifier
<b>FORTITUDE</b> (Constitution)	7	4	+1	2		
<b>REFLEX</b> (Dexterity)	10	4	+4	2		
<b>WILL</b> (Wisdom)	10	8	0	2		

BASE ATTACK BONUS: 6/11 SPELL RESISTANCE: 0

CMB: 6 = 6 (Base Attack Bonus) + 0 (Strength Modifier) + 0 (Size Modifier)

CMD: 23 = 6 (Base Attack Bonus) + 0 (Strength Modifier) + 4 (Dexterity Modifier) + 0 (Size Modifier) + 10 + 3

WEAPON	Attack Bonus	Critical
<u>Quarterstaff</u>	<u>+8</u>	<u>18-20</u>

WEAPON	Attack Bonus	Critical
<u>Dagger</u>	<u>+6 (+10)</u>	<u>19-20</u>

WEAPON	Attack Bonus	Critical
<u>Light Crossbow</u>	<u>+10</u>	<u>19-20</u>

WEAPON	Attack Bonus	Critical
<u>Scimitar</u>	<u>-2</u>	<u>18-20</u>

WEAPON	Attack Bonus	Critical
<u>Mithril Dagger</u>	<u>7</u>	<u>18-20</u>

SKILLS

Skill Names	Total Bonus	Ability Mod.	Ranks	Misc. Mod.
<input type="checkbox"/> ACROBATICS	14	=DEX 4	+10	
<input checked="" type="checkbox"/> APPRAISE	12	=INT 7	+2	+3
<input type="checkbox"/> BLUFF	4	=CHA 1	+3	
<input type="checkbox"/> CLIMB	0	=STR 0		
<input checked="" type="checkbox"/> CRAFT		=INT 7		
<input checked="" type="checkbox"/> CRAFT		=INT 7		
<input checked="" type="checkbox"/> CRAFT		=INT 7		
<input checked="" type="checkbox"/> DIPLOMACY	14	=CHA 1	+12	+3
<input type="checkbox"/> DISABLE DEVICE		=DEX 4		
<input type="checkbox"/> DISGUISE	1	=CHA 1		
<input type="checkbox"/> ESCAPE ARTIST	4	=DEX 4		
<input checked="" type="checkbox"/> FLY	4	=DEX 4		
<input type="checkbox"/> HANDLE ANIMAL		=CHA 1		
<input type="checkbox"/> HEAL	0	=WIS 0		
<input type="checkbox"/> INTIMIDATE	1	=CHA 1		
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)	23	=INT 7	+13	+3
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING)	17	=INT 7	+7	+3
<input checked="" type="checkbox"/> KNOWLEDGE (ENGINEERING)	12	=INT 7	+2	+3
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	17	=INT 7	+7	+3
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)	18	=INT 7	+8	+3
<input checked="" type="checkbox"/> KNOWLEDGE (LOCAL)	15	=INT 7	+5	+3
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)	14	=INT 7	+6	+3
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY)		=INT 7		
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES)	23	=INT 7	+13	+3
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)	23	=INT 7	+13	+3
<input checked="" type="checkbox"/> LINGUISTICS	11	=INT 7	+1	+3
<input type="checkbox"/> PERCEPTION	13	=WIS 0	+13	
<input type="checkbox"/> PERFORM		=CHA 1		
<input type="checkbox"/> PERFORM		=CHA 1		
<input checked="" type="checkbox"/> PROFESSION (cook)	11	=WIS 0	+13	+3
<input checked="" type="checkbox"/> PROFESSION (bard)		=WIS 0		
<input type="checkbox"/> RIDE	6	=DEX 4	+2	
<input type="checkbox"/> SENSE MOTIVE	13	=WIS 0	+13	
<input type="checkbox"/> SLEIGHT OF HAND	4	=DEX 4		
<input checked="" type="checkbox"/> SPELLCRAFT	23	=INT 7	+13	+3
<input type="checkbox"/> STEALTH	3	=DEX 3		
<input type="checkbox"/> SURVIVAL	0	=WIS 0		
<input type="checkbox"/> SWIM	0	=STR 0		
<input checked="" type="checkbox"/> USE MAGIC DEVICE	23	=CHA 7	+13	+3

CONDITIONAL MODIFIERS:  
 +2 Spellcraft to identify magic items  
 +2 Diplomacy to gather info

LANGUAGES:  
 Common, Elven, Osirian, Ancient Osirian, Kelish, Dwarven, Draconic, Gnomish, Undercommon, Sylvan

2+ Int  
 2 background (1 craft/profession)

Lesser Rod of Quicken 000  
 4 levels higher



AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
2000g Ring of Protection	+3					
2000g Silver Ceremonial Armor	+3	Light	-	-		+2
1000g Cloak of Resistance	+2					
Amulet of Mummy Detection						
<b>TOTALS</b>						

SPELLS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="checkbox"/>	<input type="checkbox"/>	0	4	-
<input type="checkbox"/>	<input type="checkbox"/>	1ST	3	2
<input type="checkbox"/>	<input type="checkbox"/>	2ND	3	1
<input type="checkbox"/>	<input type="checkbox"/>	3RD	2	1
<input type="checkbox"/>	<input type="checkbox"/>	4TH		1
<input type="checkbox"/>	<input type="checkbox"/>	5TH		1
<input type="checkbox"/>	<input type="checkbox"/>	6TH		
<input type="checkbox"/>	<input type="checkbox"/>	7TH		
<input type="checkbox"/>	<input type="checkbox"/>	8TH		
<input type="checkbox"/>	<input type="checkbox"/>	9TH		

GEAR	
ITEM	WT.
Planes + Religion Headband of Intell	1
Familiar Satchel	6
↳ Drake Egg	5
Pearl of Power (1st)	-
Am of Mummy Detect	-
Am of Horus	-
- Dispel Evil (9rd) 1/day	
- Absorb blindness	
Handy Haversack	5
↳ Spellbook	(3)
↳ Tephro Spellbook	(3)
↳ Silver Hand Mirror	(1/2)
↳ Immoveable Rod	(5)
↳ Magic ink 1077g	-
↳ paper x 20	-
Dusty Rose Lounstone	
↳ Wizard Kit (sand rations) (11)	
Belt of Dex	-
Ring of the Ram 50 charge	
<b>TOTAL WEIGHT</b>	

FEATS
1- Toughness
*- Scribe Scroll
3- Deific Obedience (Nethys)
5- Spell Penetration
* Fast Study
7- Improved Initiative
9- Opposition Research (Illusion)
* Creative Destruction (Arcane Discovery)
11- Magical Epiphany - 1/day prep opens lotas std action
13- Faith Magic - gain 1 domain spell (Divine)

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL	
0	□□□□□□□□
1ST	□□□□□□□□
2ND	□□□□□□□□
3RD	□□□□□□□□
4TH	□□□□□□□□
5TH	□□□□□□□□
6TH	□□□□□□□□
7TH	□□□□□□□□
8TH	□□□□□□□□
9TH	□□□□□□□□

SPECIAL ABILITIES
* Elven Magic - +2 bonus on CL to overcome spell resistance, +2 on Spellcraft vs items
* Blended View - low-light vision + dark vision to 60ft
* Long-limbed - base speed of 35 ft
(?) Resurrected - +2 trait bonus on saves vs death effects, don't die until HP = Con+4
* Affable - +2 Dip. checks to gather info + 1/2 the time, Dip + Know (local) class skills
* Pragmatic Activator - use Int for Use Magic Device

LIGHT LOAD	33	LIFT OVER HEAD	100
MEDIUM LOAD	60	LIFT OFF GROUND	200
HEAVY LOAD	100	DRAG OR PUSH	500

MONEY	
CP	9
SP	17
GP	1016
PP	

EXPERIENCE POINTS	NEXT LEVEL



**Abjuration (Opposed: Enchantment/Illusion)**

**Resistance (Ex):** Gain resistance 5 to an energy type of your choice, chosen when you prepare spells. This resistance can be changed each day. At 11th level, increases to 10. At 20th level, changes to immunity to the chosen energy type.

**Protective Ward (Su):** Standard action, create a 10-foot-radius field of protective magic centered on you that lasts for a number of rounds equal to INT modifier. All allies in this area (including you) receive a +1 deflection bonus to their AC. This bonus increases by +1 for every 5 wizard levels. Use 3 + INT per day.

**Energy Absorption (Su):** At 6th level, you gain an amount of energy absorption equal to 3 times your wizard level per day. Whenever you take energy damage, apply immunity, vulnerability (if any), and resistance first and apply the rest to this absorption, reducing your daily total by that amount. Any damage in excess of your absorption is applied to you normally.

FAMILIAR       BONDED OBJECT

Sugar (Chicken)

Master's bonus ability

+3 HP

When casting evocation spell that deals dmg, gain temp HP = dmg dice (don't stack)

Wizard Level	Natural Armour	Familiar Intelligence	
1	+1	6	Alertness, improved evasion
3	+2	7	Deliver touch spells
5	+3	8	Speak with master
7	+4	9	Speak with animals of its kind
9	+5	10	-
11	+6	11	Spell resistance
13	+7	12	Scry on familiar
15	+8	13	-
17	+9	14	-
19	+10	15	-

**SPELLS**

Spell Save DC	Spells per day	Base Spells	Specialist Spell	Bonus Spells
17	0	4		
18	1	4		
19	2	4		
20	3	4		
21	4	4		
22	5	3		
23	6	2		
24	7	1		
8				
9				

Spell Save DC = 10 + INT + Spell Level

ARCANE SPELL FAILURE THRESHOLD

**FEATS**

Scribe scroll

Level 5 Fast Study - 15 min to prepare daily, 1 min/lea.

Level 10 Creative Destruction

Level 15 \_\_\_\_\_

Level 20 \_\_\_\_\_

Concentration - Level + INT +4 to overcome SR +4 concentration

SR = 1d20 + CL

**PREPARED SPELLS**

Detect Magic	0	Read Magic
Mage Hand		Ray of Frost
Shield <small>Specialty Spell +1</small>		Mage Armor
Magic Missile	1	Obscuring Mist
		Ray of Enfeeblement
Resist Energy <small>Specialty Spell +1</small>		Bonshaker
Acid Arrow	2	Mirror Image
		See Invisibility
Dispel Magic <small>Specialty Spell +1</small>		Fireball
Resist Energy Com.		
Siphon Light	3	
Remove Curse <small>Specialty Spell +1</small>		Dimension Door
Telekinetic Charge	4	Shout
Wreath of Blades <small>Specialty Spell +1</small>		Lightning Arc
Teleport	5	Hostile Juxtaposition
		Overland Flight
Spell Crash <small>Specialty Spell +1</small>		Disintegrate
Etherstep	6	Cleanse
Expend <small>Specialty Spell +1</small>		Firebrand
	7	
	8	
	9	

Threefold Sight x2





# COMPANION SHEET

Creature Name: Sugar Alignment: N Master: Hollis  
 Chicken (Sage Familiar) Hit Dice: 13  
 Base Animal/Form: Bird Type: T Size: F Gender: 65 Age: 1' Height: 3lbs Weight: White Hair: Black Eyes:

Ability Name	Ability Score	Ability Modifier	Temp Adjustment	Temp Modifier
<b>STR</b> (Strength)	3	-4		
<b>DEX</b> (Dexterity)	11	0		
<b>CON</b> (Constitution)	12	+1		
<b>INT</b> (Intelligence)	17	+3		
<b>WIS</b> (Wisdom)	12	+1		
<b>CHA</b> (Charisma)	13	+1		

**HP** (Hit Points): Total 47 DR:   
 WOUNDS/CURRENT HP:   
 NONLETHAL DAMAGE:

**SPEED** (Land): 30 FT. 6 SQ.  
 BASE SPEED: 20 FT. clumsy WITH ARMOR:  FT.  SQ.  
 FLY:  FT.  SQ. SWIM:  FT.  SQ. CLIMB:  FT.  SQ. BURROW:  FT.  SQ.

**AC** (Armor of Class): 16 = 10 +  (Armor Bonus) +  (Shield Bonus) + 0 (DEX Modifier) + -2 (Size Modifier) + 4 (Natural Armor) +  (Deflection Modifier) +  (Misc Modifier)

**TOUCH** (Touch of Class): 12 **FLAT-FOOTED** (Flat-footed of Class): 16

**SAVING THROWS** (Fortitude, Reflex, Will)

Save	Total	Base Save	Ability Mod	Magic Mod	Misc Mod	Temp Mod	Modifiers
<b>FORTITUDE</b> (Constitution)	3	2	1				
<b>REFLEX</b> (Dexterity)	2	2	0				
<b>WILL</b> (Wisdom)	6	5	1				

**BASE ATTACK BONUS**: 3 **SPELL RESISTANCE**: 18  
**CMB**: -3 = 3 (Base Attack Bonus) + -4 (Strength Modifier) + -2 (Size Modifier) +  (Modifiers)  
**CMD**: 7 = 3 (Base Attack Bonus) + -4 (Strength Modifier) + 0 (Dexterity Modifier) + -2 (Size Modifier) + 10 (Misc Modifier)

**ATTACK**

Attack Name	Attack Bonus	Critical	Damage
Bite	-5	x2	1d3-4

**SKILLS**

Skill Name	Total Bonus	Ability Mod.	Ranks	Misc Mod.
<input checked="" type="checkbox"/> ACROBATICS	0	=DEX 0	+	+
<input type="checkbox"/> APPRAISE	1	=INT 3	+	+
<input type="checkbox"/> BLUFF	1	=CHA 1	+	+
<input checked="" type="checkbox"/> CLIMB	-2	=STR 0	+	+
<input type="checkbox"/> CRAFT		=INT 3	+	+
<input type="checkbox"/> CRAFT		=INT 3	+	+
<input type="checkbox"/> CRAFT		=INT 3	+	+
<input type="checkbox"/> DIPLOMACY	1	=CHA 1	+	+
<input type="checkbox"/> DISABLE DEVICE*		=DEX 0	+	+
<input type="checkbox"/> DISGUISE	1	=CHA 1	+	+
<input checked="" type="checkbox"/> ESCAPE ARTIST	1	=DEX 1	+	+
<input checked="" type="checkbox"/> FLY	-3	=DEX 0	+	1 + 4 -8
<input type="checkbox"/> HANDLE ANIMAL*		=CHA 1	+	+
<input type="checkbox"/> HEAL	1	=WIS 1	+	+
<input type="checkbox"/> INTIMIDATE	1	=CHA 1	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)*	9	=INT 3	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONING)*	9	=INT 3	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (ENGINEERING)*	9	=INT 3	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	9	=INT 3	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)*	9	=INT 3	+	+
<input checked="" type="checkbox"/> KNOWLEDGE (LOCAL)*	15	=INT 3	+	3 + 3
<input checked="" type="checkbox"/> KNOWLEDGE (NATURE)*	23	=INT 3	+	11 + 3
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY)*	21	=INT 3	+	9 + 3
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES)*	14	=INT 3	+	2 + 3
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)*	9	=INT 3	+	+
<input type="checkbox"/> LINGUISTICS*		=INT 3	+	+
<input checked="" type="checkbox"/> PERCEPTION	5	=WIS 1	+	1 + 3
<input type="checkbox"/> PERFORM	1	=CHA 1	+	+
<input type="checkbox"/> PERFORM		=CHA 1	+	+
<input type="checkbox"/> PROFESSION*		=WIS 1	+	+
<input type="checkbox"/> PROFESSION*		=WIS 1	+	+
<input type="checkbox"/> RIDE	0	=DEX 0	+	+
<input checked="" type="checkbox"/> SENSE MOTIVE	5	=WIS 1	+	1 + 3
<input type="checkbox"/> SLEIGHT OF HAND*		=DEX 0	+	+
<input type="checkbox"/> SPELLCRAFT*		=INT 3	+	+
<input checked="" type="checkbox"/> STEALTH	8	=DEX 0	+	8
<input checked="" type="checkbox"/> SURVIVAL	1	=WIS 1	+	+
<input checked="" type="checkbox"/> SWIM	-4	=STR -4	+	+
<input type="checkbox"/> USE MAGIC DEVICE*		=CHA 1	+	+

**ANIMAL COMPANION CLASS SKILLS:** ACROBATICS, CLIMB, FLY, PERCEPTION, STEALTH, SWIM  
**EIDOLON CLASS SKILLS:** BLUFF, CRAFT, KNOWLEDGE (PLANES), PERCEPTION, SENSE MOTIVE, STEALTH, PLUS 4 MORE  
**LANGUAGES:**

2/level

