Character **MIRAFIR ROVEN**

Class/Kit **WIZARD** Level **10**

Race **ELF** Alignment **CG**

Patron Deity/Religion **ZAGYG**

LIGHT SOURCE: N/A

VISION: INFRAVISON 60'

SPECIAL SENSES: N/A

Age	147	Sex	MALE
Height	5'2"	Weight	93 lbs
Hair	BLACK	Eyes	RED
Skin	MILKY		

STR	11	TO HIT	N/A	DAMAGE	N/A	WEIGHT ALLOW	40 lbs
		MAX PRESS	115 lbs	OPEN DOORS	6/20	BEND BARS LIFT GATES	2%
DEX	19	REACTION ADJ	+3	MISSILE ADJ	+3	DEFENCE ADJUSTMENT	-4
CON	9	HIT POINT ADJ	0	SYSTEM SHOCK	65%	RESURRECTION SURVIVAL	70%
		POISION SAVE	0	REGENERATION: N\A			
INT	18	# LANGUAGES # NON-WEAPON	7	SPELL LEVEL	9th	LEARN LEVEL	85%
		MAX # SPELLS LVL	18	ILLUSION IMMUNITY:		N/A	
WIS	17	MAGIC DEFE	+3	BONUS SPELLS	3rd	SPELL FAILURE	0%
		SPELL IMMUNITY:	18				
CHA	12	MAX HENCH	6	LOYALTY BASE	+1	REACTION ADJ	+2
		COMELINESS	12	PERCEPTION	14		

HIT POINTS (36)

HIT DICE: (d4) 1st 4 2nd 3rd 4th 5th 6th 7th 8th 9th 4 10th 3

WOUNDS

ARMOUR CLASS

AC ARMOUR CLASS	BASE TOTAL	DEX	ARMOUR	SHIELD	MISC 1	MISC 2	TOTAL
	10	6			3	0	0

WEAPON ATTACK

	TOTAL	STR	MISC 1	MISC 2	MISC 3	TEMP
MELEE ATTACK BONUS		0	2			
RANGED ATTACK BONUS		3	2			

	TOTAL	DEX	MISC 1	MISC 2	MISC 3	TEMP
RANGED ATTACK BONUS						

SAVING THROWS

	START	+/-	+/-	+/-	TOTAL	MODIFIER
PARALYZATION POISION/DEATH	13	3	3	0	7	
ROD STAFF WAND	9	3	3	0	3	
PETRIFICATION POLYMORPH	11	3	3	0	5	
BREATH WEAPON	13	3	3	0	7	
SPELLS	10	3	3	0	4	
SPELL RESISTANCE	90% Resistance Sleep & Charm Related Spells					

MOVEMENT

Movement	Rate	Movement	Rate
Base	12	Run (x 5)	60
Jog (x 2)	24	Day	
Run (x 3)	36		
Run (x 4)	48		

Encumbrance Category	Weight Carried	Move Rate	Attack Penalty	AC Penalty
Light (⅔ MV)	46 - 69	9	—	—
Moderate (½ MV)	70 - 93	6	-1	—
Heavy (⅓ MV)	94 - 117	3	-2	+1
Severe (MV=1)	118 - 140	1	-4	+3

WIZARD SPELLS

		+INT				+INT	
1st	2	1	3	6th	24	1	25
2nd	4	1	5	7th	33	1	34
3rd	7	1	8	8th	44	1	45
4th	11	1	12	9th	56	1	57
5th	16	1	12	10th	72	1	73

Spell Points Per Level

Spell Costs Per Lvl

1st	1	6th	11
2nd	3	7th	13
3rd	5	8th	15
4th	7	9th	17
5th	9		

AMMUNITION:

SLING BULLETS +2

DARTS +3

MAGICAL ITEM CHARGES

WAND OF MAGIC MISSILE

WEAPON COMBAT

MED -2 LONG -5

WEAPON	#AT	SIZE	TYPE	SPEED	Hit/Dmg Adj	S/M	L	RANGE/SPECIAL
QUARTERSTAFF	1	L	B	4	0 / 0	1d6	1d6	
DAGGER / DAGGER THROW	1/2	S	P	2	+3 / 0	1d4	1d3	S: 10 M: 20 L: 30
SLING (BULLET)	1	S	B	6	0 / 0	1d4+1	1d6+1	S: 50 M: 100 L: 200
SLING (STONE)	1	S	B	6	0 / 0	1d4	1d4	S: 40 M: 80 L: 160

AMMUNITION:

SLING BULLETS +2 ☒☒☒☒☒ ☒☒☒☒☒ ☐☐☐☐☐ ☐☐☐☐☐

DARTS +3 ☒☒☒☒☒ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

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MAGIC ITEMS

	MAGIC ITEM	No#	Wt	ABILITY
a	MIRROR MENTAL PROWESS	1	20lbs	Scrying
b	RING OF SPELL STORING	1	0 lbs	Magic Missile 1st Level (Cast as 9th) - Shield 1st (Cast as 7th) Web 2nd (Cast as 9th)
c	RING OF SPELL STORING	1	0 lbs	Feather Fall 1st (Cast as 5th) - Stinking Cloud 2nd (Cast as 6th) - Slow 3rd (Cast as 7th)
d	RING OF JUMPING	1	0 lbs	Leap 30' ahead, 10' backward or straight up with an arc of about 2' for every 10' travelled
e	RING OF PROTECTION +3	1	0 lbs	Improves Saving Throws versus all forms of attack by 3
f	CLOAK OF PROTECTION +3	1	2 lbs	Improves Saving Throws versus all forms of attack by 3
g	STONE OF GOOD LUCK	1	0 lbs	
h	PEARL OF POWER	2	0 lbs	Once a day, a pearl enables the possessor to draw 8 Spell Points
i	GEM OF INSIGHT	1	0 lbs	10,000 gps
j	WAND MAGIC MISSLES	1	0 lbs	7 charges
k	DARTS OF HOMING +3	5	2.5lbs	+3
l			0 lbs	
m			0 lbs	
n	SPELL BOOK		0 lbs	ALL Spells from 1st Level to 6th Level.
o	SCROLLS (X 9)		1 lbs	
p			0 lbs	
q	DAGGER +2	1	1 lbs	+2 To Hit & +2 Damage
r	SLING BULLETS +2	10	1 lbs	+2 To Hit & +2 Damage
	TOTAL WEIGHT		8 lbs	ENCUMBERANCE 100 / MOVEMENT RATE 100

PROFICIENCY	SLOT	STAT	MOD	DESCRIPTION
ASTROLOGY	2	INT	0	Forecast the future for one person, 30 day into the future
HEBALISM	2	WIS	-2	Identify plants & fungus and make non-magical potions
NAVIGATION	1	INT	-2	Navigate via stars, know of currents, reef, seas and other dangers
RIDE LAND-BASED	1	WIS	+3	Vault on, Jump, Spur, Ride Free-Hands, Hide or Leap Off your mount
SPELL CRAFT	1	INT	-2	Familiarity with forms and rites of spell casting & some items
SWIMMING	1	STR	0	Can swim
TRACKING	3	WIS	-6	Page 131 Player Handbook

LANGUAGES	COMMON	ELVEN	DWARVEN
HALFLING	GNOME	ORCHISH	GNOLL
GOBLIN	HOBGOBLIN	TROLL	

Weapon Proficiency	Slots
DAGGER	1
SLING	1
QUARTERSTAFF	0

SPELL BOOKS	All Spells 1st - 6th	

EQUIPMENT

ITEM On Person	LOCATION	Wt	ITEM Backpack	LOCATION	Wt	ITEM Horse	LOCATION	Wt
CLOTHES	WORN	2 lbs	BACKPACK	WORN	2 lbs	SPARE CLOTHES	SADDLE BAG	0 lbs
SPELL COMPONENTS	BELT	0 lbs	SPELL COMPONENTS	SIDE POUCH	0 lbs	SPELL COMPONENTS	SADDLE BAG	0 lbs
POINTY HAT	HEAD	0 lbs			0 lbs	WATER SKIN	SADDLE	1 lbs
CLOAK	WORN	2 lbs	SCROLLS (X 9)	BACKPACK	1 lbs	FOOD RATIONS	SADDLE	2 lbs
		0 lbs			0 lbs	BED ROLL	SADDLE	1 lbs
		0 lbs			0 lbs			0 lbs
		0 lbs			0 lbs			0 lbs
		0 lbs			0 lbs			0 lbs
		0 lbs			0 lbs			0 lbs
		0 lbs			0 lbs			0 lbs
		0 lbs			0 lbs			0 lbs
		0 lbs			0 lbs			0 lbs
		0 lbs			0 lbs			0 lbs
		0 lbs			0 lbs			0 lbs
DARTS +3 (X 5)	BANDOLIER	3 lbs			0 lbs			0 lbs
DAGGER +2	BELT	1 lbs			0 lbs			0 lbs
SLING	BELT	1 lbs			0 lbs			0 lbs
BULLETS +2 (X10)	BELT	1 lbs	HOLY WATER (X 0)	BACKPACK	0 lbs			0 lbs
TOTAL WEIGHT	10 lbs		ENCUMBERANCE	NONE		MOVEMENT RATE	120'	

TREASURE/OTHER POSSESSIONS

ITEM On Person	LOCATION	Wt	ITEM Backpack	LOCATION	Wt	ITEM Horse	LOCATION	Wt
		0 lbs	GOLD COINS x100	BACKPACK	2 lbs	SILVER COINS x100	SADDLE BAG	1 lbs
TOTAL WEIGHT	000 lbs		ENCUMBERANCE	NONE		MOVEMENT RATE	120'	

ANIMAL COMPANION

NAME	RACE/CLASS	AC	HD/LVL	HP	# AT	THAC0	DAMAGE	ABILITIES
BLAZE	LIGHT HORSE	7	2 + 2hp	18	2	19	1d4/1d4	Kick Attacks
NOTES MOVEMENT: 240'						HP:18-		

NAME	RACE/CLASS	AC	HD/LVL	HP	# AT	THAC0	DAMAGE	ABILITIES
		0	0	0	0	0	0	
NOTES MOVEMENT: 0'						HP:0-		