

<b>Gunji</b>	<b>Frank Edwards</b>	<b>Azuth</b>	<b>Lawful Neutral</b>
NAME	PLAYERNAME	DEITY	ALIGNMENT
Wiz1 Mnk3	10445	Human	Medium
CLASS	EXPERIENCE	RACE	SIZE
4	10000	22	Male
LEVEL	NEXT LEVEL	AGE	GENDER
		Green	Yellow, mohawk
		EYES	HAIR

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
<b>STR</b> Strength	12	+1		
<b>DEX</b> Dexterity	16	+3		
<b>CON</b> Constitution	18	+4		
<b>INT</b> Intelligence	18	+4		
<b>WIS</b> Wisdom	14	+2		
<b>CHA</b> Charisma	10	+0		

<b>HP</b> hit points	TOTAL	WOUNDS/CURRENT HP				
<b>AC</b> armor class	40					
	TOTAL	10	0	0	3	0
		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR
<b>INITIATIVE</b> modifier	+3	+3	+0			
	TOTAL	DEX MODIFIER	MISC MODIFIER			
<b>BASE ATTACK</b> bonus	+2					

<b>SPEED</b>	Walk 40'		
	0	0	
	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESISTANCE

<b>SAVING THROWS</b>	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
<b>FORTITUDE</b> (constitution)	+7	+3	+4	+0	+0		
<b>REFLEX</b> (dexterity)	+6	+3	+3	+0	+0		
<b>WILL</b> (wisdom)	+7	+5	+2	+0	+0		

<b>MELEE</b> attack bonus	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
<b>RANGED</b> attack bonus	+5	+2	+3	+0		
	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER

WEAPON	+HIT	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
Crossbow (Light/Masterwork)	+6	1d8	19-20/x2	Both	80'	P	S
Flurry of Blows	+1/+1	1d6+1	20/x2	Primary	0'	B	T
Quarterstaff	-1;-5	1d6+1/1d6	20/x2/2	Both	0'	B/B	L
Quarterstaff (Head 1 only)	+3	1d6+1	20/x2	Both	0'	B	L
Quarterstaff (Head 2 only)	+3	1d6+1	20/x2	Both	0'	B	L
Chain	-5;-9	1d6+1/1d6	20/x2/2	Both	0'	B/B	L
Chain (Head 1 only)	-1	1d6+1	20/x2	Both	0'	B	L
Chain (Head 2 only)	-1	1d6+1	20/x2	Both	0'	B	L
Sai	-1	1d4+1	20/x2	Primary	0'	B	S
Bolas (2-Ball)	+1	1d4	20/x2	Neither	10'	B	S
Unarmed Strike	+3	1d6+1	20/x2	Neither	0'	B	T

AMMUNITION

Bolts (Crossbow/10) (3.0)	□□□□ □□□□	□□□□ □□□□
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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
Alchemy	INT	5	= 4	+ 1.0	+ 0
Appraise	INT	4	= 4	+ 0.0	+ 0
Balance	DEX	5	= 3	+ 0.0	+ 2
Bluff	CHA	0	= 0	+ 0.0	+ 0
Climb	STR	1	= 1	+ 0.0	+ 0
Concentration	CON	10	= 4	+ 6.0	+ 0
Craft (Untrained)	INT	4	= 4	+ 0.0	+ 0
Diplomacy	CHA	0	= 0	+ 0.0	+ 0
Disguise	CHA	0	= 0	+ 0.0	+ 0
Escape Artist	DEX	4	= 3	+ 1.0	+ 0
Forgery	INT	4	= 4	+ 0.0	+ 0
Gather Information	CHA	0	= 0	+ 0.0	+ 0
Heal	WIS	2	= 2	+ 0.0	+ 0
Hide	DEX	10	= 3	+ 7.0	+ 0
Intimidate	CHA	0	= 0	+ 0.0	+ 0
Jump	STR	10	= 1	+ 7.0	+ 2
Knowledge (Arcana)	INT	8	= 4	+ 4.0	+ 0
Knowledge (Geography)	INT	5	= 4	+ 1.0	+ 0
Knowledge (Local)	INT	5	= 4	+ 1.0	+ 0
Listen	WIS	5	= 2	+ 3.0	+ 0
Move Silently	DEX	5	= 3	+ 2.0	+ 0
Perform	CHA	0	= 0	+ 0.0	+ 0
Ride	DEX	4	= 3	+ 1.0	+ 0
Scry	INT	5	= 4	+ 1.0	+ 0
Search	INT	4	= 4	+ 0.0	+ 0
Sense Motive	WIS	2	= 2	+ 0.0	+ 0
Spellcraft	INT	10	= 4	+ 6.0	+ 0
Spot	WIS	2	= 2	+ 0.0	+ 0
Swim	STR	-6	= 1	+ 0.0	+ -7
Tumble	DEX	12	= 3	+ 7.0	+ 2
Use Rope	DEX	3	= 3	+ 0.0	+ 0
Wilderness Lore	WIS	2	= 2	+ 0.0	+ 0
			=	+	+

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Backpack</b> 3.0 lbs, 1.0 Scroll (Tenser's Floating Disk), 1.0 Scroll (Shocking Grasp), 1.0 Scroll (Mount), 1.0 Spellbook (Wizard's/Blank), 1.0 Scroll (Protection from Evil), 2.0 Scroll (Identify)	Equipped	1.0	2.0	2
<b>Bandoleer</b> 5.75 lbs, 2.0 Bolts (Crossbow/10), 1.0 Potion (Spider Climb), 2.0 Potion (Remove Paralysis), 3.0 Alchemist's Fire (Flask)	Equipped	1.0	0.5	0.5
<b>Bolts (Crossbow/10)</b>	Bandoleer	3.0	1.0	1
<b>Crossbow (Light/Masterwork)</b>	Warhorse (Light)	1.0	6.0	335.0
<b>Feed (Per Day)</b>	Warhorse (Light)	5.0	10.0	0.02
<b>Flurry of Blows</b>	Carried	1.0	0.0	0
<b>Outfit (Monk's)</b>	Equipped	1.0	2.0	5
<b>Pouch (Spell Component)</b>	Equipped	6.0	3.0	5
<b>Quarterstaff</b>	Warhorse (Light)	1.0	4.0	0
<b>Saddle (Military)</b>	Warhorse (Light)	1.0	40.0	20
<b>Scroll (Identify)</b>	Backpack	2.0	0.0	125
<b>Scroll (Mount)</b>	Backpack	1.0	0.0	25
<b>Scroll (Protection from Evil)</b>	Backpack	1.0	0.0	25
<b>Scroll (Shocking Grasp)</b>	Backpack	1.0	0.0	25
<b>Scroll (Tenser's Floating Disk)</b>	Backpack	1.0	0.0	25
<b>Warhorse (Light)</b> 100.0 lbs, 0.0 Quarterstaff, 0.0 Crossbow (Light/Masterwork), 0.0 Saddle (Military), 0.0 Feed (Per Day)		1.0	0.0	150
<b>Blanket (Winter)</b>		1.0	3.0	0.5
<b>Chain</b>	Carried	1.0	5.0	5
<b>Sai</b>	Carried	1.0	2.0	1
<b>Bolas (2-Ball)</b>	Carried	1.0	2.0	5
<b>Unarmed Strike</b>	Carried	1.0	0.0	0
<b>Spellbook (Wizard's/Blank)</b>	Backpack	1.0	3.0	15
<b>Spellbook, leather-bound, A0003</b>		1.0	3.0	15
<b>Ring (SM0003, Feather Falling)</b> (Ring)		1.0	0.0	2200
<b>Alchemist's Fire (Flask)</b>	Bandoleer	3.0	1.25	20
<b>Potion (Spider Climb)</b>	Bandoleer	1.0	0.0	50
<b>Potion (Remove Paralysis)</b>	Bandoleer	2.0	0.0	750
<b>TOTAL WEIGHT CARRIED/VALUE</b>			38.25 lbs	4747.1 gp

TEMPLATES
FRCS Regions
Charges

WEIGHT ALLOWANCE			
Light	43.0	Medium	86.0
		Heavy	130.0

### MONEY

### MAGIC

### SPECIAL ABILITIES

Summon Familiar
Stunning Attack 3/day
Stunning Attack DC (13)
Evasion
Flurry of Blows
Still Mind

### FEATS

Blind-Fight	In melee you can re-roll miss due to concealment.
Deflect Arrows	Once per round you can deflect a ranged weapon with a free hand.
Dodge	You can receive a +1 dodge AC bonus against any designated opponent
Exotic Weapon Proficiency	You attack with the specified weapon normally. Non-proficiency attacks are made at -4.
Improved Unarmed Strike	You are considered armed even when unarmed.
Marital Weapon Proficiency	You attack with this specific weapon normally, non-proficiency incurs a -4 to hit penalty.
Mobility	You get a +4 dodge bonus against Attacks of Opportunity caused when you move.
Point Blank Shot	You get a +1 to hit and damage with ranged weapons within 30 feet
Scribe Scroll	You can scribe a scroll.
Stunning Fist	If you hit an opponent, foe must make fortitude check or be stunned for 1 round

### PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Shuriken, Siangham, Sling, Unarmed Strike

### LANGUAGES

Chondathan, Common, Draconic, Elven, Gnome, Halruaan, Literacy, Sylvan

# Wizard

## Level 0 - 3 per day, Save DC14

RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level

Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance	Source
□□□□ Acid Splash	Conjuration	One missile of acid	Close	1 action	Instantaneous	V S	None	Yes	p.76
□□□□ Arcane Mark	Universal	one mark	Touch	1 action	Permanent	V S	None	No	p.176
□□□□ Dancing Lights	Evocation	up to 4 lights within 10' radius	Medium	1 action	1 minute	V S	None	No	p.190
□□□□ Daze	Enchantment	One person	Close	1 action	1 round	V S M	Will negates	Yes	p.191
□□□□ Detect Magic	Universal	Quarter Circle	60 feet	1 action	Concentration up to 1 minute/level (D)	V S	None	No	p.193
□□□□ Detect Poison	Divination	one creature object or 5' cube	Close	1 action	Instantaneous/10 minutes per target HD	V S	None	No	p.193
□□□□ Disrupt Undead	Necromancy	Ray	Close	1 action	Instantaneous	V S	None	Yes	p.197
□□□□ Electric Jolt	Evocation	One creature or object	Close	1 action	Instantaneous	V S	None	Yes	p.91
□□□□ Flare	Evocation	Burst of light	Close	1 action	Instantaneous	V	Fortitude negates	Yes	p.206
□□□□ Ghost Sound	Illusion	Illusory sounds	Close	1 action	1 round/level (D)	V S M	Will disbelief	No	p.209
□□□□ Horizikaul's Cough	Evocation	One creature or object	Close	1 action	Instantaneous	V S	Will partial	Yes	p.101
□□□□ Launch Bolt	Transmutation	One crossbow bolt in your possession	Medium	1 action	Instantaneous	V S	None	No	p.105
□□□□ Light	Evocation	Object touched	Touch	1 action	10 minutes/level (D)	V M DF	None	No	p.222
□□□□ Mage Hand	Transmutation	Nonmagical, unattended object weighing up to 5lb	Close	1 action	Concentration	V S	None	No	p.223
□□□□ Mending	Transmutation	One object of up to 1 pound	10 feet	1 action	Instantaneous	V S	Will negates (Harmless object)	Yes (Harmless object)	p.227
□□□□ Open/Close	Transmutation	Portal or object that can be opened or closed	Close	1 action	Instantaneous	V S F	Will negates (object)	Yes (object)	p.233
□□□□ Prestidigitation	Universal	Special	10 feet	1 action	1 hour	V S	None	No	p.238
□□□□ Ray of Frost	Conjuration	Ray	Close	1 action	Instantaneous	V S	None	Yes	p.243
□□□□ Read Magic	Universal	You	Personal	1 action	10 minutes/level	V S F	None	No	p.243
□□□□ Repair Minor Damage	Transmutation	Repair 1 point of damage to a construct	Touch	1 action	Instantaneous	V S	None	Yes (harmless)	p.96
□□□□ Resistance	Abjuration	Creature touched	Touch	1 action	1 minute	V S M DF	Will negates (Harmless)	Yes (Harmless)	p.245
□□□□ Silent Portal	Illusion	Any single portal	Close	1 action	1 hour/level	S	Will negates (object)	Yes (object)	p.117

## Level 1 - 2 per day, Save DC15

RANGE - Close: 25' + 5/2 Levels Medium: 100' + 10'/Level Long: 400' + 40'/Level

Name	School	Effect	Range	Time	Duration	Comp.	Saving Throw	Spell Resistance	Source
□□□□ Charm Person	Enchantment	One person	Close	1 action	1 hour/level	V S	Will negates	Yes	p.183
□□□□ Color Spray	Illusion	Cone	Close	1 action	Instantaneous	V S M	Will negates	Yes	p.185
□□□□ Enlarge	Transmutation	One creature or object/level	Close	1 action	1 minute/level	V S M	Fortitude negates	Yes	p.200
□□□□ Expeditious Retreat	Transmutation	You	Personal	1 action	1 minute/level (D)	V S	None	No	p.202
□□□□ Feather Fall	Transmutation	Any free falling object or creature in 10' radius	Close	Special	until landing or 1 round/level	V	Will negates (object)	Yes (object)	p.203
□□□□ Identify	Divination	Up to 1 touched object/level	Touch	8 hours	Instantaneous	V S M DF	None	No	p.216
□□□□ Mage Armor	Conjuration	Creature touched	Touch	1 action	1 hour/level (D)	V S F	Will negates (Harmless)	Yes (Harmless)	p.223
□□□□ Magic Missile	Evocation	Up to 5 targets within 15'	Medium	1 action	Instantaneous	V S	None	Yes	p.224
□□□□ Magic Weapon	Transmutation	Weapon touched	Touch	1 action	1 minute/level	V S DF	Will negates (Harmless)	Yes (Harmless)	p.225
□□□□ Obscuring Mist	Conjuration	Cloud centered on you spreads 30 ft and is 20 ft high	30 feet	1 action	1 minute/level	V S	None	No	p.233
□□□□ Shield	Abjuration	You	Personal	1 action	1 minute/level (D)	V S	None	No	p.251
□□□□ Silent Image	Illusion	Visual figment that cannot extend beyond 4 10' cubes + 1 10' cube/level (S)	Long	1 action	Concentration	V S F	Will disbelief	No	p.252

# Gunji

Human

RACE

22

AGE

Male

GENDER

Normal

VISION

Lawful Neutral

ALIGNMENT

Right

DOMINANT HAND

5' 11"

HEIGHT

165 lbs

WEIGHT

Green

EYE COLOR

Brown

SKIN COLOR

Yellow

HAIR COLOR

mohawk

HAIR LENGTH

Crowds

PHOBIAS

Birthmark even tempered

PERSONALITY TRAITS

Arcane Lore

INTERESTS

Direct, Would you like it regular or extra crispy?

SPOKEN STYLE

RESIDENCE

LOCATION

Halruaa

REGION

# Description

FantasyHumanMale\*Gunji, Mnk1/Wiz1\* <BR>

Skin:1,10,0,13,25,30,100,0,0,0,50,80,100;<BR>

Eyes:2,0,0,0,77,99,100,0,0,0,77,99,100;<BR>

Eyebrows:6,75,0,0,0,0,100,75,0,0,0,100;<BR>

Nose:6,75,0,0,0,0,100,75,0,0,0,100;<BR>

Mouth:13,75,0,0,0,0,100,75,0,0,0,100;<BR>

Hair:7,0,0,0,0,75,100,75,0,0,0,100;<BR>

Beard:1,0,60,0,0,100,100,75,0,0,0,100;<BR>

Helmet:1,75,0,0,0,0,100,75,0,0,0,100;<BR>

Undershirt:3,0,0,0,77,99,100,0,0,0,0,75,100;<BR>

Coat:7,0,20,30,50,87,100,0,0,0,0,75,100;<BR>

Gloves:1,0,0,0,0,75,100,0,0,0,0,75,100;<BR>

Leggings:5,0,60,0,0,100,100,75,0,0,0,100;<BR>

Pants:6,0,40,0,0,100,100,75,0,0,0,100;<BR>

Belt:2,0,60,0,0,100,100,0,0,0,0,75,100;<BR>

Footwear:3,0,50,0,80,80,100,0,20,0,0,0,100;<BR>

Weapon:10,0,100,0,0,0,100,0,30,0,50,80,100;<BR>

Shield:1,0,30,0,50,80,100,0,35,0,10,25,100;<BR>

Back:1,0,20,30,50,87,100,75,0,0,0,0,100;#<BR>

# Biography

4/7, 300xp;

4/21, 200+50xp;

4/28, 300xp; 4375

5/5, 300xp; 4675

5/12, 225xp; 4900

6/9, 2340xp; 7240

6/30, 400xp; 7640

7/7, 500xp; 8140

7/21, 720xp; 8860

7/28, 420xp; 9280

8/4, (225xp); 9505

8/11, 940xp; 10445