

| | | | |
|------------------|----------------------|--------------|-----------------------|
| Gunji | Frank Edwards | Azuth | Lawful Neutral |
| NAME | PLAYERNAME | DEITY | ALIGNMENT |
| Wiz1 Mnk4 | 12719 | Human | Medium |
| CLASS | EXPERIENCE | RACE | SIZE |
| 5 | 15000 | 22 | Male |
| LEVEL | NEXT LEVEL | AGE | GENDER |
| | | | |
| | | 5'11" | 165 lbs |
| | | HEIGHT | WEIGHT |
| | | Green | Yellow, mohawk |
| | | EYES | HAIR |
| | | | 0 |
| | | | POINTS |

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

| | | | | | |
|-------------------------------|-----------|--------------|---------------|--------------|---------------|
| HP hit points | 45 | TOTAL | | | |
| AC armor class | 15 | TOTAL | | | |
| | | 10 | 0 | 0 | 3 |
| | | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER |
| INITIATIVE modifier | +3 | +3 | +0 | | |
| | TOTAL | DEX MODIFIER | MISC MODIFIER | | |
| BASE ATTACK bonus | +3 | | | | |

| | | | | | | | |
|--------------------------|-----------------------|--|-------------------------|---------------------|----------------------|---------------------|------------------|
| WOUNDS/CURRENT HP | SUBDUAL DAMAGE | | DAMAGE REDUCTION | HIT DIE TYPE | SPEED | | |
| | | | | | Walk 40' | | |
| | | | | | 0 | 0 | |
| | | | | | ARCANE SPELL FAILURE | ARMOR CHECK PENALTY | SPELL RESISTANCE |

| | | | | | | | |
|------------------------------------|--------------|------------------|-------------------------|-----------------------|----------------------|----------------------|------------------------------|
| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC MODIFIER | TEMP MODIFIER | conditional modifiers |
| FORTITUDE (constitution) | +8 | +4 | +4 | +0 | +0 | | |
| REFLEX (dexterity) | +7 | +4 | +3 | +0 | +0 | | |
| WILL (wisdom) | +8 | +6 | +2 | +0 | +0 | | |

| | | | | | | |
|-------------------------------|--------------|--------------------------|---------------------|----------------------|----------------------|----------------------|
| MELEE attack bonus | TOTAL | BASE ATTACK BONUS | STR MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP MODIFIER |
| RANGED attack bonus | +6 | +3 | +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) | +7 | 1d8 | 19-20/x2 | Both | 80' | P | S |
| Flurry of Blows | +2/+2 | 1d8+1 | 20/x2 | Primary | 0' | B | T |
| Quarterstaff | +0;-4 | 1d6+1/1d6 | 20/x2/2 | Both | 0' | B/B | L |
| Quarterstaff (Head 1 only) | +4 | 1d6+1 | 20/x2 | Both | 0' | B | L |
| Quarterstaff (Head 2 only) | +4 | 1d6+1 | 20/x2 | Both | 0' | B | L |
| Chain | -4;-8 | 1d6+1/1d6 | 20/x2/2 | Both | 0' | B/B | L |
| Chain (Head 1 only) | +0 | 1d6+1 | 20/x2 | Both | 0' | B | L |
| Chain (Head 2 only) | +0 | 1d6+1 | 20/x2 | Both | 0' | B | L |
| Sai | +4 | 1d4+1 | 20/x2 | Primary | 0' | B | S |
| Bolas (2-Ball) | +2 | 1d4 | 20/x2 | Neither | 10' | B | S |
| Unarmed Strike | +4 | 1d8+1 | 20/x2 | Neither | 0' | B | T |

AMMUNITION

| | | | |
|---------------------------|-----------|-----------|--|
| Bolts (Crossbow/10) (3.0) | □□□□ □□□□ | | |
| | □□□□ □□□□ | | |
| | □□□□ □□□□ | □□□□ □□□□ | |
| | □□□□ □□□□ | □□□□ □□□□ | |

| 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 | 11 | = 4 | + 7.0 | + 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 | 3 | = 3 | + 0.5 | + 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 | -5 | = 1 | + 0.0 | + -6 |
| 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 |
| Backpack | Equipped | 1.0 | 2.0 | 2 |
| <small>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)</small> | | | | |
| Bandoleer | Equipped | 1.0 | 0.5 | 0.5 |
| <small>2.0 lbs, 2.0 Bolts (Crossbow/10)</small> | | | | |
| Bolts (Crossbow/10) | Bandoleer | 3.0 | 1.0 | 1 |
| Crossbow (Light/Masterwork) | Warhorse (Light) | 1.0 | 6.0 | 335.0 |
| Feed (Per Day) | Warhorse (Light) | 5.0 | 10.0 | 0.02 |
| Flurry of Blows | Carried | 1.0 | 0.0 | 0 |
| Outfit (Monk's) | Equipped | 1.0 | 2.0 | 5 |
| Pouch (Spell Component) | Equipped | 6.0 | 3.0 | 5 |
| Quarterstaff | Warhorse (Light) | 1.0 | 4.0 | 0 |
| Saddle (Military) | Warhorse (Light) | 1.0 | 40.0 | 20 |
| Scroll (Identify) | Backpack | 2.0 | 0.0 | 125 |
| Scroll (Mount) | Backpack | 1.0 | 0.0 | 25 |
| Scroll (Protection from Evil) | Backpack | 1.0 | 0.0 | 25 |
| Scroll (Shocking Grasp) | Backpack | 1.0 | 0.0 | 25 |
| Scroll (Tenser's Floating Disk) | Backpack | 1.0 | 0.0 | 25 |
| Warhorse (Light) | | 1.0 | 0.0 | 150 |
| <small>103.0 lbs, 0.0 Quarterstaff, 0.0 Crossbow (Light/Masterwork), 0.0 Blanket (Winter), 0.0 Saddle (Military), 0.0 Feed (Per Day)</small> | | | | |
| Blanket (Winter) | Warhorse (Light) | 1.0 | 3.0 | 0.5 |
| Chain | Carried | 1.0 | 5.0 | 5 |
| Sai | Carried | 1.0 | 2.0 | 1 |
| Bolas (2-Ball) | Carried | 1.0 | 2.0 | 5 |
| Unarmed Strike | Carried | 1.0 | 0.0 | 0 |
| Spellbook (Wizard's/Blank) | Backpack | 1.0 | 3.0 | 15 |
| Spellbook, leather-bound, A0003 | | 1.0 | 3.0 | 15 |
| Potion (Remove Paralysis) | Carried | 2.0 | 0.0 | 750 |
| Potion (Spider Climb) | Carried | 1.0 | 0.0 | 50 |
| Wand (Light) | Carried | 1.0 | 0.0 | 375 |
| Wand (Magic Missile/3rd Level Caster) | Carried | 1.0 | 0.0 | 2250 |
| TOTAL WEIGHT CARRIED/VALUE | | 34.5 lbs | | 5112.1 gp |

| WEIGHT ALLOWANCE | | | |
|------------------|------|--------|-------|
| Light | 43.0 | Medium | 86.0 |
| | | Heavy | 130.0 |

MONEY
Put 1000gp on layaway towards Boots of Striding & Springing on 10/2/1372; agreed to hold product for 45 days.

MAGIC

SPECIAL ABILITIES

Summon Familiar

Evasion

Flurry of Blows

Still Mind

Slow Fall (20 ft.)

FEATS

Blind-Fight In melee you can re-roll miss due to concealment.

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.

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.

PROFICIENCIES

Butterfly Sword, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Javelin, Jitte, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Tonfa, Unarmed Strike

LANGUAGES

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

TEMPLATES

FRCS Regions

COMPANIONS

Dwarven smith had tools we are to recover. Dwarves were overrun by orcs. Harold (?) going north on horse. Bought 5# flour, 20-30# feed for horse. We're in gorge heading north, not quite to Haunted Hills. Xine, Harmon, Marvin, H, Sextist, Marno, Clintus. Pygar will fly to keep track of Fred as he runs away. Snowstorm for 3 days; held up under cover during storm. On road to area with smoke; orcs passed by last night - Gunji wanted to pour water on the road. :-)

Charges

Wand (Light)

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Wand (Magic Missile/3rd Level Caster)

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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, Mnk3/Wiz1*

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

Eyes:2,0,0,0,77,99,100,0,0,0,77,99,100;

Eyebrows:6,75,0,0,0,0,100,75,0,0,0,100;

Nose:6,75,0,0,0,0,100,75,0,0,0,100;

Mouth:13,75,0,0,0,0,100,75,0,0,0,100;

Hair:7,0,0,0,0,75,100,75,0,0,0,100;

Beard:1,0,60,0,0,100,100,75,0,0,0,100;

Helmet:1,75,0,0,0,0,100,75,0,0,0,100;

Undershirt:3,0,0,0,77,99,100,0,0,0,0,75,100;

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

Gloves:1,0,0,0,0,75,100,0,0,0,0,75,100;

Leggings:5,0,60,0,0,100,100,75,0,0,0,100;

Pants:6,0,40,0,0,100,100,75,0,0,0,100;

Belt:2,0,60,0,0,100,100,0,0,0,0,75,100;

Footwear:3,0,50,0,80,80,100,0,20,0,0,0,100;

Weapon:10,0,100,0,0,0,100,0,30,0,50,80,100;

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

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

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

8/18, 280xp; 10725

9/8, 588xp/2; 11019

9/15, 900xp; 11919

9/22, 800xp; 12719

Erky Timbers, gnome

Belak, gnoll