

Welby Greenbottle

NAME
Rog2 Sor14 Min2 162200
 CLASS EXPERIENCE
18 171000
 LEVEL NEXT LEVEL

Hojo

PLAYERNAME
Sea Halfling **Small**
 RACE SIZE
24 **Male**
 AGE GENDER

None

DEITY
0'0" **0 lbs**
 HEIGHT WEIGHT
Spells 5, 6, 7,
 HAIR EYES

Neutral Good

ALIGNMENT
Normal
 VISION
0
 POINTS

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP SCORE	TEMP MODIFIER
STR Strength	9	-1		
DEX Dexterity	15	+2		
CON Constitution	17	+3		
INT Intelligence	13	+1		
WIS Wisdom	13	+1		
CHA Charisma	31	+10		

HP hit points **96**

AC armor class **19** = **10** + **0** + **0** + **2** + **1** + **2** + **-2**

TOTAL WOUNDS/CURRENT HP SUBDUAL DAMAGE

ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR MISC MODIFIER TOUCH AC MISS CHANCE

INITIATIVE modifier **+6** = **+2** + **+4**

TOTAL DEX MODIFIER MISC MODIFIER

BASE ATTACK bonus **+9/+4**

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMP MODIFIER	conditional modifiers
FORTITUDE (constitution)	+11	+7	+3	+0	+1		
REFLEX (dexterity)	+10	+7	+2	+0	+1		
WILL (wisdom)	+14	+12	+1	+0	+1		

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP MODIFIER
MELEE attack bonus	+9/+4	+9/+4	-1	+1		
RANGED attack bonus	+12/+7	+9/+4	+2	+1		

WEAPON	+HIT	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
Dagger +2	+11/+6	1d4+1	19-20/x2	Primary	0'	P	T
Dagger +2 (Thrown)	+15/+10	1d4+1	19-20/x2	Primary	10'	P	T
Lesser Rod of Tentacles +3	+12/+7	6d1+2	20/x2	Primary	0'	B	S

SHIELD	TYPE	AC	CHECK	SPELL FAILURE
*Buckler +1 (Command)	Shield	+2	+0	5

gives bonus to charisma and will saves

ITEMS	AC
*Amulet of Natural Armor +2	+2
*Bracers of Armor +2	+2

AMMUNITION

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SPEED
Walk 20'

ARCANE SPELL FAILURE ARMOR CHECK PENALTY SPELL RESISTANCE

5 **0** **0**

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
				RANKS	MISC MODIFIER
Appraise	INT	2	= 1 + 1.0	+ 0	
Balance	DEX	4	= 2 + 0.0	+ 2	
Bluff	CHA	30	= 10 + 14.0	+ 6	
Climb	STR	1	= -1 + 0.0	+ 2	
Concentration	CON	18	= 3 + 15.0	+ 0	
Decipher Script	INT	2	= 1 + 1.0	+ 0	
Diplomacy	CHA	20	= 10 + 6.0	+ 4	
Disable Device	INT	2	= 1 + 1.0	+ 0	
Disguise	CHA	11	= 10 + 1.0	+ 0	
Escape Artist	DEX	5	= 2 + 3.0	+ 0	
Forgery	INT	2	= 1 + 1.0	+ 0	
Gather Information	CHA	12	= 10 + 2.0	+ 0	
Heal	WIS	1	= 1 + 0.0	+ 0	
Hide	DEX	3	= 2 + 3.0	+ -2	
Intimidate	CHA	16	= 10 + 4.0	+ 2	
Jump	STR	13	= -1 + 0.0	+ 14	
Knowledge (Arcana)	INT	4	= 1 + 3.0	+ 0	
Listen	WIS	5	= 1 + 0.0	+ 4	
Literacy		1	= -5 + 1.0	+ 5	
Move Silently	DEX	7	= 2 + 3.0	+ 2	
Open Lock	DEX	3	= 2 + 1.0	+ 0	
Perform	CHA	10	= 10 + 0.0	+ 0	
Read Lips	INT	2	= 1 + 1.0	+ 0	
Ride	DEX	2	= 2 + 0.0	+ 0	
Scry	INT	2	= 1 + 1.0	+ 0	
Search	INT	5	= 1 + 4.0	+ 0	
Sense Motive	WIS	6	= 1 + 5.0	+ 0	
Speak Language(Dwarven)		1	= -5 + 1.0	+ 5	
Spellcraft	INT	2	= 1 + 1.0	+ 0	
Spot	WIS	3	= 1 + 0.0	+ 2	
Swim	STR	-1	= -1 + 0.0	+ 0	
Tumble	DEX	7	= 2 + 5.0	+ 0	
Use Magic Device	CHA	14	= 10 + 4.0	+ 0	
Use Rope	DEX	2	= 2 + 0.0	+ 0	
Wilderness Lore	WIS	1	= 1 + 0.0	+ 0	
Craft (Untrained)	INT	1	= 1 + 0.0	+ 0	

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Outfit (Traveler's/Small)	Equipped	0	1.25	0
Thieves' Tools	Carried	1	1	30
Dagger +2	Carried	1	1	8302
Wand (Magic Missile/Sorcerer/3rd)	Backpack	1	0	1440
Crabby (Familiar (Toad))	Equipped	1	0	100
Case (Map or Scroll) 0.0 lbs, 1.0 Scroll (Animal Messenger/Druid/3rd)	Backpack	1	0.5	1
Pirate Hat with Big Feather (Headband)	Carried	1	0	0
Lt. Pirate Uniform Pirate Uniform	Backpack	1	2.5	75
Sewing Needle	Backpack	5	0	0.5
Backpack 4.0 lbs, 1.0 Rations (Trail/Per Day), 1.0 Case (Map or Scroll), 1.0 Potion (Cure Light Wounds), 1.0 Quiver of Pens, 1.0 Potion (Blur), 1.0 Wand (Fireball/Wizard/5th), 1.0 Potion (Jump), 2.0 Incense of Dreaming, 1.0 Potion (Glibness), 1.0 Lt. Pirate Uniform, 5.0 Sewing Needle, 1.0 Potion (Cure Moderate Wounds), 1.0 Wand (Magic Missile/Sorcerer/3rd), 1.0 Potion (Levitate), 1.0 Wand (Arcane Lock/Wizard/3rd), 1.0 Torch of Revealing, 2.0 Potion (Sneaking), 1.0 Wand (Shatter/Wizard/3rd)	Carried	1	2	2
Quiver of Pens (Pen (Ink))	Backpack	1	0	1
Ring of Light (Ring)	Carried	1	0	1000
Talking Ring (Ring (Spell Effect (Use Activated)) (SPELLNAME[Magic Mouth][CASTER[Wizard]SPELLTYPE[Arcane]SPELLLEVEL[2][CASTERLEVEL[3]]]))	Carried	1	0	0
Scroll (Animal Messenger/Druid/3rd)	Case (Map or Scroll)	1	0	150
Potion (Sneaking)	Backpack	2	0	150
Potion (Jump)	Backpack	1	0	50
Rations (Trail/Per Day)	Backpack	1	1	0.5
Potion (Blur)	Backpack	1	0	300
Potion (Cure Light Wounds)	Backpack	1	0	50
Potion (Cure Moderate Wounds)	Backpack	1	0	300
Potion (Levitate)	Backpack	1	0	300
Potion (Glibness)	Backpack	1	0	500
Torch of Revealing	Backpack	1	0	0
Incense of Dreaming	Backpack	2	0	0
Cloak of Charisma +2	Equipped	1	1	4000
Wand (Shatter/Wizard/3rd)	Backpack	1	0	900
Torc of Animal Speech Wearer can use Speak with Animals at will.	Carried	1	1	12000
Wand (Arcane Lock/Wizard/3rd)	Backpack	1	0	990
Wand (Fireball/Wizard/5th)	Backpack	1	0	2025
Buckler +1 (Command) gives bonus to charisma and will saves	Equipped	1	5	9165
Ring (Spell Turning)	Equipped	1	0	150000
Boots of Striding and Springing	Equipped	1	1	6000
Lesser Rod of Tentacles +3 (Rod +3)	Carried	1	3	18300
Helm of Protection +2 (Headband (Deflection Bonus (+2))), grants a Deflection bonus to armor class	Equipped	1	0	8000
Amulet of Natural Armor +2	Equipped	1	0	8000
Bracers of Armor +2	Equipped	1	1	4000
TOTAL WEIGHT CARRIED/VALUE		22.0 lbs		236384.0 gp

WEIGHT ALLOWANCE					
Light	22.0	Medium	44.0	Heavy	67.0

MONEY
Coin (Gold): 100

MAGIC

SPECIAL ABILITIES
+1 on all saves
+2 morale bonus vs fear
+1 to hit with thrown weapons
Sneak Attack +1d6
Evasion
Summon Familiar
Skill boost
Telepathy (Su)
Suggestion
Bonus Caster Level for Sorcerer

FEATS
Alertness

Armor Proficiency (Light) (1x)
Exotic Weapon Proficiency
Improved Initiative
Leadership
Martial Weapon Proficiency
Point Blank Shot
Precise Shot
Silent Spell
Simple Weapon Proficiency
Skill Boost (Bluff)
Spell Focus (Illusion)

PROFICIENCIES

Agony Touch Con, Agony Touch Dex, Agony Touch Str, Blowgun, Club, Corrupting Touch, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dagger (Thrown), Dart, Enervating Touch, Freezing Touch, Gauntlet, Gauntlet (Spiked), Halfspear, Javelin, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Rod, Sap, Shortbow, Shortbow (Composite), Shortspear, Shriveling Touch Con, Shriveling Touch Dex, Shriveling Touch Str, Sickle, Sling, Sword (Short), Unarmed Strike, Unarmed Strike (Non-Monk)

LANGUAGES

Common, Dwarven, Elven, Halfling

TEMPLATES

Charges

Wand (Magic Missile/Sorcerer/3rd) 32 Charges
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 Wand (Shatter/Wizard/3rd) 10 Charges
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 Wand (Arcane Lock/Wizard/3rd) 11 Charges
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 Wand (Fireball/Wizard/5th) 9 Charges
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Sorcerer

Level 0 - 6 per day, Save DC20

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
□□□□□ Arcane Mark	Universal	one mark	Touch	1 action	Permanent	V S	None	No	WoTC - C p.176
□□□□□ Detect Magic	Universal	Quarter Circle	60 feet	1 action	Concentration up to 1 minute/level (D)	V S	None	No	WoTC - C p.193
□□□□□ Ghost Sound	Illusion	Illusory sounds	Close	1 action	1 round/level (D)	V S M	Will disbelief	No	WoTC - C p.209
□□□□□ Mage Hand	Transmutation	Nonmagical, unattended object weighing up to 5lb	Close	1 action	Concentration	V S	None	No	WoTC - C 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)	WoTC - C p.227
□□□□□ Mind Lapse	Illusion	One creature	Close	1 action	1 round	V S	Will disbelief	No	WoTC - C p.228
□□□□□ Prestidigitation	Universal	Special	10 feet	1 action	1 hour	V S	None	No	WoTC - C p.238
□□□□□ Ray of Frost	Conjuration	Ray	Close	1 action	Instantaneous	V S	None	Yes	WoTC - C p.243
□□□□□ Read Magic	Universal	You	Personal	1 action	10 minutes/level	V S F	None	No	WoTC - C p.243

Level 1 - 9 per day, Save DC21

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
□□□□□ Color Spray	Illusion	Cone	Close	1 action	Instantaneous	V S M	Will negates	Yes	WoTC - C p.185
□□□□□ Grease	Conjuration	One object or a 10' x 10' square	Close	1 action	1 round/level (D)	V S M	Special	No	WoTC - C p.210
□□□□□ Magic Missile	Evocation	Up to 5 targets within 15'	Medium	1 action	Instantaneous	V S	None	Yes	WoTC - C p.224
□□□□□ Shield	Abjuration	You	Personal	1 action	1 minute/level (D)	V S	None	No	WoTC - C p.251
□□□□□ Tenser's Floating Disk	Evocation	3' diameter disk of force	Close	1 action	1 hour/level	V S M	None	No	WoTC - C p.265

Level 2 - 9 per day, Save DC22

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
□□□□□ Alter Self	Transmutation	You	Personal	1 action	10 minutes/level (D)	V S	None	No	WoTC - C p.172
□□□□□ Bull's Strength	Transmutation	one creature touched	Touch	1 action	1 hour/level	V S M DF	Will negates (Harmless)	Yes (Harmless)	WoTC - C p.181
□□□□□ Eagle's Splendor	Transmutation	Creature touched	Touch	1 action	1 hour/level	V S M/DF	Will negates (harmless)	Yes (harmless)	WoTC-FRC p.88
□□□□□ Glitterdust	Conjuration	Creatures and objects within 10' spread	Medium	1 action	1 round/level	V S M	Will negates	Yes	WoTC - C p.209
□□□□□ Shatter	Evocation	3 ft radius spread; or one solid object or one crystalline creature	Close	1 action	Instantaneous	V S M DF	None	Will negates (object) or Fortitude half	WoTC - C p.250

Level 3 - 8 per day, Save DC23

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
□□□□□ Dispel Magic	Abjuration	One spellcaster, creature or object or 30' radius	Medium	1 action	Instantaneous	V S	None	No	WoTC - C p.196
□□□□□ Fly	Transmutation	Creature touched	Touch	1 action	10 minutes/level	V S F DF	None	Yes (Harmless)	WoTC - C p.206
□□□□□ Haste	Transmutation	One creature	Close	1 action	1 round/level	V S M	Fortitude negates (Harmless)	Yes (Harmless)	WoTC - C p.212
□□□□□ Slow	Transmutation	One creature/level within 30'	Close	1 action	1 round/level	V S M	Will negates	Yes	WoTC - C p.253

Level 4 - 8 per day, Save DC24

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 Monster	Enchantment	One living creature	Close	1 action	1 day/level	V S	Will negates	Yes	WoTC - C p.183
□□□□□ Improved Invisibility	Illusion	You or creature touched	Touch	1 action	one minute/level (D)	V S	Will negates (Harmless)	Yes (Harmless)	WoTC - C p.217
□□□□□ Mass Darkvision	Transmutation	As Darkvision spell except effecting all creatures in range at the time of casting	10 feet	1 action	1 hour/level	V S M	None	Yes (harmless)	WoTC - T p.93
□□□□□ Polymorph Self	Transmutation	PHB spell description now superceded by p.95	Personal	1 action	1 hour/level	V	None	No	WoTC - T p.95

Level 5 - 8 per day, Save DC25

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
□□□□□ Hold Monster	Enchantment	One living creature	Medium	1 action	1 round/level (D)	V S M DF	Will negates	Yes	WoTC - C p.214
□□□□□ Shadow Evocation	Illusion	Special	Special	1 action	Special	V S	Will disbelief	Yes	WoTC - C p.250
□□□□□ Telekinesis	Transmutation	Special	Long	1 action	Concentration or Instantaneous	V S	Will negates (object)	Yes (object)	WoTC - C p.264

Level 6 - 8 per day, Save DC26

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
□□□□□ Mass Suggestion	Enchantment	One creature/level within 30'	Medium	1 action	1 hour/level or until completed	V M	Will negates	Yes	WoTC - C p.226
□□□□□ Shades	Illusion	Special	Special	1 action	Special	V S	Will disbelief	No	WoTC - C p.249

Level 7 - 5 per day, Save DC27

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
□□□□□ Teleport without Error	Transmutation	You and touched objects or willing creatures weighing up to 50lb/level	Personal	1 action	Instantaneous	V	None and Will negates (object)	No and Yes (object)	WoTC - C p.265