

**Tizoc**  
 NAME  
 Rog2 Wiz4 18673  
 CLASS EXPERIENCE  
 6 21000  
 Character Level NEXT LEVEL

**Tere**  
 PLAYERNAME  
 Half-Elf Medium 5' 9" 198 lbs.  
 RACE SIZE HEIGHT WEIGHT  
 22 Male  
 AGE GENDER  
 DEITY  
 EYES HAIR

Chaotic Good  
 ALIGNMENT  
 Low-light  
 VISION  
 124  
 POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	10	+0	10	+0	10	+0
<b>DEX</b> Dexterity	18	+4	18	+4	18	+4
<b>CON</b> Constitution	14	+2	14	+2	14	+2
<b>INT</b> Intelligence	18	+4	18	+4	18	+4
<b>WIS</b> Wisdom	15	+2	15	+2	15	+2
<b>CHA</b> Charisma	12	+1	12	+1	12	+1
<b>APP</b> Appearance	16	+3	16	+3	16	+3

<b>HP</b> hit points	41	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED Walk 30 ft.			
<b>AC</b> armor class	16	12	14	10	2	0	4	0	0	0	
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	MISC
<b>INITIATIVE</b> modifier		TOTAL		DEX MODIFIER	MISC MODIFIER						
<b>BASE ATTACK</b> bonus		+3									

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+3	+1	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+8	+4	+4	+0	+0	+0		
<b>WILL</b> (wisdom)	+6	+4	+2	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+3	+3	+0	+0	+0	+0	
<b>RANGED</b> attack bonus	+7	+3	+4	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+3	+3	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5	1d3	20/x2	5 ft.

*Masterwork Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	PS	M	19-20/x2	5 ft.
	To Hit					
1H-P	+6				+0	1d4
1H-O	+2				+2	1d4
2H	+6				-2	1d4
	Dam					
10 ft.		20 ft.		30 ft.		40 ft.
TH	+10	+8	+6	+4	+2	
Dam	1d4	1d4	1d4	1d4	1d4	1d4

Special Properties  
 \*: weapon is equipped  
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Masterwork Leather	Light	+2	+6	+0	10

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5	MISC MODIFIER
✓ Appraise	INT	6	= 4 + 2.0 +			
✓ Balance	DEX	6	= 4 + 2.0 +			
✓ Bluff	CHA	1	= 1 + +			
✓ Climb	STR	4	= 0 + 4.0 +			
✓ Concentration	CON	2	= 2 + +			
✓ Craft (Untrained)	INT	4	= 4 + +			
✓ Diplomacy	CHA	3	= 1 + + 2			
✓ Disable Device	INT	8	= 4 + 4.0 +			
✓ Disguise	CHA	1	= 1 + +			
✓ Escape Artist	DEX	4	= 4 + +			
✓ Forgery	INT	6	= 4 + 2.0 +			
✓ Gather Information	CHA	5	= 1 + 2.0 + 2			
✓ Heal	WIS	2	= 2 + +			
✓ Hide	DEX	8	= 4 + 4.0 +			
✓ Intimidate	CHA	1	= 1 + +			
✓ Jump	STR	0	= 0 + +			
✓ Listen	WIS	3	= 2 + + 1			
✓ Move Silently	DEX	8	= 4 + 4.0 +			
Open Lock	DEX	8	= 4 + 4.0 +			
Perform (String Instruments)	CHA	2	= 1 + 1.0 +			
✓ Ride	DEX	4	= 4 + +			
✓ Search	INT	9	= 4 + 4.0 + 1			
✓ Sense Motive	WIS	2	= 2 + +			
✓ Spot	WIS	7	= 2 + 4.0 + 1			
✓ Survival	WIS	2	= 2 + +			
✓ Swim	STR	0	= 0 + +			
Tumble	DEX	8	= 4 + 4.0 +			
Use Magic Device	CHA	2	= 1 + 1.0 +			
✓ Use Rope	DEX	4	= 4 + +			
			= + +			
			= + +			

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Masterwork Dagger	Equipped	1	1.0	302.0
Masterwork Leather	Equipped	1	15.0	160.0
Outfit (Explorer's)	Equipped	1	8.0	0.0
TOTAL WEIGHT CARRIED/VALUE			16 lbs. 462.0 gp	

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

Special Attacks	
<b>Sneak Attack</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
+1d6	

Special Qualities	
<b>Immunity to magic sleep effects</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
<b>+2 racial saving throw bonus against enchantment spells or effects</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
<b>Elven Blood</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document]
<b>Evasion (Ex)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
If subjected to an attack that allows a Reflex save for half damage, you take no damage on a successful save.	
<b>Summon Familiar</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]
<b>Trapfinding</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, ClassesII.rtf]

Feats	
<b>Intuitive Attack</b>	[xxx - Book of Exalted Deeds, p.44]
You fight by faith more than brute strength.	
<b>Armor Proficiency (Light)</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.	
<b>Scribe Scroll</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can create a scroll of any spell that you know.	
<b>Simple Weapon Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You make attack rolls with simple weapons normally.	

PROFICIENCIES
Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Sword (Short), Unarmed Strike

LANGUAGES
Common, Elven

# Wizard Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	4	4	3	0	0	0	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.		None	1 standard	Instantaneous action	Close (35 ft.)	V, S	No	Conjuration (Creation) [Acid] Caster Level: 4	RSRD: SpellsA-B.rtf
□□□□□ Amanuensis <i>Effect:</i> Copy nonmagical text.	14	Will negates (object)	1 standard	40 minutes action	Close (35 ft.)	V, S	Yes (object)	Transmutation Caster Level: 4	splcmp: p.9
□□□□□ Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].		None	1 standard	Permanent action	0 ft.	V, S	No	Universal Caster Level: 4	RSRD: SpellsA-B.rtf
□□□□□ Caltrops <i>Effect:</i> Creates caltrops in 5-ft.-by-5-ft. square, + 5-ft. square/2 levels beyond 1st [max 5].		None	1 standard	4 rounds action	Close (35 ft.)	V, S	No	Conjuration (Creation) Caster Level: 4	splcmp: p.42
□□□□□ Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	1 standard	4 minute [D] action	Medium (140 ft.)	V, S	No	Evocation [Light] Caster Level: 4	RSRD: SpellsD-E.rtf
□□□□□ Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	14	Will negates	1 standard	1 round action	Close (35 ft.)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting] Caster Level: 4	RSRD: SpellsD-E.rtf
□□□□□ Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard	Concentration, up to 4 minutes [D] action	60 ft.	V, S	No	Divination Caster Level: 4	RSRD: SpellsD-E.rtf
□□□□□ Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard	Instantaneous action	Close (35 ft.)	V, S	No	Divination Caster Level: 4	RSRD: SpellsD-E.rtf
□□□□□ Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	1 standard	Instantaneous action	Close (35 ft.)	V, S	Yes	Necromancy Caster Level: 4	RSRD: SpellsD-E.rtf
□□□□□ Electric Jolt <i>Effect:</i> Ranged touch attack deals 1d3 electricity damage.		None	1 standard	Instantaneous action	Close (35 ft.)	V, S	Yes	Evocation [Electricity] Caster Level: 4	splcmp: p.78
□□□□□ Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	14	Fortitude negates	1 standard	Instantaneous action	Close (35 ft.)	V	Yes	Evocation [Light] Caster Level: 4	RSRD: SpellsF-G.rtf
□□□□□ Ghost Sound <i>Effect:</i> Figment sounds.	14	Will disbelief (if interacted with)	1 standard	4 rounds [D] action	Close (35 ft.)	V, S, M	No	Illusion (Figment) Caster Level: 4	RSRD: SpellsF-G.rtf
□□□□□ Launch Bolt <i>Effect:</i> Launches a crossbow bolt up to 80 ft.		None	1 standard	Instantaneous action	Touch	V, S, M	No	Transmutation Caster Level: 4	splcmp: p.130
□□□□□ Launch Item <i>Effect:</i> Hurls Fine item up to Medium range.		None	1 standard	Instantaneous action	Touch	S	No	Transmutation Caster Level: 4	splcmp: p.130
□□□□□ Light <i>Effect:</i> Object shines like a torch.		None	1 standard	40 minutes [D] action	Touch	V, M/DF	No	Evocation [Light] Caster Level: 4	RSRD: SpellsH-L.rtf
□□□□□ Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	1 standard	Concentration action	Close (35 ft.)	V, S	No	Transmutation Caster Level: 4	RSRD: SpellsM-O.rtf
□□□□□ Mending <i>Effect:</i> Makes minor repairs on an object.	14	Will negates (harmless, object)	1 standard	Instantaneous action	10 ft.	V, S	Yes (harmless, object)	Transmutation Caster Level: 4	RSRD: SpellsM-O.rtf
□□□□□ Message <i>Effect:</i> Whispered conversation at distance.		None	1 standard	40 minutes action	Medium (140 ft.)	V, S, F	No	Transmutation [Language-Dependent] Caster Level: 4	RSRD: SpellsM-O.rtf
□□□□□ Open/Close <i>Effect:</i> Opens or closes small or light things.	14	Will negates (object)	1 standard	Instantaneous action	Close (35 ft.)	V, S, F	Yes (object)	Transmutation Caster Level: 4	RSRD: SpellsM-O.rtf
□□□□□ Prestidigitation <i>Effect:</i> Performs minor tricks.	14	See text	1 standard	1 hour action	10 ft.	V, S	No	Universal Caster Level: 4	RSRD: SpellsP-R.rtf
□□□□□ Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	1 standard	Instantaneous action	Close (35 ft.)	V, S	Yes	Evocation [Cold] Caster Level: 4	RSRD: SpellsP-R.rtf
□□□□□ Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard	40 minutes action	Personal	V, S, F	No	Divination Caster Level: 4	RSRD: SpellsP-R.rtf
□□□□□ Repair Minor Damage <i>Effect:</i> Repairs 1 point of damage to any construct.		None						Transmutation Caster Level: 4	splcmp: p.173
□□□□□ Resistance <i>Effect:</i> Subject gains +1 on saving throws.	14	Will negates (harmless)	1 standard	1 minute action	Touch	V, S, M/DF	Yes (harmless)	Abjuration Caster Level: 4	RSRD: SpellsP-R.rtf
□□□□□ Silent Portal <i>Effect:</i> Negates sound from door or window.	14	Will negates (object)	1 standard	4 minutes [D] action	Close (35 ft.)	S	Yes (object)	Illusion (Glamer) Caster Level: 4	splcmp: p.190

\* =Domain/Specialty Spell

## Wizard Spells

□□□□□ Sonic Snap	14	Will partial	1 standard Instantaneous action	Close (35 ft.)	V, S	Yes	Evocation [Sonic]	splcmp: p,195
<i>Effect:</i> Subject takes 1 point of sonic damage and is deafened 1 round.				<i>Target:</i> One creature or object			<i>Caster Level:</i> 4	
□□□□□ Stick	14	Will negates (object)	1 standard Instantaneous action	Touch	V, S, M	Yes (object)	Transmutation	splcmp: p,206
<i>Effect:</i> Glues an object weighing 5 pounds or less to another object.				<i>Target:</i> Nonmagical, unattended object weighing up to 5 lb.			<i>Caster Level:</i> 4	
□□□□□ Touch of Fatigue	14	Fortitude negates	1 standard 4 rounds action	Touch	V, S, M	Yes	Necromancy	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Touch attack fatigues target.				<i>Target:</i> Creature touched			<i>Caster Level:</i> 4	

\* =Domain/Speciality Spell

## Notes:

### Chronocharm of the Laughing Rogue:

First imagined by skilled temple raiders devoted to Olidammara, the god of rogues, chronocharms of the laughing rogue have found their way into the toolboxes of thieves of all stripes. When you activate this chronocharm, you can immediately reroll a single Disable Device skill check that you just attempted. You can activate this item after the success or failure of the first roll has been determined (even if your failure resulted in accidentally setting off a trap), but before any ramifications of that roll have been applied. The result of second roll replaces the first result.

### Rogue's Vest:

This slick-looking black vest is made of supple, well-worked leather. Its buttons are carved of dull black glass and seem to absorb light rather than reflect it. While wearing this vest, you gain a +2 competence bonus on Hide and Move Silently checks, and a +2 competence bonus on Reflex saves. In addition, if you have the skirmish, sneak attack, or sudden strike ability, you deal an extra 1d6 points of damage when making such an attack. (MIC 130)