

CAMPAIGN

EXPERIENCE POINTS

GEAR

ITEM	WT.
Small Backpack	1
1st-Aid Kit (10) uses	1
Magnifying Glass	—
Flint & Steel	—
Belt Pouch (Full)	1
Water Skin 2 gal	4 (Full)
Spell Comp. Belt	3 (Full)
Spell Book	3
Cold Weather Clothes	6
Including Cloak	1
(2) Flasks of GREEK FIRE	—
(7) Days Rations	7
(1) Acid Flask	—

12 HP	Pony = 30 gp	125 EN +5
CARR	75/150/225 lbs	SPC +5
	40'/30'/20'	
	RUN = x4 AC-13	
BLK	+ SADDLE + REINS = 25 lbs	
	(2) Sunrods (30' LIGHT)	2

WEAPONS	8
MONEY	2
TOTAL WEIGHT CARRIED	

MONEY

CP - 10	(2) 10 gp GEMS
20/16	(1) 16
SP - 10	
20/16	
GP - 10	(1) 16
10/16	
20/16	0

SPECIAL ABILITIES/FEATS

SUMMON FAMILIAR,
SCRIBE SCROLL

LOW LIGHT VISION

106 DAM/RO

106 DAM

3 NORMA / +1 = (4) TOTAL

BONUS WIZARD FEATS

+1

- ☒ BREW POTION 3rd Level of LESS SPELL
- ☐ CRAFT ROD
- ☐ CRAFT STAFF
- ☒ CRAFT WAND
- ☐ CRAFT MAGIC ARMS AND ARMOR
- ☒ CRAFT WONDROUS ITEM
- ☒ EMPOWER SPELL
- ☐ ENLARGE SPELL
- ☐ EXTEND SPELL
- ☐ HEIGHTEN SPELL
- ☐ MAXIMIZE SPELL
- ☐ QUICKEN SPELL
- ☐ SILENT SPELL
- ☐ STILL SPELL
- ☐ SPELL MASTERY:

50/16	100/16	150/16
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
150/16	300/16	750/16
LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 x MAX LOAD	PUSH OR DRAG 5 x MAX LOAD

FLAT GROUND,
NO ROCKS, ETC.

DAILY SPELLS

0: DANCING LIGHTS 5TH:
FREE { GHOST SOUND
SLIGHT OF HAND
MAGE HAND TR 5/6s

MENDING

DETECT MAGIC
LIGHT

1st: MAGE ARMOR AC 6TH:

(5) SLEEP 204 HD
BURNING HANDS 504 (OUT 10')
SPEED x2
MAGIC MISSILE (5) (04 MISSILES)

2ND: DAY LIGHT

GLITTER DUST (LO BLENDING AREA OUT TO 100')

(4) INVISIBILITY 7TH:
KNOCK (UNLOCK)

3RD: FIREBALL 706

LIGHTNING BOLT 706 8TH:

4TH:

DIMENSION DOOR
(APPARATE 2+you)

9TH:

48/100 PAGES
IN SPELLBOOK

LANGUAGES

SPELL SAVE

+2

Initial languages =
Common + racial languages + Int bonus
Each additional language
(Speak Language) = 2 skill points

GNOME

DWARVEN (2)

ELVEN (2)

COMMON

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
10	0	4	0
11	1ST	4	1
12	2ND	3	1
13	3RD	2	0
14	4TH	1	0
	5TH		
	6TH		
	7TH		
	8TH		
	9TH		