

NAME		RACE		CLASS		HP	LEVEL	XP	
Gilthar		Elf		Wizard		5	1	/	

STR	BONUS	DEX	BONUS	CON	BONUS	INT	BONUS	WIS	BONUS	CHA	BONUS
10	+0	11	+1	12	+1	16	+3	16	+3	13	+2
Strength		Dexterity		Constitution		Intelligence		Wisdom		Charisma	

AC

12

Base 10 + DEX bonus + Shield

SHIELD TYPE

None

Shield adds +2 to AC

ARMOR TYPE

Robe

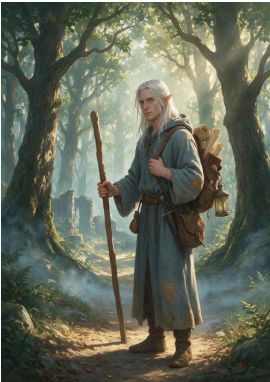
DR

0

DR (Damage Reduction) is based on character Armor DR value.
DR reduces all damage except poison, disease, suffocation, or mind.

WEAPONS / EQUIPMENT / NOTES	CLASS ABILITIES	SAVE ROLLS										
Spiked Gauntlet (1d4) Hand Sling (1d4) Sling (bullet, 20 qty +1 to h. Clothes, common Boots, low, soft Hat Parchment (One sheet) Bag of chalk (Small pouch) Bedroll Rations (1 day) Water skin Bottle of ink Flask of oil Torch Tinder box (with flint & stee <tr><td></td><td> Arcane Focus, Ritual Casting (Codex Work), Arcane Overload </td><td> DEX / Quick Current / ability bonus 15 / +1 CON / Tough Current / ability bonus 15 / +1 WIS / Mind Current / ability bonus 15 / +3 </td></tr> <tr><td></td><td> LEVEL-UP BONUSES Arcane Veil </td><td> Current value for level 1 is 15. -1 per level; 5th level is 11. Ability + bonus for CON, DEX, and WIS subtracts from Current. </td></tr> <tr><td></td><td></td><td> MONEY PP 0 GP 126 SP 7 CP 9 </td></tr> <tr><td></td><td></td><td> APPEARANCE Male - Tall, slender elf with long silver hair, ink-stained fingers. </td></tr>		Arcane Focus, Ritual Casting (Codex Work), Arcane Overload	DEX / Quick Current / ability bonus 15 / +1 CON / Tough Current / ability bonus 15 / +1 WIS / Mind Current / ability bonus 15 / +3		LEVEL-UP BONUSES Arcane Veil	Current value for level 1 is 15. -1 per level; 5th level is 11. Ability + bonus for CON, DEX, and WIS subtracts from Current.			MONEY PP 0 GP 126 SP 7 CP 9			APPEARANCE Male - Tall, slender elf with long silver hair, ink-stained fingers.
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RACE ABILITY	BACKGROUND & PERSONALITY
Fey Grace	Apprentice scholar who left the academy seeking real-world magical knowledge.



No more than 2 magical effects (spells or items) apply to the same destination.
A destination is a stat, ability, skill, actions, resources, equipment, etc.
If any single modifier is +3 or greater, then only that greatest magic/spell modifier applies.
No additional stacking occurs for that destination stat.
Stacking does not exist for any magic/spell that is +3 or greater.

[illegible]