

Magic Shop Wizard Example
 Character Name Player Name
 Wiz12; Medium Male Half-elf; Chaotic Good; Deity: Corellon Larethian; Age: 42; 5'9";
 176lb.; Eyes: Green; Hair: Brown; Skin: Swarthy; Build: Plump; Appearance: Slightly
 stooped, pot-bellied man who blends into a crowd.



ABILITY NAME	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP 33	30/60/120 ft.				
STR	11	+0	---	---	TOTAL	Wounds/Current HP		Nonlethal	Speed	
DEX	12	+1	---	---	AC 15 = 10 + 2 + 2 + 1 + 0 + 0 + 0 + 0	Touch: 11				
CON	11	+0	---	---		Flat-footed: 14				
INT	17	+3	---	---	INITIATIVE +1 = +1 + 0					
WIS	10	+0	---	---		TOTAL	DEX Mod	Misc Mod		
CHA	9	-1	---	---						

SAVING THROWS	TOTAL	Base Save	Ability Mod	Misc Mod	Magic Mod	Temp Mod	CONDITIONAL MODIFIERS +2 against Enchantment spells or effects, Immunity: sleep spells and magical effects
FORTITUDE	+4 = +4	+0	+0	+0	+0	---	
REFLEX	+5 = +4	+1	+0	+0	+0	---	
WILL	+8 = +8	+0	+0	+0	+0	---	

ATTACK	TOTAL	Base Attack Bonus	STR/DEX Mod	Size Mod	Misc Mod	Temp Mod
BASE	+6/+1					
GRAPPLE	+6	= +6	+0	+0	+0	---
MELEE	+6/+1	= +6	+0	+0	+0	---
RANGED	+7/+2	= +6	+1	+0	+0	---

WEAPONS AND ARMOR

Distance Crossbow, light +1
 Size: Medium, Total Attack Bonus: +8/+3, Damage: 1d8+1, Critical: 19-20/x2, Range Increment: 160 ft., Damage Type: Piercing, Type: Ranged, Enhancement Bonus: +1, Masterwork, Special Properties: Distance

Adamantine Returning Seeking Dagger +1
 Size: Medium, Total Attack Bonus (melee): +7/+2, Ranged: +8/+3, Damage: 1d4+1, Critical: 19-20/x2, Range Increment: 10 ft., Damage Type: Piercing, Slashing, Type: Light, Enhancement Bonus: +1, Masterwork, Special Properties: Adamantine: Masterwork, Ignore hardness less than 20; Returning: Returns to thrower the round following the round it is thrown; Seeking: Negates any miss chances

Quarterstaff +2
 Size: Medium, Total Attack Bonus: +8/+3, Damage: 1d6+2/1d6+2, Critical: x2, Damage Type: Bludgeoning, Type: Two-Handed, Enhancement Bonus: +2, Masterwork

Strike, Unarmed
 Total Attack Bonus: +6/+1, Damage: 1d3, Critical: x2, Damage Type: Subdual, Bludgeoning, Category: Unarmed

Bracers of Armor +2
 Protective Bonuses: +2 AC

AMMUNITION

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CROSS-CLASS	SKILLS					MAX RANKS 15 / 7
	SKILL NAME	KEY ABILITY	SKILL MOD	ABILITY MOD	RANKS	MISC MOD
×	Bluff	CHA	+1	= -1	+ 2	+ +0
	Concentration	CON	+6	= +0	+ 6	+ +0
	Craft	INT	+3	= +3	+ 0	+ +0
	Craft (Alchemy)	INT	+10	= +3	+ 7	+ +0
	Decipher Script	INT	+7	= +3	+ 4	+ +0
×	Diplomacy	CHA	+1	= -1	+ 0	+ +2
×	Gather Information	CHA	+2	= -1	+ 1	+ +2
	Knowledge (Arcana)	INT	+11	= +3	+ 8	+ +0
	Knowledge (Nature)	INT	+8	= +3	+ 5	+ +0
	Knowledge (Religion)	INT	+6	= +3	+ 3	+ +0
	Knowledge (The Planes)	INT	+6	= +3	+ 3	+ +0
×	Listen	WIS	+5	= +0	+ 4	+ +1
	Familiar (Cat): +2 Alertness if within arm's reach					
	Profession (Shopkeeper)	WIS	+6	= +0	+ 6	+ +0
	Spellcraft	INT	+6	= +3	+ 1	+ +2
×	Spot	WIS	+5	= +0	+ 4	+ +1
	Familiar (Cat): +2 Alertness if within arm's reach					
Total Skill Points: 65/65						



Carrying Capacity
 Light: 38 lbs
 Medium: 76 lbs
 Heavy: 115 lbs
 Lift off Ground: 230 lbs
 Push or Drag: 575 lbs

Load Limits
 Weight carried: 14.02 lbs
 With Backpacks: 14.02 lbs
 Max. DEX Bonus: --
 Check Penalty: --
 Maximum Run: x4
 Speed Penalty: --

City Adventure
 Campaign
 66,000 (Next: 78,000, Req.: 12,000)
 Experience

EQUIPMENT

Bracers of Armor +2, 1lb.,
 4000gp, , Protective
 Bonus: +2 AC
 Cloak of Displacement,
 Minor, 1lb., 2400gp, ,
 Protective Bonus:
 Attacks miss 20%
 Distance Crossbow, light +1
 (1d8+1), 4lb., 8335gp
 Adamantine Returning
 Seeking Dagger +1
 (1d4+1), 1lb., 2100gp
 Quarterstaff +2
 (1d6+2/1d6+2), 4lb.,
 8600gp
 Ring of Force Shield,
 8500gp
 Ring of Invisibility,
 20000gp
 Robe of Useful Items, 1lb.,
 7000gp, , Items: 38.
 Small patches can
 become various useful
 items including: dagger,
 lantern, mirror, pole,
 rope and sack.
 Strike, Unarmed (1d3)
 Pouch, belt, 3.02lb., 1gp
 126 Gold Pieces, 2.52 lbs
 Invisibility Potion, 300gp,
 , Effective Level: 3

Total Cost: 101,738gp
 Armor and Weapons on Person: 14.0lb.
 Total Gear in Backpacks: 0.0lb.
 Total Gear and Armor: 14.0lb.

MONEY

Total: 126gp
Pouch, belt
 126 gp

Spell Save DC Mod: +3

Arcane Spell Failure --

Spell Save DC	LEVEL	Spells per day	Bonus Spells
13	0	4	-
14	1	4	+1
15	2	4	+1
16	3	4	+1
17	4	3	-
18	5	3	-
19	6	2	-
20	7	-	-
21	8	-	-
22	9	-	-

LANGUAGES

Common, Elven,
 Celestial, Sylvan

SPELLS

Arcane Mark: Sor/Wiz 0	2
Dancing Lights: Sor/Wiz 0	Resist Energy: Sor/Wiz 2
Daze: Sor/Wiz 0	Rope Trick: Sor/Wiz 2
Detect Magic: Sor/Wiz 0	Scare: Sor/Wiz 2
Detect Poison: Sor/Wiz 0	See Invisibility: Sor/Wiz 2
Disrupt Undead: Sor/Wiz 0	Spider Climb: Sor/Wiz 2
Flare: Sor/Wiz 0	Web: Sor/Wiz 2
Ghost Sound: Sor/Wiz 0	Clairaudience/Clairvoyance: Sor/Wiz 3
Light: Sor/Wiz 0	Dispel Magic: Sor/Wiz 3
Mage Hand: Sor/Wiz 0	Displacement: Sor/Wiz 3
Mending: Sor/Wiz 0	Explosive Runes: Sor/Wiz 3
Open/Close: Sor/Wiz 0	Fireball: Sor/Wiz 3
Prestidigitation: Sor/Wiz 0	Fly: Sor/Wiz 3
Ray of Frost: Sor/Wiz 0	Gentle Repose: Sor/Wiz 3
Read Magic: Sor/Wiz 0	Haste: Sor/Wiz 3
Resistance: Sor/Wiz 0	Hold Person: Sor/Wiz 3
Alarm: Sor/Wiz 1	Invisibility Sphere: Sor/Wiz 3
Cause Fear: Sor/Wiz 1	Phantom Steed: Sor/Wiz 3
Charm Person: Sor/Wiz 1	Stinking Cloud: Sor/Wiz 3
Chill Touch: Sor/Wiz 1	Suggestion: Sor/Wiz 3
Color Spray: Sor/Wiz 1	Tiny Hut: Sor/Wiz 3
Detect Secret Doors: Sor/Wiz 1	Tongues: Sor/Wiz 3
Detect Undead: Sor/Wiz 1	Vampiric Touch: Sor/Wiz 3
Enlarge Person: Sor/Wiz 1	Water Breathing: Sor/Wiz 3
Feather Fall: Sor/Wiz 1	Animate Dead: Sor/Wiz 4
Hold Portal: Sor/Wiz 1	Arcane Eye: Sor/Wiz 4
Identify: Sor/Wiz 1	Charm Monster: Sor/Wiz 4
Mage Armor: Sor/Wiz 1	Contagion: Sor/Wiz 4
Magic Missile: Sor/Wiz 1	Dimension Door: Sor/Wiz 4
Magic Weapon: Sor/Wiz 1	Fear: Sor/Wiz 4
Ray of Enfeeblement: Sor/Wiz 1	Geas, Lesser: Sor/Wiz 4
Shocking Grasp: Sor/Wiz 1	Globe of Invulnerability, Lesser: Sor/Wiz 4
Sleep: Sor/Wiz 1	Ice Storm: Sor/Wiz 4
Acid Arrow: Sor/Wiz 2	Invisibility, Greater: Sor/Wiz 4
Continual Flame: Sor/Wiz 2	Polymorph: Sor/Wiz 4
Flaming Sphere: Sor/Wiz 2	Rainbow Pattern: Sor/Wiz 4
Ghoul Touch: Sor/Wiz 2	Remove Curse: Sor/Wiz 4
Hideous Laughter: Sor/Wiz 2	Screaming: Sor/Wiz 4
Invisibility: Sor/Wiz 2	Secure Shelter: Sor/Wiz 4
Knock: Sor/Wiz 2	Summon Monster IV: Sor/Wiz 4
Levitate: Sor/Wiz 2	Wall of Fire: Sor/Wiz 4
Locate Object: Sor/Wiz 2	Baleful Polymorph: Sor/Wiz 5
Mirror Image: Sor/Wiz 2	
Protection from Arrows: Sor/Wiz	

SPECIAL ABILITIES/FEATS

Special Abilities
 Summon Familiar
 Familiar (Cat): Size: Tiny; Type: Animal;
 HD: 1/2d8; Hit Points: 16; Base AC: 14
 (+2 size; +2 Dex); touch 14; flat-footed
 12; AC: 20 (+6 natural; +2 size; +2
 Dex); touch 14; flat-footed 18; Base
 Attack: +6/-6; Attack: Claw +10 melee
 (1d2-4); Full Attack: Claw (2) +10
 melee (1d2-4) and bite +5 melee
 (1d3-4); Space/Reach: 2-1/2 ft./0 ft.;
 Initiative: +2; Speed: 30 ft.; Familiar
 Spell Resistance: 17; Familiar Abilities:
 Alertness, Improved Evasion, Share
 Spells, Empathic Link; Touch; Speak
 with master; Speak with animals of its
 type; Special Abilities: Low-light vision
 (Ex); Scent (Ex); Fort: +4; Ref: +6;
 Will: +9; STR: 3; DEX: 15; CON: 10;
 INT: 11; WIS: 12; CHA: 7; Skills:
 Balance +10; Climb +6; Hide +14 (+18
 in tall grass or heavy undergrowth);
 Jump +10; Listen +3; Move Silently +6;
 Spot +3; Feats: Weapon Finesse
 Low-light Vision
 Racial Bonuses: Saving Throw Bonus: +2
 against Enchantment spells or effects;
 Immunity: sleep spells and magical
 effects
 Weapon Proficiencies: Club; Crossbow,

NOTES

Story
 This wizard runs the town Magic Shop,
 and is a collector of unusual and valuable
 items. It is said his treasure trove is
 guarded by beings from another plane.

SPELLS

Cone of Cold: Sor/Wiz 5
Dismissal: Sor/Wiz 5
Dominate Person: Sor/Wiz 5
Hold Monster: Sor/Wiz 5
Mage's Faithful Hound: Sor/Wiz 5
Magic Jar: Sor/Wiz 5
Major Creation: Sor/Wiz 5
Nightmare: Sor/Wiz 5
Permanency: Sor/Wiz 5
Prying Eyes: Sor/Wiz 5
Secret Chest: Sor/Wiz 5
Seeming: Sor/Wiz 5
Sending: Sor/Wiz 5
Telekinesis: Sor/Wiz 5
Telepathic Bond: Sor/Wiz 5
Teleport: Sor/Wiz 5
Wall of Force: Sor/Wiz 5
Acid Fog: Sor/Wiz 6
Antimagic Field: Sor/Wiz 6
Chain Lightning: Sor/Wiz 6
Circle of Death: Sor/Wiz 6
Contingency: Sor/Wiz 6
Disintegrate: Sor/Wiz 6
Flesh to Stone: Sor/Wiz 6
Geas/Quest: Sor/Wiz 6
Globe of Invulnerability: Sor/Wiz 6
Legend Lore: Sor/Wiz 6
Permanent Image: Sor/Wiz 6
Planar Binding: Sor/Wiz 6
Stone to Flesh: Sor/Wiz 6
Suggestion, Mass: Sor/Wiz 6
True Seeing: Sor/Wiz 6
Project Image: Sor/Wiz 7

SPECIAL ABILITIES/FEATS

heavy; Crossbow, light; Dagger;
Quarterstaff
Wizard (Magic Shop)
Feats
Brew Potion: Create potions of any
3rd-level or lower spell that targets
creatures
Craft Magic Arms and Armor: Create
magic weapons, armor, or shields
Craft Rod: Create magic rods
Craft Staff: Create magic staffs
Craft Wand: Create magic wands of any
4th-level or lower spell
Craft Wondrous Item: Create wondrous
items
Forge Ring: Create magic rings
Scribe Scroll: Create scrolls of any spell
that you know