

## Kanoth

Player: Guy coté

Male Human Wizard 4 - CR 3

Neutral Good; Age: 28; Height: 5' 11"; Weight: 165lb.;

Eyes: Brun; Hair: Brun; Skin: Fair

Ability	Score	Modifier	Temporary
<b>STR</b> <small>STRENGTH</small>	12	+1	
<b>DEX</b> <small>DEXTERITY</small>	17	+3	
<b>CON</b> <small>CONSTITUTION</small>	16	+3	
<b>INT</b> <small>INTELLIGENCE</small>	20	+5	
<b>WIS</b> <small>WISDOM</small>	15	+2	
<b>CHA</b> <small>CHARISMA</small>	13	+1	

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> <small>(CONSTITUTION)</small>	+4	=	+1	+3	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>REFLEX</b> <small>(DEXTERITY)</small>	+4	=	+1	+3	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WILL</b> <small>(WISDOM)</small>	+6	=	+4	+2	<input type="text"/>	<input type="text"/>	<input type="text"/>

Total	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
<b>AC</b>	13	=	<input type="text"/>	<input type="text"/>	+3	<input type="text"/>	<input type="text"/>	<input type="text"/>

**Touch AC**  **Flat-Footed AC**

Total	BAB	Strength	Size	Misc		
<b>CM Bonus</b>	+3	=	+2	+1	-	-

Total	BAB	Strength	Dexterity	Size			
<b>CM Defense</b>	16	=	10	+2	+1	+3	-

Total	Damage / Current HP
<b>HP</b>	30 <input style="width: 150px;" type="text"/>

<b>Base Attack</b>	<input style="width: 50px;" type="text" value="+2"/>	<b>Initiative</b>	<input style="width: 50px;" type="text" value="+7"/>
		<b>Speed</b>	<input style="width: 50px;" type="text" value="30 ft"/>

### Masterwork Dagger

Mainhand: **+4, 1d4+1** Crit: 19-20/x2  
Rng: 10'  
Light, P/S

### Masterwork Shuriken

Mainhand: **+0, 1d2+1** Crit: 20/x2  
Rng: 20'  
Light, P

### Silver Dagger, Masterwork

Mainhand: **+4, 1d4** Crit: 19-20/x2  
Rng: 10'  
Light, P/S

### Unarmed Strike

Mainhand: **-1, 1d3+1** Crit: 20/x2  
Light, B



Skill Name	Total	Ability	Ranks	Misc
<b>Acrobatics</b>	<b>+3</b>	DEX (3)	-	
<b>Appraise</b>	<b>+10</b>	INT (5)	2	
<b>Bluff</b>	<b>+1</b>	CHA (1)	-	
<b>Climb</b>	<b>+1</b>	STR (1)	-	
<b>Diplomacy</b>	<b>+2</b>	CHA (1)	1	
<b>Escape Artist</b>	<b>+3</b>	DEX (3)	-	
<b>Fly</b>	<b>+3</b>	DEX (3)	-	
<b>Handle Animal</b>	<b>+2</b>	CHA (1)	1	
<b>Heal</b>	<b>+3</b>	WIS (2)	1	
<b>Intimidate</b>	<b>+1</b>	CHA (1)	-	
<b>Knowledge: Arcana</b>	<b>+11</b>	INT (5)	3	
<b>Knowledge: Geography</b>	<b>+10</b>	INT (5)	2	
<b>Knowledge: History</b>	<b>+11</b>	INT (5)	3	
<b>Knowledge: Local</b>	<b>+10</b>	INT (5)	2	
<b>Knowledge: Nobility</b>	<b>+11</b>	INT (5)	3	
<b>Linguistics</b>	<b>+9</b>	INT (5)	1	
<b>Perception</b>	<b>+6</b>	WIS (2)	4	
<b>Ride</b>	<b>+5</b>	DEX (3)	2	
<b>Sense Motive</b>	<b>+4</b>	WIS (2)	2	
<b>Spellcraft</b>	<b>+12</b>	INT (5)	4	
<b>Stealth</b>	<b>+3</b>	DEX (3)	-	
<b>Survival</b>	<b>+2</b>	WIS (2)	-	
<b>Swim</b>	<b>+3</b>	STR (1)	2	

### Feats, Traits & Flaws

Deadly Aim +2/-1  
Improved Initiative  
Scribe Scroll (Scribe Scroll (bonus feat))  
Spell Focus: Conjuraton  
Wizard Weapon Proficiencies

### Special Abilities

Hand of the Apprentice (8/day) (Su)

## Gear

**Total Weight Carried: 33.12/130lbs, Light Load  
(Light: 43lbs, Medium: 86lbs, Heavy: 130lbs)**

Backpack (8 @ 21.5 lbs)	2lbs
Bedroll <In: Backpack (8 @ 21.5 lbs)>	5lbs
Candle <In: Case, map or scroll (2 @ 0 lbs)>	
Case, map or scroll (2 @ 0 lbs) <In: Backpack (8 @ 21.5 lbs)>	0.5lbs
Chalk, 1 piece <In: Chest, small>	
Chest, small <In: Backpack (8 @ 21.5 lbs)>	1lb
Flask <In: Pouch, belt (2 @ 1.5 lbs)>	1.5lbs
Flint and steel <In: Pouch, belt (2 @ 1.5 lbs)>	
Ink (1 oz. vial, black) <In: Chest, small>	
Inkpen <In: Chest, small>	
Masterwork Dagger	1lb
Masterwork Shuriken	0.5lbs
Money <In: Pouch, belt (1 @ 2.62 lbs)>	2.62lbs
Paper (sheet) x5 <In: Case, map or scroll (2 @ 0 lbs)>	
Pouch, belt (1 @ 2.62 lbs)	0.5lbs
Pouch, belt (2 @ 1.5 lbs)	0.5lbs
Rations, trail (per day) x5 <In: Backpack (8 @ 21.5 lbs)>	5lbs
Scholar's Outfit (Free)	-
Scroll: Identify	-
Sealing wax <In: Chest, small>	1lb
Signet ring	
Silver Dagger, Masterwork	1lb
Spell component pouch	2lbs
Spellbook, wizard's (Vreeg) <In: Backpack (8 @ 21.5 lbs)>	3lbs
Sunrod x2 <In: Backpack (8 @ 21.5 lbs)>	1lb
Wand of Magic Missile	-
Waterskin <In: Backpack (8 @ 21.5 lbs)>	4lbs
Whetstone <In: Backpack (8 @ 21.5 lbs)>	1lb

## Experience & Wealth

Experience Points: **9000/15000**  
Current Cash: **120 GP, 8 SP, 3 CP**

## Tracked Resources

Bonded Object (Sp)	<input type="checkbox"/>
Hand of the Apprentice (8/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Masterwork Dagger	<input type="checkbox"/>
Masterwork Shuriken	<input type="checkbox"/>
Silver Dagger, Masterwork	<input type="checkbox"/>
Wand of Magic Missile	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common	Elven
Draconic	Goblin
Dwarven	Orc

## Spells & Powers

**Wizard Spell DC: 15 + spell level**

Maximum Wizard spells per day: **4x0; 5x1; 3x2**

Wizard 0: Daze, Detect Magic, Light, Read Magic

Wizard 1: Alarm, Feather Fall, Magic Missile, Magic Missile,

Ray of Enfeeblement

Wizard 2: Acid Arrow, Acid Arrow, Mirror Image