

# Amon

Alain Dumont

Character Sheet (RPGX) - v. 1.1.2



## CHARACTER BIO

Amon is a **31** year old, **Medium** sized, **Male Human**. Stands **6ft. 2in.** tall and weighs **175 lb.** World view is **Lawful Neutral** in nature.

CHARACTER LEVEL	CLASSES and LEVELS		
4	Wizard 4		
CURRENT EXPERIENCE	NEXT LEVEL AT	NEEDED TO MAKE LEVEL	EXPERIENCE GAINED IN PLAY
0	10,000	10,000	

<b>HP TRACK</b>	<b>NON LETHAL</b>	<b>AC TRACK</b>
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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	HIT DIE TYPE	DAMAGE REDUCTION	MOVEMENT TYPES and RATES
<b>STR</b>	12	+1			<b>HP POINTS</b> 22	4d4 + 8		<b>SPEED</b> MOVE 30 ft.
<b>DEX</b>	18	+4			<b>AC ARMOR</b> 14	10 14 = 10 + 0 + 0 + 4 + 0 + 0 + 0 + 0	0% <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	
<b>CON</b>	14	+2				NORMAL FLAT TOUCH AC		% SPELL FAILURE ARMOR CHECK MAX DEX SPELL RESIST
<b>INT</b>	20	+5			<b>FORTITUDE CON</b> +3	TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER		<b>BASE ATTACK</b> +2
<b>WIS</b>	16	+3			<b>REFLEX DEX</b> +5			<b>INITIATIVE MODIFIER</b>
<b>CHA</b>	8	-1			<b>WILL WIS</b> +7			+8 = 4 + 4
<b>GRAPPLE</b>			+3					TOTAL DEX MOD MISC
<b>MELEE</b>			+3					
<b>RANGED</b>			+6					

WEAPONS (DMG TYPE)	ATTACK BONUS	DAMAGE	CRITICAL
<b>Dagger (P/S)</b> +2 Skill (Sleight of Hand) [to conceal a dagger on your body]	+3	1d4+1	19-20/x2
0 – 10 FT	11 – 20 FT	21 – 30 FT	31 – 40 FT
3	1	-1	-3
51 – 60 FT	61 – 70 FT	71 – 80 FT	81 – 90 FT
-7	-9	-11	-13
41 – 50 FT			-5
			-15

☞ — Main hand (Primary)   
 ♦ — Off hand (Secondary)   
 ☞2 — Two-handed   
 ⚙ — Thrown

## ATTACK MODIFIERS

Improved Initiative (+4 Initiative Roll)

SKILLS	MAX RANKS 7/3.5
NAME (KEY ABILITY)	TOT RNK ABL MSC
◆ Appraise (INT)	5 = + 5 + 0
◆ Balance (DEX)*	4 = + 4 + 0
◆ Bluff (CHA)	-1 = + -1 + 0
◆ Climb (STR)*	1 = + 1 + 0
◆ Concentration (CON)	9 = 7 + 2 + 0
◆ Craft (INT)	5 = + 5 + 0
Decipher Script (INT)	10 = 5 + 5 + 0
◆ Diplomacy (CHA)	-1 = + -1 + 0
◆ Disguise (CHA)	-1 = + -1 + 0
◆ Escape Artist (DEX)*	4 = + 4 + 0
◆ Forgery (INT)	5 = + 5 + 0
◆ Gather Information (CHA)	-1 = + -1 + 0
◆ Heal (WIS)	3 = + 3 + 0
◆ Hide (DEX)*	4 = + 4 + 0
◆ Intimidate (CHA)	-1 = + -1 + 0
◆ Jump (STR)*	1 = + 1 + 0
Knowledge (Arcana) (INT)	12 = 7 + 5 + 0
Knowledge (Architecture and Engineering) (INT)	10 = 5 + 5 + 0
Knowledge (Books) (INT)	6 = 1 + 5 + 0
Knowledge (Geography) (INT)	6 = 1 + 5 + 0
Knowledge (History) (INT)	6 = 1 + 5 + 0
Knowledge (Local) (INT)	6 = 1 + 5 + 0
Knowledge (Nobility and Royalty) (INT)	6 = 1 + 5 + 0
Knowledge (Religion) (INT)	10 = 5 + 5 + 0
Knowledge (The Planes) (INT)	7 = 2 + 5 + 0
◆ Listen (WIS)	3 = + 3 + 0
◆ Move Silently (DEX)*	7 = 3 + 4 + 0
◆ Perform (CHA)	-1 = + -1 + 0
Profession (Scribe) (WIS)	10 = 7 + 3 + 0
◆ Ride (DEX)	4 = + 4 + 0
◆ Search (INT)	5 = + 5 + 0
◆ Sense Motive (WIS)	3 = + 3 + 0
Spellcraft (INT)	14 = 7 + 5 + 2
◆ Spot (WIS)	3 = + 3 + 0
◆ Survival (WIS)	3 = + 3 + 0
◆ Swim (STR)**	1 = + 1 + 0
◆ Use Rope (DEX)	4 = + 4 + 0

◆ Can be used untrained \* Armor Check penalty \*\* Armor Check x2

## SKILL MODIFIERS

Combat Casting (+4 Skill (Concentration) to cast a spell or

use a spell-like ability while on the defensive or grappling or pinned)

Decipher Script Synergy (+2 Skill (Use Magic Device) scrolls)

Knowledge (Architecture and Engineering) Synergy (+2 Skill (Search) to find secret doors or hidden compartments)

Spellcraft Synergy (+2 Skill (Use Magic Device) scrolls)



**BACKGROUND**

Amon est né en Mulhorand. Son père, scribe de talent, a vite remarqué que son fils était doué d'une intelligence hors du commun ( INT 20). Mis en tutelage chez le meilleur mage que son père pouvait se permettre, son talent et ses aptitudes pour la magie se sont accrus d'année en année. En plus de son apprentissage, Amon devait accomplir plusieurs tâches de surveillance (espionnage) pour son maître (Move Silently et Invisibilité). Après avoir découvert que son maître pratiquait des activités qui pouvait se révéler dangeureuse pour la population, Amon le dénonça aux autorités (LAWFUL NEUTRAL). Son maître fut arrêté puis exécuté et bien qu'Amon ne fut pas accusé de complicité, on continuait à se méfier de lui. Amon quitta donc Mulhorand pour des lieux meilleurs et devint aventurier en Cormyr. [Patrice Background ...] Depuis dix ans, Amon sert de scribe pour la rédaction de contrats ou de documents officiels pour divers marchands de Wheloon. Efficace, Conscientieux et discret, Amon ne manque pas de contrat, travaillant jour et nuit. Amon est calme, parle peu sinon jamais et garde en général ses impressions pour lui. En fait, il ne parle que lorsqu'on lui adresse la parole et ses réponses sont aussi courtes que possible, c'est pourquoi certains le surnomment "la tombe" référant ainsi à ses origines Mulhorandi et son proverbial silence (CHA 8).

**WIZARD SPELLS**

LEVELS	0	1	2	3	4	5	6	7	8	9
Per Day:	4	5	3	—	—	—	—	—	—	—
Save:	15	16	17	—	—	—	—	—	—	—

**0 LEVEL**

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE	SOURCE
	<b>Acid Splash</b>	V, S	15	No	1 standard action	Close (25 ft. + 5 ft./2 levels)	Instantaneous	None	Player's Handbook 196
	Orb deals 1d3 acid damage.								
	<b>Arcane Mark</b>	V, S	15	No	1 standard action	0 ft.	Permanent	None	Player's Handbook 201
	Inscribes a personal rune (visible or invisible).								
	<b>Dancing Lights</b>	V, S	15	No	1 standard action	Medium (100 ft. + 10 ft./level)	1 minute (D)	None	System Reference Document 3.5
	Creates torches or other lights.								
	<b>Daze</b>	V, S, M	15	Yes	1 standard action	Close (25 ft. + 5 ft./2 levels)	1 round	Will negates	System Reference Document 3.5
	Humanoid creature of 4 HD or less loses next action.								
	<b>Detect Magic</b>	V, S	15	No	1 standard action	60 ft.	Concentration, up to 1 min./level (D)	None	System Reference Document 3.5
	Detects spells and magic items within 60 ft.								
	<b>Detect Poison</b>	V, S	15	No	1 standard action	Close (25 ft. + 5 ft./2 levels)	Instantaneous	None	Player's Handbook 219
	Detects poison in one creature or object.								
	<b>Disrupt Undead</b>	V, S	15	Yes	1 standard action	Close (25 ft. + 5 ft./2 levels)	Instantaneous	None	Player's Handbook 223
	Deals 1d6 damage to one undead.								
	<b>Flare</b>	V	15	Yes	1 standard action	Close (25 ft. + 5 ft./2 levels)	Instantaneous	Fortitude negates	System Reference Document 3.5
	Dazzles one creature (1 on attack rolls).								
	<b>Ghost Sound</b>	V, S, M	15	No	1 standard action	Close (25 ft. + 5 ft./2 levels)	1 round/level (D)	Will disbelief (if interacted with)	System Reference Document 3.5
	Figment sounds.								
	<b>Light</b>	V, M, DF	15	No	1 standard action	Touch	10 min./level (D)	None	System Reference Document 3.5
	Object shines like a torch.								
	<b>Mage Hand</b>	V, S	15	No	1 standard action	Close (25 ft. + 5 ft./2 levels)	Concentration	None	System Reference Document 3.5
	5-pound telekinesis.								
	<b>Mending</b>	V, S	15	Yes (harmless, object)	1 standard action	10 ft.	Instantaneous	Will negates (harmless, object)	System Reference Document 3.5
	Makes minor repairs on an object.								
	<b>Message</b>	V, S, F	15	No	1 standard action	Medium (100 ft. + 10 ft./level)	10 min./level	None	System Reference Document 3.5
	Whispered conversation at distance.								
	<b>Open/Close</b>	V, S, F	15	Yes (object)	1 standard action	Close (25 ft. + 5 ft./2 levels)	Instantaneous	Will negates (object)	System Reference Document 3.5
	Opens or closes small or light things.								
	<b>Prestidigitation</b>	V, S	15	No	1 standard action	10 ft.	1 hour	See text	System Reference Document 3.5
	Performs minor tricks.								
	<b>Ray of Frost</b>	V, S	15	Yes	1 standard action	Close (25 ft. + 5 ft./2 levels)	Instantaneous	None	Player's Handbook 269
	Ray deals 1d3 cold damage.								
	<b>Read Magic</b>	V, S, F	15		1 standard action	Personal	10 min./level		System Reference Document 3.5
	Read scrolls and spellbooks.								
	<b>Resistance</b>	V, S, M, DF	15	Yes (harmless)	1 standard action	Touch	1 minute	Will negates (harmless)	System Reference Document 3.5
	Subject gains +1 on saving throws.								
	<b>Touch of Fatigue</b>	V, S, M	15	Yes	1 standard action	Touch	1 round/level	Fortitude negates	Player's Handbook 294
	Touch attack fatigues target.								

**1st LEVEL**

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE	SOURCE
	<b>Color Spray</b>	V, S, M	16	Yes	1 standard action	15 ft.	Instantaneous; see text	Will negates	Player's Handbook 210
	Knocks unconscious, blinds, and/or stuns weak creatures.								
	<b>Comprehend Languages</b>	V, S, M, DF	16		1 standard action	Personal	10 min./level		System Reference Document 3.5
	You understand all spoken and written languages.								
	<b>Erase</b>	V, S	16	No	1 standard action	Close (25 ft. + 5 ft./2 levels)	Instantaneous	See text	System Reference Document 3.5
	Mundane or magical writing vanishes.								
	<b>Feather Fall</b>	V	16	Yes (object)	1 free action	Close (25 ft. + 5 ft./2 levels)	Until landing or 1 round/level	Will negates (harmless) or	System Reference

								Will negates (object)	Document 3.5
	Objects or creatures fall slowly.								
	<b>Identify</b>	V, S, M, DF	16	No	1 hour	Touch	Instantaneous	None	System Reference Document 3.5
	Determines properties of magic item.								
	<b>Mage Armor</b>	V, S, F	16	No	1 standard action	Touch	1 hour/level (D)	Will negates (harmless)	Player's Handbook 249
	Gives subject +4 armor bonus.								
	<b>Magic Missile</b>	V, S	16	Yes	1 standard action	Medium (100 ft. + 10 ft./level)	Instantaneous	None	Player's Handbook 251
	1d4+1 damage; +1 missile per two levels above 1st (max 5).								
	<b>Mount</b>	V, S, M	16	No	1 round	Close (25 ft. + 5 ft./2 levels)	2 hours/level (D)	None	Player's Handbook 256
	Summons riding horse for 2 hours/level.								
	<b>Protection from Evil</b>	V, S, M, DF	16	No; see text	1 standard action	Touch	1 minute/level (D)	Will negates (harmless)	Player's Handbook 266
	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.								
	<b>Shield</b>	V, S	16		1 standard action	Personal	1 minute/level (D)		Player's Handbook 278
	Invisible disc gives +4 to AC, blocks magic missiles.								

### 2nd LEVEL

PREP	SPELL NAME	VSM	DC	SR	CASTING	RANGE	DURATION	SAVE	SOURCE
	<b>False Life</b>	V, S, M	17		1 standard action	Personal	1 hour/level or until discharged; see text		Player's Handbook 229
	Gain 1d10 temporary hp +1/level (max +10).								
	<b>Invisibility</b>	V, S, M, DF	17	Yes (harmless) or Yes (harmless, object)	1 standard action	Personal or touch	1 min./level (D)	Will negates (harmless) or Will negates (harmless, object)	System Reference Document 3.5
	Subject is invisible for 1 min./level or until it attacks.								
	<b>Levitate</b>	V, S, F	17	No	1 standard action	Personal or close (25 ft. + 5 ft./2 levels)	1 minute/level (D)	None	Player's Handbook 248
	Subject moves up and down at your direction.								
	<b>Scorching Ray</b>	V, S	17	Yes	1 standard action	Close (25 ft. + 5 ft./2 levels)	Instantaneous	None	Player's Handbook 274
	Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).								