

Holber Brom
Character Name

LN
Alignment

Half-Elf
Race

Daern
Deity

Medium
XP Growth Rate

Favored Class Bonuses
5 Bonus HP
Bonus Skills
Other Bonus

Medium M
Base/Current Size

Adult 3
Age Category



23k XP to next level
Experience Points

Category Filter	Class	HD	Skills	BAB	Fort	Reflex	Will	Level
Base	Wizard	d6	6	+2	+1	+1	+4	5
Hyb								
Mor								
Totals			32	30	+2	+1	+1	+4
			HP	Ranks	BAB	Fort	Reflex	Will
								Level

ABILITIES

	Score	Modifier	=	Base	Inhance	herent	Temp.	Penalty
STRENGTH	8	-1	=	8			0	
DEXTERITY	15	2	=	15			0	
CONSTITUTION	12	1	=	12			0	
INTELLIGENCE	19	4	=	19			0	
WISDOM	12	1	=	12			0	
CHARISMA	13	1	=	13			0	

HIT POINTS

HP Formula: Average round up (1st level max)

32 / 32 Health

Defenses

DR - SR -

Resistances

Fire 0 Cold 0 Acid 0 Elect 0

0 Damage

Temp NonL

SAVES

	Total	Base	Ability	Resist	Misc.	Temp.
FORTITUDE	2	+1	1	0		0
REFLEX	3	+1	2	0		0
WILL	5	+4	1	0		0

DEFENSES

Total	Armor	Shield	Dex	Size	Natural	Deflect	Dodge	Misc.	Temp.
ARMOR CLASS 14	1	1	2	0	0	0	0		0
FLAT-FOOTED 12	1	1		0	0	0			0
TOUCH 12	BAB	STR	2	0		0	0		0
CMD 13	+2	-1	2	0		0	0		0

SKILLS 30 / 30

	Total	Ranks	Ability	Class	Misc.	Temp.	Size & Armor
Acrobatics	2		2				
X Appraise	8	1	4	3			
Bluff	1		1				
Climb	-1		-1				
Diplomacy	1		1				
Disable Device			2				
Disguise	1		1				
Escape Artist	2		2				
X Fly	6	1	2	3			
Handle Animal			1				
Heal	1		1				
Intimidate	1		1				
X Kn. Arcana	12	5	4	3			
X Kn. Dungeoneering	12	5	4	3			
X Kn. Engineering	8	1	4	3			
X Kn. Geography	8	1	4	3			
X Kn. History	8	1	4	3			
X Kn. Local	8	1	4	3			
X Kn. Nature	10	3	4	3			
X Kn. Nobility	8	1	4	3			
X Kn. Planes	9	2	4	3			
X Kn. Religion	9	2	4	3			
X Linguistics	8	1	4	3			
Perception	3		1		2		
Ride	2		2				
Sense Motive	1		1				
Sleight of Hand			2				
X Spellcraft	14	5	4	3	2		
Stealth	2		2				
Survival	1		1				
Swim	-1		-1				
Use Magic Device			1				
X Craft:	4		4				
X Artistry:	4		4				
	#N/A		#N/A				
	#N/A		#N/A				
	#N/A		#N/A				

Saving Throw Notes
half-elf immune to sleep, +2 racial saving throw bonus against enchantment spells and effects.

Armor Class Notes

OFFENSES

mAtk	mDmg	Enh.	Formula	Variables	Attacks	Dice	Damage	Crit	Mult	Range	Type

Attack Notes
Elven Spirit, +2 to overcome spell resistance

Combat Effect Quick Toggles - see Row 123

Power Attack Rapid Shot

Combat Expertise (Custom Effect 7)

Deadly Aim (Custom Effect 8)

Heroism (Custom Effect 9)

Haste (Custom Effect 10)

Entangled Dazzled

Blinded Negative Levels

MOVEMENT

Enter base values in the Effects Table

	Move	Charge	Run	Ignore Armor?	Flight Maneuverability	average
Base 30	60	120				
Climb						
Swim						
Burrow						
Fly						

INITIATIVE

Total = DEX Misc. Temp.

8 = **2** **6** **0**

#N/A

ARMOR AND PROTECTIVES

mSkill	mDex	Enh.	Item	Material	AC	Skills	MaxDex	Spells	Magical Item or Feature	Target	Type	Value
			Haramaki		1	0	0%		Cloak of Resistance	Saves	ance/Resist	
			Mithral Buckler		1	0	0%		Ring of Protection	AC	Deflect/Enh	
									Nat Armor Amulet	NatAC	nt/Enhance/	

Armor Notes

SPELLCASTING (To reveal this hidden section, click the arrows in the Row Numbers to the far left edge of the screen) (To hide this row completely, right-click the Row Number and select "Hide")

Wizard

Ability: Intelligence 4

Level	Per Day	Known	CANTRIPS/ORISONS DC 14	1ST LEVEL 4/day DC 15	2ND LEVEL 3/day DC 16	3RD LEVEL 2/day DC 17	4TH LEVEL DC 18
0	4		Detect Magic	Grease	Invisibility		
1	4		Prestidigitation	Magic Missile	Glitterdust		
2	3		Mage Hand	Mage Armor			
3	2		Acid Splash				
4							
5							
			5TH LEVEL DC 19	6TH LEVEL DC 20	7TH LEVEL DC 21	8TH LEVEL DC 22	9TH LEVEL DC 23

Dazzled	Untyped (stacks)	INACTIVE				-1	-1						
Negative Levels	Untyped (stacks)	INACTIVE											
Unchained Wound System	Untyped (stacks)	INACTIVE	0	0	0	0	0	0	0				

Perception -1

