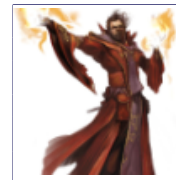


Chad

Character Name: Chad Player Name: Chad Deity: None Region: None Alignment: None
 CLASS: Sorcerer 3 RACE: Human / Humanoid Medium / 5 ft. 6' 1" / 195 lbs. Normal
 3 (2) 5000 / 9000 21 Male SIZE / FACE: Medium / 5 ft. HEIGHT / WEIGHT: 6' 1" / 195 lbs. VISION: Normal
 Character Level (CR): 3 (2) EXP/NEXT LEVEL: 5000 / 9000 AGE: 21 GENDER: Male EYES: None HAIR: None Points: 25



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED		
STR Strength	7	-2	7	-2			22				Walk 30 ft.		
DEX Dexterity	14	+2	14	+2			AC armor class	13	11	12	10		
CON Constitution	14	+2	14	+2			TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS		
INT Intelligence	12	+1	12	+1			INITIATIVE modifier	+4	+2	+2	0		
WIS Wisdom	10	+0	10	+0			TOTAL	DEX MODIFIER	MISC MODIFIER	MISS CHANCE	Arcane Spell Failure		
CHA Charisma	20	+5	20	+5			Encumbrance	Light	ARMOR CHECK PENALTY	SPELL RESIST	ACID RESIST		
											COLD RESIST	ELECT. RESIST	FIRE RESIST

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+3	+1	+2	+0	+0	+0	
REFLEX (dexterity)	+3	+1	+2	+0	+0	+0	
WILL (wisdom)	+3	+3	+0	+0	+0	+0	

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
-1	+1	-2	+0	+0	0		
RANGED	+3	+1	+2	+0	+0	0	
CMB	-1	+1	-2	+0			
CMB	-1	-1	-1	-1	-1	-1	
CMD	11	11	11	11	11	11	

UNARMED (nonlethal only)	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	-1	1d3-2	20/x2	5 ft.

*Crossbow, Heavy		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	P	M	19-20/x2	5 ft.
Range: 30 ft. To Hit: +3 Damage: 1d10						
TH	120 ft.	240 ft.	360 ft.	480 ft.	600 ft.	
Dam	+3	+1	-1	-3	-5	
TH	720 ft.	840 ft.	960 ft.	1080 ft.	1200 ft.	
Dam	1d10	1d10	1d10	1d10	1d10	
TH	-7	-9	-11	-13	-15	
Dam	1d10	1d10	1d10	1d10	1d10	

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

TOTAL SKILLPOINTS: 12	SKILLS				MAX RANKS: 3/3
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
✓ Acrobatics	DEX	2	=	2	
✓ Appraise	INT	1	=	1	
✓ Bluff	CHA	11	=	5 + 3 + 3	
✓ Climb	STR	-2	=	-2	
✓ Craft (Untrained)	INT	1	=	1	
✓ Diplomacy	CHA	8	=	5 + 3	
✓ Disguise	CHA	5	=	5	
✓ Escape Artist	DEX	2	=	2	
✓ Fly	DEX	2	=	2	
✓ Handle Animal	CHA	6	=	5 + 1	
✓ Heal	WIS	0	=	0	
✓ Intimidate	CHA	9	=	5 + 1 + 3	
✓ Perception	WIS	0	=	0	
✓ Perform (Untrained)	CHA	5	=	5	
✓ Ride	DEX	2	=	2	
✓ Sense Motive	WIS	0	=	0	
✓ Spellcraft	INT	7	=	1 + 3 + 3	
✓ Stealth	DEX	2	=	2	
✓ Survival	WIS	0	=	0	
✓ Swim	STR	-2	=	-2	
✓ Use Magic Device	CHA	9	=	5 + 1 + 3	
			=	+ +	
			=	+ +	

Claws

Rounds per Day:

Claws (Su): You can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. This is a supernatural ability. You can use your claws 8 rounds per day. [Paizo Inc. - Core Rulebook, p.75]

EQUIPMENT			
ITEM	LOCATION	QTY	WT / COST
Crossbow, Heavy	Equipped	1	8 / 50
Crossbow Bolts (10)	Equipped	10	1 (10) / 1 (10)
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Handy Haversack	Equipped	1	5 / 2,000
Wand of Cure Light Wounds	Equipped	1	0.1 / 750
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When laying your hand upon a living creature, you channel positive energy that cures 1d8+1/level, max 5 points of damage.			
TOTAL WEIGHT CARRIED/VALUE		23.06 lbs.	2,810gp

WEIGHT ALLOWANCE			
Light	23	Medium	46
Lift over head	70	Lift off ground	140
		Heavy	70
		Push / Drag	350

MONEY	
Total= 0 gp [Unspent Funds = 190 gp]	

MAGIC	
Languages	
Common, Draconic	

Other Companions	

Traits	
Magical Lineage (Fireball)	[Paizo Inc. - Advanced Player's Guide, p.329]
One of your parents was a gifted spellcaster who not only used metamagic often, but developed many magical items and perhaps even a new spell or two--and you have inherited a fragment of this greatness. When you apply metamagic feats to Fireball, treat its actual level as 1 lower for determining the spell's final adjusted level.	
Reactionary	[Paizo Inc. - Advanced Player's Guide, p.328]
You were bullied often as a child, but never quite developed an offensive response. Instead, you became adept at anticipating sudden attacks and reacting to danger quickly. You gain a +2 trait bonus on Initiative checks.	

Special Qualities	
Bloodline Arcana	[Paizo Inc. - Core Rulebook, p.75]
Whenever you cast a spell with the fire descriptor, that spell deals +1 point of damage per die rolled.	
Bonus Feat	[Paizo Inc. - Core Rulebook, p.27]
Humans select one extra feat at 1st level.	
Cantrips	[Paizo Inc. - Core Rulebook, p.71]
You learn a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.	
Claws (Su)	[Paizo Inc. - Core Rulebook, p.75]
You can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. This is a supernatural ability. You can use your claws 8 rounds per day.	
Draconic Bloodline (Red)	[Paizo Inc. - Core Rulebook, p.75]
At some point in your family's history, a dragon interbred with your bloodline, and now its ancient power flows through your veins.	
Dragon Resistances	[Paizo Inc. - Core Rulebook, p.75]
You gain Fire Resistance 5 and a +1 natural armor bonus.	
Resistance to Fire (Ex)	[Paizo Inc. - Bestiary, p.303]
You may ignore 5 points of Fire damage each time you take fire damage.	
Skilled	[Paizo Inc. - Core Rulebook, p.27]
Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.	

Feats	
Elemental Focus (Elemental Focus (Fire))	[Paizo Inc. - Advanced Player's Guide, p.158]
Your spells of a certain element are more difficult to resist.	
Choose one energy type (acid, cold, electricity, or fire). Add +1 to the Difficulty Class for all saving throws against spells that deal damage of the energy type you select.	
Spell Focus (Conjuration, Evocation)	[Paizo Inc. - Core Rulebook, p.134]
Any spells you cast of your chosen school of magic are more difficult to resist.	

Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.	
Eschew Materials	[Paizo Inc. - Core Rulebook, p.123]
You can cast many spells without needing to utilize minor material components.	
You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.	
Magical Lineage	[Paizo Inc. - Advanced Player's Guide]

Proficiencies	
Battle Aspergillum, Bayonet, Blowgun, Boar Spear, Brass Knuckles, Cestus, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Chain), Dagger (Punching), Dart, Gaff, Gauntlet, Gauntlet (Spiked), Grapple, Hanbo, Javelin, Khakkhara, Kumade, Kunai, Longspear, Mace (Heavy), Mace (Light), Mere Club, Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spear (Boar), Spells (Ray), Spells (Touch), Splash Weapon, Stake, Stonebow, Unarmed Strike, Underwater Crossbow (Heavy), Underwater Crossbow (Light), Weighted Spear	

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	5	4	—	—	—	—	—	—	—	—
PER DAY	at will	7	—	—	—	—	—	—	—	—
Concentration	+8									

LEVEL 0 / Per Day:0 / Caster Level:3

Name	School	Time	Duration	Range	Source
□□□□ Dancing Lights	Evocation [Light]	1 standard action	1 minute [D]	Medium (130 ft.)	CR:p.263
[V, S] TARGET: Up to four lights, all within a 10-ft.-radius area; EFFECT: You create up to four lights that resemble lanterns or torches. [SR: No]					
□□□□ Disrupt Undead	Necromancy	1 standard action	Instantaneous	Close (30 ft.)	CR:p.273
[V, S] TARGET: Ray; EFFECT: You direct a ray of positive energy dealing 1d6 points of damage to Undead. [SR: Yes]					
□□□□ Prestidigitation	Universal	1 standard action	1 hour	10 ft.	CR:p.325
[V, S] TARGET: See text; EFFECT: Prestidigitations are minor tricks that novice spellcasters use for practice. [SR: No; DC: 15, See text]					
□□□□ Ray of Frost	Evocation, WaterSchool [Cold]	1 standard action	Instantaneous	Close (30 ft.)	CR:p.330
[V, S] TARGET: Ray; EFFECT: A ray of freezing air and ice projects from your pointing finger dealing 1d3 points of cold damage. [SR: Yes]					
□□□□ Resistance	Abjuration	1 standard action	1 minute	Touch	CR:p.334
[V, S, M/DF] TARGET: Creature touched; EFFECT: You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saves. [SR: Yes (harmless); DC: 15, Will negates (harmless)]					

LEVEL 1 / Per Day:7 / Caster Level:3

Name	School	Time	Duration	Range	Source
□□□□ Enlarge Person	Transmutation	1 round	3 minutes [D]	Close (30 ft.)	CR:p.277
[V, S, M] TARGET: One humanoid creature; EFFECT: This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. [SR: Yes; DC: 16, Fortitude negates]					
□□□□ Grease	Conjuration, EarthSchool (Creation)	1 standard action	3 minutes [D]	Close (30 ft.)	CR:p.291
[V, S, M] TARGET: One object or 10-ft. square; EFFECT: A grease spell covers a solid surface with a layer of slippery grease. [SR: No; DC: 17, See text]					
□□□□ Mage Armor	Conjuration (Creation) [Force]	1 standard action	3 hours [D]	Touch	CR:p.306
[V, S, F] TARGET: Creature touched; EFFECT: An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. [SR: No; DC: 17, Will negates (harmless)]					
□□□□ Protection from Evil	Abjuration [Good]	1 standard action	3 minutes [D]	Touch	CR:p.327
[V, S, M/DF] TARGET: Creature touched; EFFECT: This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. [SR: No; see text; DC: 16, Will negates (harmless)]					

* =Domain/Specialty Spell

Chad

Human

RACE

21

AGE

Male

GENDER

VISION

None

ALIGNMENT

Right

DOMINANT HAND

6' 1"

HEIGHT

195 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR / HAIR STYLE

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE / CATCH PHRASE

RESIDENCE

LOCATION

None

REGION

DEITY

Humanoid

Race Type

Race Sub Type

Description:

Biography:

