

CHARACTER NAME		PLAYER		ALIGNMENT	DEITY	POINTS
Sorcerer9	36000	Gnome	Small / 5.0 ft.	3' 7"	47 lbs.	Low-Light, Normal
CLASS	EXPERIENCE	RACE	SIZE / FACE	HEIGHT	WEIGHT	VISION
9	45000	48		Hazel	Brown, Neat	0
LEVEL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	TURNS/DAY

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
STR Strength	10	+0	10	+0			HP Hit Points	45		Walk 20'
DEX Dexterity	12	+1	12	+1			AC Armour Class	15	= 14 : 13 : 10 + 0 + 2 + 1 + 1 + 0 + 1	
CON Constitution	12	+1	12	+1			TOTAL	FLAT	TOUCH	BASE
INT Intelligence	14	+2	14	+2			INITIATIVE Modifier	1	= 1 + 0	ARMOR BONUS
WIS Wisdom	12	+1	12	+1			TOTAL	DEX MODIFIER	MISC MODIFIER	SHIELD BONUS
CHA Charisma	20	+5	20	+5			BASE ATTACK Bonus	+4		STAT BONUS

SAVING THROWS	TOTAL	BASE	STAT	MAGIC	EPIC	MISC	TEMPORARY	CONDITIONAL MODIFIERS
Fortitude Constitution	+4	= +3	+ +1	+ +0	+ +0	+ +0		
Reflex Dexterity	+4	= +3	+ +1	+ +0	+ +0	+ +0		
Willpower Wisdom	+7	= +6	+ +1	+ +0	+ +0	+ +0		

Melee ATTACK BONUS	+5	=	+4	+ 0	+ 1	+ 0	+ 0	
Ranged ATTACK BONUS	+6	=	+4	+ 1	+ 1	+ 0	+ 0	
Grapple ATTACK BONUS	+0	=	+4	+ 0	+ -4	+ 0	+ 0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+5	1d2	20/x2

WEAPON	+ATTACK BONUS	DAMAGE	CRITICAL	HAND	RANGE	TYPE	SIZE
*Small Flaming Light Crossbow +1	+7	1d6+1	19-20/x2	B	80'	P	S
Masterwork, Wood, Flaming							
Small Masterwork Heavy Mace	+6	1d6	20/x2	C	0'	B	S
Masterwork, Steel							

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
SHIELD	Shield	+2		+0	0
*Small Mithral Buckler +1					
Mithral, Steel					

ITEMS	AC
*Ring of Protection +1	+1
Grants +1 deflection bonus to AC	

AMMUNITION
Small Crossbow Bolts (10) (4)

SKILLS

MAX RANKS

12/6

SKILL NAME	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
Appraise	INT	2	= 2	+ 0	+ 0
Balance	DEX	1	= 1	+ 0	+ 0
Bluff	CHA	6	= 5	+ 1	+ 0
Climb	STR	0	= 0	+ 0	+ 0
Concentration	CON	10	= 1	+ 9	+ 0
Diplomacy	CHA	10	= 5	+ 5	+ 0
Disguise	CHA	5	= 5	+ 0	+ 0
Escape Artist	DEX	1	= 1	+ 0	+ 0
Forgery	INT	2	= 2	+ 0	+ 0
Gather Information	CHA	5	= 5	+ 0	+ 0
Heal	WIS	1	= 1	+ 0	+ 0
Hide	DEX	5	= 1	+ 0	+ 4
Intimidate	CHA	5	= 5	+ 0	+ 0
Jump	STR	-6	= 0	+ 0	+ -6
Knowledge (Arcana)	INT	10	= 2	+ 8	+ 0
Listen	WIS	4	= 1	+ 1	+ 2
Move Silently	DEX	1	= 1	+ 0	+ 0
Ride	DEX	-4	= 1	+ 0	+ -5
Search	INT	4	= 2	+ 2	+ 0
Sense Motive	WIS	1	= 1	+ 0	+ 0
Spellcraft	INT	10	= 2	+ 6	+ 2
Spot	WIS	4	= 1	+ 3	+ 0
Survival	WIS	1	= 1	+ 0	+ 0
Swim	STR	0	= 0	+ 0	+ 0
Tumble	DEX	2	= 1	+ 1	+ 0
Use Rope	DEX	1	= 1	+ 0	+ 0
= Useable Untrained					

EQUIPMENT

ITEM	LOCATION	QTY	WT.	GP COST	ITEM	LOCATION	QTY	WT.	GP COST
Flint and Steel	Small Belt Pouch	1	0	1	Small Crossbow Bolts (10) (Steel, Wood)	Small Backpack	3	0.5	1
Ring of Protection +1 (Grants +1 deflection bonus to AC)	Equipped	1	0.01	2000	Small Explorer's Outfit	Equipped	1	2	0
Silk Rope (50')	Small Backpack	1	5	10	Small Flaming Light Crossbow +1 (Masterwork, Wood, Flaming)	Equipped	1	2	8335
Scroll of Mage Armor (8th) (Scroll (ARCANE/Mage Armor/Wizard/8th/Minor)), Spell Effect (Single Use/Completion), Minor)	Small Belt Pouch	1	0.01	200	Small Masterwork Heavy Mace (Masterwork, Steel)	Carried	1	4	312
Small Backpack	Equipped	1	0.5	2	Small Mithral Buckler +1 (Mithral, Steel)	Equipped	1	1.25	2015
Small Belt Pouch	Equipped	1	0.12	1	Spell Component Pouch	Equipped	1	3	5
Small Crossbow Bolts (10) (Steel, Wood)	Carried	1	0.5	1	Wand of Fireball (5th level caster) (Spell Effect (50 Charges/Spell Trigger))	Small Belt Pouch	1	0.1	4500
TOTAL WEIGHT CARRIED/VALUE						18 lbs.	36285 gp		

WEIGHT ALLOWANCE

Light	25	Medium	50	Heavy	75
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MONEY

Familiar: Growf, Familiar (Pseudodragon)					
FORT:	+4	REF:	+5	WILL:	+7
		HP:	22	AC:	23
		INIT:	+2		
*Sting	+8	DAMAGE:	1d3-2	CRITICAL:	20/x2
*Bite	-1	DAMAGE:	1-2	CRITICAL:	20/x2
Special:	Blindsense (Ex) ~ 60 ft. range, Deliver touch spells, Dragons eat and sleep and breathe, Empathic Link, Immunity to Paralysis (Ex), Immunity to Sleep (Ex), Improved Evasion (Ex), Share Spells, Speak with animals of its kind, Speak with master, Telepathy (Su) ~ can communicate telepathically with any creature within 60 feet that has an Intelligence score				

SPECIAL ABILITIES

+4 Dodge bonus to Armor Class against monsters of the giant type, +1 racial bonus on attack rolls against kobolds and goblinoids, +2 racial bonus on saving throws against illusions, Speak with Animals (burrowing mammal only, duration 1 minute), Summon Familiar

PROFICIENCIES

Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Ranged Spell, Shortspear, Sickle, Sling, Spear, Touch Spell, Unarmed Strike

LANGUAGES

Common, Draconic, Gnome, Goblin, Literacy

FEATS

NAME	DESCRIPTION
Improved Familiar	allows spellcasters to acquire a new familiar from a nonstandard list, but only when they could normally acquire a new familiar
Point Blank Shot	You are skilled at making well-placed shots with ranged weapons at close range
Simple Weapon Proficiency	You understand how to use all types of simple weapons in combat
Spell Focus (Evocation)	Your spells of the chosen school are more potent than normal
Weapon Focus (Ray)	You are especially good at using the chosen weapon

SPELLS

Innate										
Speak with Animals (DC:16)		Dancing Lights (DC:15)		Ghost Sound (DC:15)			Prestidigitation (DC:15)			
Sorcerer Per Day	0	1	2	3	4	5	6	7	8	9
	6	8	7	7	5	0	0	0	0	0
0: Acid Splash (DC:15) Flare (DC:16)	Daze (DC:15) Prestidigitation (DC:15)		Detect Magic (DC:15) Ray of Frost (DC:16)			Disrupt Undead (DC:15) Resistance (DC:15)				
1: Burning Hands (DC:17) Shield (DC:16)	Charm Person (DC:16)		Grease (DC:16)			Magic Missile (DC:17)				
2: Blindness/Deafness (DC:17)	Blur (DC:18)		Flaming Sphere (DC:18)			Scorching Ray (DC:18)				
3: Dispel Magic (DC:18)	Fireball (DC:19)		Lightning Bolt (DC:19)							
4: Animate Dead (DC:19)	Wall of Fire (DC:20)									

* = Domain/Specialty Spell

Diminutive (Ex) ~ 60 ft. range, Deliver touch spells, Dragons eat and sleep and breathe, Empathic Link, Immunity to Paralysis (Ex), Immunity to Sleep (Ex), Improved Evasion (Ex), Share Spells, Speak with animals of its kind, Speak with master, Telepathy (Su) ~ can communicate telepathically with any creature within 60 feet that has an Intelligence score