

Jonus
 CHARACTER NAME
Sor/EIS
 CLASS
12/3
 LEVEL
Medium
 SIZE
Human
 RACE
Humanoid
 TYPE

Mac
 PLAYER
Male
 GENDER
17
 AGE
Chaotic Neutral
 ALIGNMENT
5'10"
 HEIGHT
144 lbs
 WEIGHT

Hazel
 DEITY
Redish
 HAIR
Hazel
 EYES



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH	11	+0		
DEX DEXTERITY	16	+3		
CON CONSTITUTION	16	+3		
INT INTELLIGENCE	15	+2		
WIS WISDOM	12	+1		
CHA CHARISMA	20	+5		

HP HIT POINTS	88	TOTAL		WOUNDS/CURRENT HP		NONLETHAL DAMAGE	
AC ARMOR CLASS	13	10	+0	+0	+3	+0	+0
TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECT MOD

SPEED		30 ft/x4
ARMOR CHECK PENALTY	DAMAGE REDUCTION	

TOUCH ARMOR CLASS	13	FLAT-FOOTED ARMOR CLASS	10
INITIATIVE MODIFIER	+3	+3	
TOTAL		DEX MODIFIER	MISC. MODIFIER

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	+8	+5	+3	+0	+0		
REFLEX (DEXTERITY)	+8	+5	+3	+0	+0		
WILL (WISDOM)	+12	+11	+1	+0	+0		

BASE ATTACK BONUS	+7/+2	SPELL RESISTANCE	
GRAPPLE MODIFIER	+7	ARCANE SPELL FAILURE	
TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER

MELEE ATTACK BONUS	+7/+2	+7/+2	+0	+0	+0	
RANGED ATTACK BONUS	+10/+5	+7/+2	+3	+0	+0	
TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Spear		+7/+2	1d8	20/x3
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
20 ft	6 lb	P	Medium	Two-handed

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Light Crossbow		+10/+5	1d8	19-20/x2
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
80 ft	4 lb	P	Medium	Two-handed

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS		18 / 9
				RANKS	MISC. MODIFIER	
<input checked="" type="checkbox"/> Appraise ¹	INT	+2	2			
<input checked="" type="checkbox"/> Balance ¹	DEX*	+3	3			
<input type="checkbox"/> Bluff ¹	CHA	+10	5	5		
<input checked="" type="checkbox"/> Climb ¹	STR*	+0				
<input type="checkbox"/> Concentration ¹	CON	+21	3	18		
<input checked="" type="checkbox"/> Diplomacy ¹	CHA	+7	5		2	
<input checked="" type="checkbox"/> Disguise ¹	CHA	+5	5			
<input checked="" type="checkbox"/> Escape Artist ¹	DEX*	+3	3			
<input checked="" type="checkbox"/> Forgery ¹	INT	+2	2			
<input checked="" type="checkbox"/> Gather Information ¹	CHA	+5	5			
<input checked="" type="checkbox"/> Heal ¹	WIS	+1	1			
<input checked="" type="checkbox"/> Hide ¹	DEX*	+3	3			
<input checked="" type="checkbox"/> Intimidate ¹	CHA	+7	5		2	
<input checked="" type="checkbox"/> Jump ¹	STR*	+0				
<input type="checkbox"/> Knowledge (arcana)	INT	+20	2	18		
<input type="checkbox"/> Knowledge (the planes)	INT	+15	2	13		
<input checked="" type="checkbox"/> Listen ¹	WIS	+1	1			
<input checked="" type="checkbox"/> Move Silently ¹	DEX*	+3	3			
<input type="checkbox"/> Profession (Cook)	WIS	+10	1	9		
<input type="checkbox"/> Ride ¹	DEX	+3	3			
<input checked="" type="checkbox"/> Search ¹	INT	+2	2			
<input checked="" type="checkbox"/> Sense Motive ¹	WIS	+1	1			
<input type="checkbox"/> Spellcraft	INT	+22	2	18	2	
<input checked="" type="checkbox"/> Spot ¹	WIS	+1	1			
<input checked="" type="checkbox"/> Survival ¹	WIS	+1	1			
<input checked="" type="checkbox"/> Swim ¹	STR**	+0				
<input checked="" type="checkbox"/> Use Rope ¹	DEX	+3	3			

Skills marked with ¹ can be used normally even if the character has zero (0) skill ranks.
 Skills marked with are cross-class skills.
 * ARMOR CHECK PENALTY applies. ** Twice ARMOR CHECK PENALTY applies.

Sorcerer

CASTER LVL

15

SPELL SAVE

+5
DC MOD

SPELL
SAVE DC

LEVEL

SPELLS
PER DAY

SPELL RANGES

CLOSE RANGE (25 ft. + 5 ft. / 2 levels)	60 ft.
MEDIUM RANGE (100 ft. + 10 ft. / level)	250 ft.
LONG RANGE (400 ft. + 40 ft. / level)	1000 ft.

15	16	17	18	19	20	21	22
0	1ST	2ND	3RD	4TH	5TH	6TH	7TH
6	8	7	7	7	7	6	4
	1ST	2ND	3RD	4TH	5TH	6TH	7TH
							8TH
							9TH

SPELL LIST

prep	spell name	school	comp	cast time	range	duration	save	SR	description	ref
	— 0-Level Spells (Cantrips) —									
	Acid Splash	con(creation)[acid]	vs	1a	Close	Inst	None	No	0th deals 1d8 acid damage.	phb:196
	Dancing Lights	ev[light]	vs	1a	Med	1 min(D)	None	No	Creates torches or other lights.	phb:210
	Detect Magic	div	vs	1a	60 ft.	[c]->15 min(D)	None	No	Detects spells and magic items within 60 ft.	phb:219
	Disrupt Undead	rac	vs	1a	Close	Inst	None	Yes	Deals 1d8 damage to one undead.	phb:223
	Flare	ev[light]	v	1a	Close	Inst	Fort neg	Yes	Dazzles one creature (-1 on attack rolls).	phb:232
	Light	ev[light]	vm/df	1a	Touch	150 min(D)	None	No	Object shines like a torch.	phb:248
	Mage Hand	tra	vs	1a	Close	[c]	None	No	5-pound telekinetic.	phb:249
	Mending	tra	vs	1a	10 ft.	Inst	Will neg(h,o)	Yes(h,o)	Makes minor repairs on an object.	phb:253
	Read Magic	div	vs/	1a	Personal	150 min	None	Yes	Read scrolls and spellbooks.	phb:269
	— 1st-Level Spells —									
	Burning Hands	ev[fire]	vs	1a	15 ft.	Inst	Ref half	Yes	5d4 fire damage.	phb:207
	Color Spray	ill(pattern)[rmd]	vs/m	1a	15 ft.	Inst*	Will neg	Yes	Knocks unconscious, blinds, and/or stuns creatures in a 15-ft. cone.	phb:210
	Mage Armor	con(creation)[force]	vs/	1a	Touch	15 inst(D)	Will neg(h)	No	Gives subject +4 armor bonus.	phb:249
	Magic Missile	ev[force]	vs	1a	Med	Inst	None	Yes	5 missiles deal(s) 1d4+1 damage each.	phb:251
	Sleep	en(comp)[rmd]	vs/m	1r	Med	15 min	Will neg	Yes	Puts 4 HD of creatures into magical slumber.	phb:280
	— 2nd-Level Spells —									
	Flaming Sphere	ev[fire]	vm/df	1a	Med	15 rd	Ref neg	Yes	Creates rolling ball of fire, 2d6 damage.	phb:232
	Gust of Wind	ev[air]	vs	1a	60 ft.	1 rd	Fort neg	Yes	Blows away or knocks down smaller creatures.	phb:238
	Melf's Acid Arrow	con(creation)[acid]	vm/df	1a	Long	6 rd	None	No	Ranged touch attack; 2d4 damage for 6 rds	phb:253
	Protection from Arrows	abj	vs/	1a	Touch	15 hr*	Will neg(h)	Yes(h)	DR 10 magic vs. ranged weapons; can absorb 150 damage.	phb:266
	Soothing Ray	ev[fire]	vs	1a	Close	Inst	None	Yes	3 ranged touch attack(s) deals 4d6 fire damage.	phb:274
	— 3rd-Level Spells —									
	Dispel Magic	abj	vs	1a	Med	Inst	None	No	Cancel magical spells and effects.	phb:223
	Fireball	ev[fire]	vs/m	1a	Long	Inst	Ref half	Yes	10d6 damage, 20-ft. radius.	phb:231
	Haste	tra	vs/m	1a	Close	15 rd	Fort neg(h)	Yes(h)	15 creatures move faster, +1 on attack rolls, AC, and Reflex saves.	phb:239
	Lightning Bolt	ev[electricity]	vs/m	1a	120 ft.	Inst	Ref half	Yes	Electrically deals 10d6 damage.	phb:246
	— 4th-Level Spells —									
	Polymorph	tra	vs/m	1a	Touch	15 min(D)	None	No	Gives one willing subject a new form.	phb:263
	Shout	ev[sonic]	v	1a	30 ft.	Inst	Fort neg(o)	Yes(o)	Deafens all within cone and deals 5d6 sonic damage.	phb:279
	Stoneskin	abj	vs/m	1a	Touch	150 min*	Will neg(h)	Yes(h)	Ignore 10 points of damage per attack; up to 150 total.	phb:286
	Wall of Fire	ev[fire]	vm/df	1a	Med	[c]-H-15 rd	None	Yes	Deals 2d4 fire damage out to 10 ft., 1d4 out to 20 ft. Passing through: 2d6+15 dmg.	phb:288
	— 5th-Level Spells —									
	Cloudkill	con(creation)	vs	1a	Med	15 min	Fort prt*	No	Kills 3 HD or less, 4-6 HD save or die, 6+ HD take Con damage.	phb:210
	Mordenkainen's Private Sanctum	abj	vs/m	10 min	Close	24 hrs(D)	None	No	Prevents anyone from viewing or spying an area for 24 hours.	phb:256
	Nightmare	ill(phant)[mind,evil]	vs	10 min	Unlimited	Inst	Will neg*	Yes	Sends vision dealing 1d10 damage, fatigue.	phb:257
	Wall of Force	ev[force]	vs/m	1a	Close	15 rd(D)	None	No	Wall is immune to damage.	phb:268
	— 6th-Level Spells —									
	Call's Grog, Mass	tra	vs/m	1a	Close	15 min	Will neg(h)	Yes	As cat's grog, affects 15 subjects.	phb:203
	Chain Lightning	ev[electricity]	vs/	1a	Long	Inst	Ref half	Yes	15d6 damage; 15 secondary bolts each deals half damage.	phb:208
	Summon Monster VI	con(summon)	vs/df	1r	Close	15 rd(D)	None	No	Calls extraplanar creature to fight for you.	phb:257
	— 7th-Level Spells —									
	Delayed Blast Fireball	ev[fire]	vs/m	1a	Long	5 rd or less*	Ref half	Yes	15d6 fire damage; you can postpone blast for 5 rounds.	phb:217
	Teleport, Greater	con(teleport)	v	1a	Per and touch	Inst	None and Will neg(o)	Yes(o)	As teleport, but no range limit and no off-target arrival.	phb:263

Ashes
FAMILIAR NAME: Elemental, Fire, Small (3.5)
MASTER'S NAME: Chaotic Neutral
5 ft./5 ft.
FAMILIAR CREATURE TYPE: 15 Small
ALIGNMENT: Chaotic Neutral
FACE/REACH: Face/Reach
MASTERS LEVEL: 15
AGE: Small
GENDER: 15
HIT DICE:

FAMILIAR RECORD SHEET
DAMAGE REDUCTION:
HIT DIE TYPE: **d8**
SPEED: **50 ft.**

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	10	+0		
DEX DEXTERITY	13	+1		
CON CONSTITUTION	10	+0		
INT INTELLIGENCE	13	+1		
WIS WISDOM	11	+0		
CHA CHARISMA	11	+0		

HP HIT POINTS: **43**
WOUNDS/CURRENT HP:
SUBDUAL DAMAGE:
AC ARMOR CLASS: **23** = **10** (FAMILIAR BONUS) + **+8** (SHIELD BONUS) + **+0** (DEX MODIFIER) + **+1** (SIZE MODIFIER) + **+1** (NATURAL ARMOR) + **+3** (MISC. MODIFIER) + **+0** (TEMP. MODIFIER)
INITIATIVE MODIFIER: **+5** (TOTAL) = **+1** (DEX MODIFIER) + **+4** (MISC. MODIFIER)
BASE ATTACK BONUS: **+7**

SAVING THROWS
FORTITUDE (CONSTITUTION): **+5** (TOTAL) = **+5** (BASE SAVE) + **+0** (ABILITY MODIFIER) + **0** (MAGIC MODIFIER) + **0** (MISC. MODIFIER) + **0** (TEMPORARY MODIFIER)
REFLEX (DEXTERITY): **+6** (TOTAL) = **+5** (BASE SAVE) + **+1** (ABILITY MODIFIER) + **0** (MAGIC MODIFIER) + **0** (MISC. MODIFIER) + **0** (TEMPORARY MODIFIER)
WILL (WISDOM): **+9** (TOTAL) = **+9** (BASE SAVE) + **+0** (ABILITY MODIFIER) + **0** (MAGIC MODIFIER) + **0** (MISC. MODIFIER) + **0** (TEMPORARY MODIFIER)

MELEE ATTACK BONUS: **+8** (TOTAL) = **+7** (BASE ATTACK BONUS) + **+1** (ABIL. MODIFIER) + **0** (SIZE MODIFIER) + **0** (MISC. MODIFIER) + **0** (TEMPORARY MODIFIER)
RANGED ATTACK BONUS: **+8** (TOTAL) = **+7** (BASE ATTACK BONUS) + **+1** (ABIL. MODIFIER) + **0** (SIZE MODIFIER) + **0** (MISC. MODIFIER) + **0** (TEMPORARY MODIFIER)

Primary Attack

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Slam	+8	1d4	20/X2
SPECIAL PROPERTIES: +1d4 [Fire]			

Secondary Attack

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
SPECIAL PROPERTIES:			

Tertiary Attack

	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
SPECIAL PROPERTIES:			

- Special Abilities**
- Book References: Player's Handbook (Page 51), Monster Manual (Page 83), and Tome & Blood (Pages 9-12,17).
 - Improved Evasion (Ex): If the familiar is subjected to an attack that normally allows a reflex saving throw for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.
 - Share Spells (Sp): At master's option, any spell he casts on himself can affect the familiar. Additionally, the master may cast a spell with a target of 'You' (as a ranged touch spell) on his familiar instead of on himself. The familiar must be within 5' at the time of casting.
 - Empathic Link (Su): The master and familiar may communicate empathically up to one mile.
 - Touch (Sp): The familiar can deliver touch spells for the master.
 - Speak with Master: Master and familiar can communicate verbally as if using a common language. Other creatures do not understand the communication without magical help.
 - Speak with Animals: The familiar can communicate with creatures of similar type (Elementals).
 - Spell Resistance: The familiar has spell resistance of 20.
 - Scry on Familiar: Master may 'scry' his familiar once per day.
 - Elemental: Immune to poison, sleep, paralysis, and stunning; not subject to critical hits or flanking.
 - Darkvision out to 60'.
 - Fire Sybtype: Fire immunity, double damage from cold except on successful save.
 - Burn (Ex): Those hit by the fire elemental's slam attack must succeed at a Fort save (DC 11) or catch fire. The flame burns for 1d4 rounds. Those hitting it with natural weapons or unarmed attacks must make a Ref save (DC11) or catch fire as above.

SKILLS					
SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC.
Appraise	INT	+1	= +1	+ +0	
Balance	DEX*	+1	= +1	+ +0	
Bluff	CHA	+5	= +0	+ 5 +0	
Climb	STR*	+0	= +0	+ +0	
Concentration	CON	+18	= +0	+ 18 +0	
Craft skills •	INT	+1	= +1	+ +0	
Diplomacy	CHA	+0	= +0	+ +0	
Disguise	CHA	+0	= +0	+ +0	
Escape Artist	DEX*	+1	= +1	+ +0	
Forgery	INT	+1	= +1	+ +0	
Gamble	CHA	+0	= +0	+ +0	
Gather Information	CHA	+0	= +0	+ +0	
Heal	WIS	+0	= +0	+ +0	
Hide	DEX*	+1	= +1	+ +0	
Intimidate	CHA	+0	= +0	+ +0	
Jump	STR*	+0	= +0	+ +0	
Knowledge (arcana)	INT	+19	= +1	+ 18 +0	
Knowledge (the planes)	INT	+15	= +1	+ 14 +0	
Listen	WIS	+2	= +0	+ 2 +0	
Move Silently	DEX*	+1	= +1	+ +0	
Perform skills •	CHA	+0	= +0	+ +0	
Profession (cook)	WIS	+9	= +0	+ 9 +0	
Ride	DEX	+1	= +1	+ +0	
Search	INT	+1	= +1	+ +0	
Sense Motive	WIS	+0	= +0	+ +0	
Spellcraft	INT	+19	= +1	+ 18 +0	
Spot	WIS	+3	= +0	+ 3 +0	
Survival	WIS	+0	= +0	+ +0	
Swim	STR**	+0	= +0	+ +0	
Use Rope	DEX	+1	= +1	+ +0	

Skills marked with • can be used normally even if the character has zero (0) skill ranks
* ARMOR CHECK PENALTY, if any, applies.
** -1 per 5 lbs. of gear.