

CHARACTER Roondar PLAYER \_\_\_\_\_  
 CLASS Sorcerer/Warlock LEVEL 15  
 RACE Gnome ALIGNMENT CN  
 PATRON DEITY/RELIGION \_\_\_\_\_  
 ORIGIN \_\_\_\_\_ RESIDENCE \_\_\_\_\_



ABILITY SCORES

STRENGTH  
 DEXTERITY  
 CONSTITUTION  
 INTELLIGENCE  
 WISDOM  
 CHARISMA

SCORE	MOD	TEMP SCORE	TEMP MOD
12	1		
20	2		
16	3		
18	4		
12	1		
24	7		

HIT POINTS

MAX

CURRENT

DMG REDUCTION

MASSIVE DMG THRESHOLD

HEALING RATE

DIE TYPE(S)

SKILLS

- APPRAISE ■
- AUTOHYPNOSIS
- BALANCE ■
- BLUFF ■
- CLIMB ■
- CONCENTRATION ■
- CRAFT ■ ( \_\_\_\_\_ )
- DECIPHER SCRIPT
- DIPLOMACY ■
- DISABLE DEVICE
- DISGUISE ■
- ESCAPE ARTIST ■
- FORGERY ■
- GATHER INFORMATION ■
- HANDLE ANIMAL
- HEAL ■
- HIDE ■
- INTIMIDATE ■
- JUMP ■
- KNOWLEDGE ( arcana )
- KNOWLEDGE ( history )
- KNOWLEDGE ( \_\_\_\_\_ )
- KNOWLEDGE ( \_\_\_\_\_ )
- LISTEN ■
- MOVE SILENTLY ■
- OPEN LOCK
- PERFORM ( \_\_\_\_\_ )
- PERFORM ( \_\_\_\_\_ )
- PERFORM ( \_\_\_\_\_ )
- PROFESSION ( \_\_\_\_\_ )
- PSICRAFT
- RIDE ■
- SEARCH ■
- SENSE MOTIVE ■
- SLEIGHT OF HAND
- SPELLCRAFT
- SPOT ■
- SURVIVAL ■
- SWIM ■
- TUMBLE
- USE MAGIC DEVICE
- USE PSIONIC DEVICE
- USE ROPE ■

CLASS SKILL TOTAL ABILITY RANKS MISC 1 MISC 2 MISC 3

CLASS SKILL	TOTAL	ABILITY RANKS	MISC 1	MISC 2	MISC 3
APPRAISE					
AUTOHYPNOSIS					
BALANCE					
BLUFF					
CLIMB					
CONCENTRATION	✓ 13	3	10		
CRAFT					
DECIPHER SCRIPT					
DIPLOMACY					
DISABLE DEVICE					
DISGUISE					
ESCAPE ARTIST					
FORGERY					
GATHER INFORMATION					
HANDLE ANIMAL					
HEAL					
HIDE		11	7	4	
INTIMIDATE	✓				
JUMP		6	1	5	
KNOWLEDGE (arcana)	✓				
KNOWLEDGE (history)	✓				
KNOWLEDGE (_____)	✓				
KNOWLEDGE (_____)	✓				
LISTEN					
MOVE SILENTLY					
OPEN LOCK					
PERFORM (_____)					
PERFORM (_____)					
PERFORM (_____)					
PROFESSION (_____)	✓				
PSICRAFT					
RIDE					
SEARCH					
SENSE MOTIVE					
SLEIGHT OF HAND					
SPELLCRAFT	✓ 8	4	4		
SPOT		10	1	9	
SURVIVAL					
SWIM		12	7	3	
TUMBLE					
USE MAGIC DEVICE					
USE PSIONIC DEVICE					
USE ROPE					
magic voice		12	7	3	



ARMOR

MODIFIERS

ARMOR	SHIELD	DEX	SIZE	NATURAL	MISC 1	MISC 2
3	2	7	1	5	4	

ARMOR WORN/ADDITIONAL MODIFIERS

rolled +2 light wooden +1  
 protect +4 armor natural 5  
 ring

- AC WHEN FLAT-FOOTED 28
- AC VERSUS TOUCH ATTACKS 27
- MISS CHANCE
- MAX DEXTERITY BONUS 8
- ARMOR CHECK PENALTY
- ARCANE SPELL FAILURE
- SPELL RESISTANCE

SAVING THROWS

	TOTAL	CLASS BASE			MODIFIERS			
		1	2	3	4	ABILITY	MAGIC	MISC
FORTITUDE	12	2	2			3	5	
REFLEX	16	2	2			7	5	
WILL	17	5	6			1	3	

INITIATIVE

TOTAL	DEX	MISC
	7	

BASE MODIFIED

SPEED	BASE	MODIFIED
30	30	

ATTACK ROLLS

	TOTAL	MULTIPLE ATTACKS				CLASS BASE				MODIFIERS			
		2ND	3RD	4TH	5TH	1	2	3	4	ABILITY	SIZE	MISC 1	MISC 2
MELEE	9	4				7				1	1		
RANGED	15	10				7				7	1		
GRAPPLE	7	1				7				1	4		
FLURRY OF BLOWS													

ADDITIONAL MODIFIERS

WEAPONS

WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
<u>crossbow</u>	<u>15/10</u>					
NOTES <u>30</u>						
<u>morning star</u>	<u>9/4</u>					
NOTES						
<u>light mace</u>	<u>9/4</u>					
NOTES						
<u>light mace</u>	<u>9/4</u>					
NOTES						

■ DENOTES SKILL CAN BE USED OBTAINED — ■ ARMOR CLC OF PUNILY APPLIES (DOUBLE FOR SWIM)  
 WEAPONS: SIMPLE □ MARTIAL ARMOR: □ LIGHT □ MEDIUM □ HEAVY □ SHIELDS

# SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
17	0	6/6	0	7
8	1ST	6/6	2	5
3	2ND	6/6	2	3
7	3RD	4/5	2	3
21	4TH	3	1	
22	5TH		1	
23	6TH		1	
	7TH		1	
	8TH			
	9TH			

SPELL SAVE DC MOD = 10 +

SCHOOL OF SPECIALIZATION

PROHIBITED SCHOOLS

# PSIONICS

POWER POINTS =  =  +  +

MODIFIERS: ABILITY  MISC

CURRENT POWER POINTS

PRIMARY DISCIPLINE

POWER SAVE DC MOD = 10 +

MODIFIERS: ABILITY  MISC

POWERS KNOWN  MAX POWER LEVEL KNOWN

# TURN UNDEAD

TIMES/DAY  = 3 +  +

CHECK  =  +

DAMAGE  + 2d6 =  +

MODIFIERS: CHA  LEVEL  MISC

MOST POWERFUL UNDEAD AFFECTED (HIT DICE)

0 OR LESS	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-

LEVEL

# SPELLS, POWERS & MAGIC ITEMS

1 shield  
 identify  
 true strike  
 backbit  
 Tensers floating disk  
 ray of entombment  
 jump

2 fog cloud  
 spiderclimb  
 touch of idioy  
 phantasmal assassin  
 cuts grace

3 greater magnum  
 invisibility sphere

0 polymorph  
 light  
 mage hand  
 message  
 open/close  
 prestidigitator  
 ghost sound

# HENCHMEN/ANIMAL COMPANIONS

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
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