

NAME	
Go!5	10000
CLASS	EXPERIENCE
5	15000
Character Level	NEXT LEVEL

PLAYERNAME	
Human	Medium
RACE	SIZE
17	Other
AGE	GENDER

ALIGNMENT

VISION

-1

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	22	+6	22	+6	22	+6

VP Vitality	49	WOUNDS/CURRENT HP		SUBDUAL DAMAGE				WP Wound Points	12	DAMAGE REDUCTION		SPEED		
AC armor class	21	19	19	10	0	1	2	0	1	7		5	-1	0
	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAIL LIFE	ARMOR CHECK PENALTY	SPELL RESIST

INITIATIVE
modifier

+4 = +2 + +2
TOTAL DEX MODIFIER MISC MODIFIER

BASE ATTACK
bonus

+3

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MSC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+5	= +4	+ +1	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+3	= +1	+ +2	+ +0	+ +0	+ +0		
WILL (wisdom)	+6	= +4	+ +2	+ +0	+ +0	+ +0		

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	=	+3	+0	+0	+0	+0	
RANGED attack bonus	+5	=	+3	+2	+0	+0	+0	
GRAPPLE attack bonus	+3	=	+3	+0	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3	20/x2	5 ft.

*Longsword	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+3	1d8+2				
Special Properties					

*: 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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Shield, Light	Light	+1		-1	5

Skill Name		Skills					
		Key Ability	Skill Modifier	Ability Modifier	Max Ranks	8/4 Misc Modifier	
✓	Appraise	INT	3	=	3	+	+
✓	Balance	DEX	1	=	2	+	+ -1
✓	Bluff	CHA	6	=	6	+	+
✓	Climb	STR	-1	=	0	+	+ -1
✓	Concentration	CON	9	=	1	+	8.0 +
	Concentration (Cast defensively)	CON	13	=	1	+	8.0 + 4
✓	Craft (Untrained)	INT	3	=	3	+	+
	Decipher Script	INT	6	=	3	+	3.0 +
✓	Diplomacy	CHA	14	=	6	+	8.0 +
✓	Disguise	CHA	6	=	6	+	+
✓	Escape Artist	DEX	1	=	2	+	+ -1
✓	Forgery	INT	3	=	3	+	+
✓	Gather Information	CHA	6	=	6	+	+
✓	Heal	WIS	5	=	2	+	3.0 +
✓	Hide	DEX	1	=	2	+	+ -1
✓	Initiative	DEX	3	=	2	+	2.0 + -1
✓	Intimidate	CHA	6	=	6	+	+
✓	Jump	STR	3	=	0	+	+ 3
	Knowledge (Arcana)	INT	11	=	3	+	7.0 + 1
	Knowledge (Dungeoneering)	INT	9	=	3	+	5.0 + 1
	Knowledge (The Planes)	INT	6	=	3	+	2.0 + 1
✓	Listen	WIS	2	=	2	+	+
✓	Move Silently	DEX	1	=	2	+	+ -1
✓	Perception	WIS	10	=	2	+	8.0 +
✓ x	Psychic (Mental Contact)	CHA	14	=	6	+	+ 8
✓	Ride	DEX	2	=	2	+	+
✓	Sense Motive	WIS	5	=	2	+	3.0 +
	Spellcraft	INT	12	=	3	+	7.0 + 2
✓	Spot	WIS	2	=	2	+	+
✓	Stealth	DEX	7	=	2	+	1.0 + 4
✓	Survival	WIS	2	=	2	+	+
✓	Swim	STR	-2	=	0	+	+ -2
✓	Use Computer	INT	3	=	3	+	+
	Use Magic Device	CHA	8	=	6	+	2.0 +
	Use Magic Device (Scroll)	CHA	10	=	6	+	2.0 + 2
✓	Use Rope	DEX	2	=	2	+	+
				=		+	+
						+	+

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Longsword	Equipped	1	4.0	15.0	
Shield, Light	Equipped	1	6.0	9.0	
TOTAL WEIGHT CARRIED/VALUE			10 lbs. 24.0 gp		

WEIGHT ALLOWANCE					
Light	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

SPECIAL ABILITIES	
Fire Resistance 5	
May wear Light armor and light shields with no arcane spell failure	
Pseudodragon Companion	

FEATS	
Brandish Magical Might	Add ability score bonus to spell resistance checks
Combat Casting	+4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.
Eidetic Memory	+1 bonus to all Knowledge skills; +4 to Intelligence checks
Fleet of Foot	+10 feet bonus to ground speed
Spellcasting Prodigy	Treat primary spellcasting ability score as 2 higher for bonus spells and save DCs. [Increases Spell Points by 2 @ 1st level and an additional 1 per each level beyond]
Subdual Substitution	See Text, When employing a spell with the acid, cold, electricity, fire, or sonic designator, you can modify the spell to deal subdual damage instead of the indicated type of energy damage.
Armor Proficiency (Light)	Armor Check Penalty applies normally.
Martial Weapon Proficiency	Choose a type of martial weapon to be proficient.
Shield Proficiency	You can use a shield.
Simple Weapon Proficiency	Use simple weapons normally.
Modify Spell ~ Double Area or Targets	[Lv+3] Touch spells cannot be affected.
Modify Spell ~ Double Duration	[Lv+1] Durations of Concentration, Instantaneous, or Permanent are not affected.
Modify Spell ~ Double Range	[Lv+1] If the range determines its area or effect, the dimensions of its area or effect increase proportionally.
Modify Spell ~ Increase Power	[Lv+2] All the variables, numeric effects increase by one-half. Saving throws and opposed rolls (such as caster power checks) are not affected.
Modify Spell ~ No Somatic Components	[Lv+1] Spell can be cast without gestures or movements.
Modify Spell ~ No Verbal Component	[Lv+1] Spell can be cast with no verbal components.

PROFICIENCIES

LANGUAGES
Common, Draconic, Elven, Giant

TEMPLATES
Truename
A-Con ~Weapon Hero Bonus

Rebalanced Dragon Mage Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	6	4	2	1	0	0	0	0	0	0
PER DAY	5	7	5	3	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Acid Splash	17	None	1 standard action	Instantaneous	Close (35 ft.)	V,S	No	Conjuration (Creation) [Acid]	PHB: pg.196
<i>Effect:</i> Orb deals 1d3 acid damage. <i>Target:</i> One missile of acid <i>Caster Level:</i> 5									
□□□□□ Dancing Lights	17	None	1 standard action	1 minute/level [D]	Medium (150 ft.)	V,S	No	Evocation [Light]	PHB: pg.216
<i>Effect:</i> Creates torches or other lights. <i>Target:</i> Up to four lights, all within a 10- ft.-radius area <i>Caster Level:</i> 5									
□□□□□ Detect Magic	17	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.219
<i>Effect:</i> Detects spells and magic items within 60 ft. <i>Target:</i> Cone-shaped emanation <i>Caster Level:</i> 5									
□□□□□ Launch Item	17	None	1 standard action	Instantaneous	Touch	S	No	Transmutation	SC: Pg.130
<i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact. <i>Target:</i> One Fine item in your possession, weighing up to 10lbs <i>Caster Level:</i> 5									
□□□□□ Light	17	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
<i>Effect:</i> Object shines like a torch. <i>Target:</i> Object touched <i>Caster Level:</i> 5									
□□□□□ Silent Portal	17	Will negates [object]	1 standard action	1 minute/level [D]	Close (35 ft.)	S	Yes [object]	Illusion (Glamour)	SC: Pg.190
<i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.]. <i>Target:</i> One portal <i>Caster Level:</i> 5									

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Benign Transposition	18	None	1 standard action	Instantaneous	Medium (150 ft.)	V	No	Conjuration (Teleportation)	SC: Pg.27
<i>Effect:</i> Two target creatures instantly swap positions. <i>Target:</i> Two willing creatures of up to Large size <i>Caster Level:</i> 5									
□□□□□ Distract Assailant	18	Will negates	1 swift action	1 round	Close (35 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: Pg.69
<i>Effect:</i> Target is flatfooted till next turn. <i>Target:</i> One creature <i>Caster Level:</i> 5									
□□□□□ Expeditious Retreat	18	None	1 standard action	1 minute/level [D]	Personal	V,S	No	Transmutation	PHB: pg.228
<i>Effect:</i> Your speed increases by 30 ft. <i>Target:</i> You <i>Caster Level:</i> 5									
□□□□□ Orb of Fire, Lesser	18	None	1 standard action	Instantaneous	Close (35 ft.)	V,S	No	Conjuration (Creation) [Fire]	SC: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of fire damage. <i>Target:</i> One orb of fire <i>Caster Level:</i> 5									

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animalistic Power	19	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution. <i>Target:</i> Creature touched <i>Caster Level:</i> 5									
□□□□□ Claws of Darkness	19	Fortitude partial	1 standard action	1 round/level [D]	Personal	V,S	Yes; see text	Illusion (Shadow)	SC: Pg.47
<i>Effect:</i> Starting on your next action you can attack with both claws as melee touch for 1d8 cold damage. Also gain reach [10 ft] as free action. <i>Target:</i> You <i>Caster Level:</i> 5									

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ False Gravity	20	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	SC: Pg.87
<i>Effect:</i> Can walk/run on any solid surface you choose. Can fly 30 ft if you choose to fall; see text <i>Target:</i> Creature touched <i>Caster Level:</i> 5									

* =Domain/Specialty Spell

Notes:

Character Sheet Notes: