

Lelia

NAME

Cla1 Can Wic Sor

Wiz

CLASS

1/2

Character Level/ECL

2000

EXPERIENCE

3000

NEXT LEVEL

Bekah

PLAYERNAME

Human

RACE

18

AGE

Medium

SIZE

Female

GENDER

6' 0"

HEIGHT

190 lbs.

WEIGHT

EYES

HAIR

Neutral Good

ALIGNMENT

Darkvision (60 ft.), Low-light

VISION

0

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP			SUBDUAL DAMAGE			DAMAGE REDUCTION			SPEED								
STR Strength	14	+2	14	+2	14	+2	HP hit points	13							Walk 30 ft.									
DEX Dexterity	16	+3	16	+3	16	+3	AC armor class	13	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST		
CON Constitution	12	+1	12	+1	12	+1																		
INT Intelligence	16	+3	16	+3	16	+3																		
WIS Wisdom	12	+1	12	+1	12	+1																		
CHA Charisma	14	+2	14	+2	14	+2																		

INITIATIVE

modifier

+7

=

+3

+

+4

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+4

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

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP		
MELEE attack bonus	+6	=	+4	+2	+0	+0	+0	
RANGED attack bonus	+7	=	+4	+3	+0	+0	+0	
GRAPPLE attack bonus	+6	=	+4	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+6	1d3+2	20/x2	5 ft.

Longbow			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	20/x3	5 ft.
	30 ft.	100 ft.					
TH	+7	+7			+5	+3	+1
Dam	1d8	1d8			1d8		1d8
Special Properties							

Longspear			HAND	TYPE	SIZE	CRITICAL	REACH
			Carried	P	M	20/x3	10 ft.
	To Hit	Dam			To Hit		Dam
2H	+6	1d8+3	2W-OH		N/A		N/A
Special Properties							

*Longsword			HAND	TYPE	SIZE	CRITICAL	REACH
			Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam			To Hit		Dam
1H-P	+6	1d8+2	2W-P-(OH)		+2		1d8+2
1H-O	+6	1d8+1	2W-P-(OL)		+4		1d8+2
2H	+6	1d8+3	2W-OH		+2		1d8+1
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
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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2 MISC MODIFIER				
✓ Appraise	INT	3	=	3	+	+			
✓ x Armor Proficiency		4	=	0	+	4.0	+		
✓ Balance	DEX	3	=	3	+	+			
✓ x Base Attack		4	=	0	+	4.0	+		
✓ Bluff	CHA	2	=	2	+	+			
✓ Canonry (Spells Lvl 0)		0	=	0	+	+			
✓ Caster Level (Canonry)		1	=	0	+	1.0	+		
x Caster Level (Wicca)		4	=	0	+	4.0	+		
✓ Climb	STR	2	=	2	+	+			
✓ Concentration	CON	1	=	1	+	+			
✓ Craft (Untrained)	INT	3	=	3	+	+			
✓ Diplomacy	CHA	2	=	2	+	+			
✓ Disguise	CHA	2	=	2	+	+			
✓ Escape Artist	DEX	3	=	3	+	+			
✓ Forgery	INT	3	=	3	+	+			
✓ Gather Information	CHA	2	=	2	+	+			
✓ Heal	WIS	1	=	1	+	+			
✓ Hide	DEX	3	=	3	+	+			
✓ Intimidate	CHA	4	=	2	+	+	2		
✓ Jump	STR	2	=	2	+	+			
✓ Listen	WIS	3	=	1	+	2.0	+		
✓ Move Silently	DEX	3	=	3	+	+			
✓ Ride	DEX	3	=	3	+	+			
✓ Search	INT	3	=	3	+	+			
✓ Sense Motive	WIS	1	=	1	+	+			
✓ Spot	WIS	5	=	1	+	2.0	+	2	
✓ Survival	WIS	1	=	1	+	+			
✓ Swim	STR	2	=	2	+	+			
✓ Use Rope	DEX	3	=	3	+	+			
✓ x Weapon Proficiency		4	=	0	+	4.0	+		
							=	+	+
							=	+	+

✓: can be used untrained. x: exclusive skills. *: Skill Mastery.

Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+2/+2		1d4+2			
Special Properties					

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Faerie Garb (Legacy)	Equipped	1	0.0	0.0	
Longbow	Carried	1	3.0	75.0	
0 lbs.					
Longspear	Carried	1	9.0	5.0	
Longsword	Equipped	1	4.0	15.0	
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0	
Special Backpack of Holding	Equipped	1	0.0	0.0	
0 lbs.					
Claw	Carried	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			16 lbs.	95.0 gp	

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

SPECIAL QUALITIES	
Flaw - Enemy	
Any Weapon Rod	
Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.	
Natural Weapon (Claw)	
You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.	
+4 racial bonus on saves against sleep and paralysis	

FEATS	
Advanced Canonry	
Armor Group Aptitude	
Every armor proficiency ranks the character buys after taking the feat allows the character to take proficiency in an armor group.	
Basic Canonry	
You may cast per day, 0 0th levels; 0 1st levels; 0 2nd levels; 0 3rd levels; 0 4th levels; 0 5th levels; 0 6th levels; 0 7th levels; 0 8th levels; 0 9th levels of Canonry Spells	
Blade Dance	
Canonry (,)	
Hit Die Upgrade (, , ,)	
Improved Initiative	
You get a +4 bonus on initiative checks.	
Skill Point Award Upgrade ()	
Skill Training - Cross Class (Base Attack)	
Skill Training - Cross Class (Armor Proficiency, Weapon Proficiency, Canonry (Spells Lvl 0), Canonry (Spells Lvl 1), Canonry (Spells Lvl 2), Caster Level (Canonry), Concentration, Heal, Hide, Knowledge (Religion))	
Skill Training - Class (Armor Proficiency, Weapon Proficiency, Canonry (Spells Lvl 0), Canonry (Spells Lvl 1), Caster Level (Canonry))	
Weapon Group Aptitude (Broad)	
Weapon Group Aptitude (Local)	
Dragonblood	
Sorcerer is a favored class for you. This is in addition to your favored class based on race.	
Two-Weapon Fighting	
You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.	

PROFICIENCIES	
Axe (Orc Double), Axe (Throwing), Battleaxe, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Crossbow (Repeating Heavy), Crossbow (Repeating Light), Dagger, Dagger (Punching), Falchion, Gauntlet, Glaive, Grapple, Greataxe, Greatsword, Guisarme, Halberd, Halfspear, Handaxe, Javelin, Katana, Kukri, Lance, Longbow, Longspear, Longsword, Pick (Heavy), Pick (Light), Ranseur, Rapier, Scimitar, Shortbow, Shortspear, Spells(Ray), Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Urgrosh (Dwarven), Wakizashi, Waraxe (Dwarven)	

LANGUAGES	
Common, Draconic	

TEMPLATES	
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