

# Newton,

NAME	PLAYERNAME	DEITY	Neutral Good
DMG5	Human	6' 1"	ALIGNMENT
CLASS	Medium	175 lbs.	
5	RACE	HEIGHT	VISION
Character Level	17	Other	-1
NEXT LEVEL	AGE	GENDER	POINTS
		EYES	HAIR

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP										SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
<b>STR</b> Strength	10	+0	10	+0	10	+0	<b>VP</b> Vitality	49					<b>WP</b> Wound Points	12			Walk 40 ft., Fly 30 ft.											
<b>DEX</b> Dexterity	14	+2	14	+2	14	+2	<b>AC</b> armor class	19	17	18	= 10	+ 0	+ 0	+ 2	+ 0	+ 1	+ 6		0	+0	0							
								TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST							
<b>CON</b> Constitution	12	+1	12	+1	12	+1	<b>INITIATIVE</b> modifier	+4	= +2	+ 2	<b>SKILLS</b>																	
<b>INT</b> Intelligence	16	+3	16	+3	16	+3		TOTAL	DEX MODIFIER	MISC MODIFIER	SKILL NAME																	
<b>WIS</b> Wisdom	14	+2	14	+2	14	+2	<b>BASE ATTACK</b> bonus	+3			KEY ABILITY																	
<b>CHA</b> Charisma	22	+6	22	+6	22	+6					SKILL MODIFIER																	
											ABILITY MODIFIER																	
											MAX RANKS																	
											8/4																	
											MISC MODIFIER																	
											RANKS																	

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE	+5	+4	+1	+0	+0	+0		
REFLEX	+3	+1	+2	+0	+0	+0		
WILL	+6	+4	+2	+0	+0	+0		

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

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

*Rune Blade	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+3	1d8+2				
Special Properties	Longsword, +4 to Cast Defensively				

\*: 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	8/4
✓ Appraise	INT	3	= 3	+	+
✓ Balance	DEX	2	= 2	+	+
✓ Bluff	CHA	6	= 6	+	+
✓ Climb	STR	0	= 0	+	+
✓ 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	9	= 6	+	3.0 +
✓ Disguise	CHA	6	= 6	+	+
✓ Escape Artist	DEX	2	= 2	+	+
✓ Forgery	INT	3	= 3	+	+
✓ Gather Information	CHA	6	= 6	+	+
✓ Heal	WIS	5	= 2	+	3.0 +
✓ Hide	DEX	2	= 2	+	+
✓ Initiative	DEX	4	= 2	+	2.0 +
✓ Intimidate	CHA	6	= 6	+	+
✓ Jump	STR	4	= 0	+	+
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	2	= 2	+	+
✓ Perception	WIS	10	= 2	+	8.0 +
✓ x Psychic (Mental Contact)	CHA	14	= 6	+	+
✓ Ride	DEX	2	= 2	+	+
✓ Sense Motive	WIS	5	= 2	+	3.0 +
Spellcraft	INT	13	= 3	+	8.0 + 2
✓ Spot	WIS	2	= 2	+	+
✓ Stealth	DEX	11	= 2	+	4.0 + 5
✓ Survival	WIS	2	= 2	+	+
✓ Swim	STR	0	= 0	+	+
✓ 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	+	+
			=	+	+
			=	+	+

✓: can be used untrained, x: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Stealth Suit Outfit	Equipped	1	2.0	5.0	
Rune Blade	Equipped	1	2.0	50335.0	
Longsword, +4 to Cast Defensively					
TOTAL WEIGHT CARRIED/VALUE			2 lbs.	50340.0 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	
Team Bond ~ You have been bonded to your team members in a psychic and magical ritual. You cannot betray your team. Gain Psychic (Mental Contact) usable only on fellow team members.	

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
Sculpt Spell	You can modify an area spell by changing the areas shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. The sculpted spell works normally in all respects except for its shape. For example, a lightning bolt whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.
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]
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
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortsppear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Draconic, Elven, Giant

TEMPLATES
Truename

# 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		
□□□□□ 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		
□□□□□ Kelgore's Fire Bolt	18	Reflex half	1 standard action	Instantaneous	Medium (150 ft.)	V,S,M	See text	Conjuration, Evocation [Fire]	PHB II: pg.116
<i>Effect:</i> Deal 1d6/caster level [max 5d6] fire damage. If you fail to overcome creature's SR you still do 1d6.					<i>Target:</i> One creature		<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
□□□□□ 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		
□□□□□ Whirling Blade	19	None	1 standard action	Instantaneous	60 ft.	V,S,F	No	Transmutation	SC: Pg.238
<i>Effect:</i> Ranged Touch attack deals weapon damage to all targets on the path can use Intelligence or Charisma for your modifier.					<i>Target:</i> 60-ft. line		<i>Caster Level:</i> 5		

## LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Lance of Disruption	20	Fortitude half	1 standard action	Instantaneous	60 ft	V,S	Yes	Evocation [Force, Sonic]	Is This : Custom
<i>Effect:</i> Beam of force causes 5d4+10 to all in the area of effect					<i>Target:</i> From caster 5ft wide beam out to 60ft length		<i>Caster Level:</i> 5		

\* =Domain/Speciality Spell

## Notes:

Character Sheet Notes: