

Newton

NAME
GoI4
CLASS
4
Character Level
NEXT LEVEL

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	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	

DM

PLAYERNAME
Human
RACE
17
AGE
Medium
SIZE
Other
GENDER
Blue
EYES
175 lbs.
WEIGHT
Blond,
HAIR

VP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	WP	DAMAGE REDUCTION	SPEED
Vitality 42			Wound Points 12		Walk 40 ft.
AC armor class 19	FLAT 17	TOUCH 18	BASE 10	ARMOR BONUS 0	SHIELD BONUS 1
			STAT 2	SIZE 0	NATURAL 0
				MISC 6	MISS CHANCE

INITIATIVE	TOTAL	DEX MODIFIER	MISC MODIFIER
modifier +4	= +2	+2	+2
BASE ATTACK	+3		
bonus			

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3.5
✓ Appraise	INT	3	= 3	+	+
✓ Balance	DEX	1	= 2	+	-1
✓ Bluff	CHA	6	= 6	+	+
✓ Climb	STR	-1	= 0	+	-1
✓ Concentration	CON	8	= 1	+ 7.0	+
Concentration (Cast defensively)	CON	12	= 1	+ 7.0	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	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	9	= 2	+ 7.0	+
✓ x Psychic (Mental Contact)	CHA	13	= 6	+	7
✓ Ride	DEX	2	= 2	+	+
✓ Sense Motive	WIS	5	= 2	+ 3.0	+
✓ Spellcraft	INT	12	= 3	+ 7.0	2
✓ Spot	WIS	2	= 2	+	+
✓ Stealth	DEX	6	= 2	+	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	+	+
			=	+	+
			=	+	+

✓: can be used untrained. x: exclusive skills

Neutral Good

ALIGNMENT
VISION
-1
POINTS

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]
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	3	2	0	0	0	0	0	0	0
PER DAY	5	7	4	0	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> 4									
□□□□□ Dancing Lights	17	None	1 standard action	1 minute/level [D]	Medium (140 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> 4									
□□□□□ 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> 4									
□□□□□ 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> 4									
□□□□□ 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> 4									
□□□□□ Silent Portal	17	Will negates [object]	1 standard action	1 minute/level [D]	Close (35 ft.)	S	Yes [object]	Illusion (Glamer)	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> 4									

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Benign Transposition	18	None	1 standard action	Instantaneous	Medium (140 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> 4									
□□□□□ 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> 4									
□□□□□ 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> 4									

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> 4									
□□□□□ 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> 4									

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: