

# Dragon Mage

NAME		PLAYERNAME		DEITY		ALIGNMENT	
GoI4		Human		5' 8"		Neutral Good	
6000		Medium		160 lbs.			
CLASS		RACE		HEIGHT		WEIGHT	
4		0				VISION	
10000		Male				0	
Character Level		AGE		EYES		POINTS	
NEXT LEVEL		GENDER		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	42		<b>WP</b> Wound Points	12		Walk 40 ft.	
<b>DEX</b> Dexterity	14	+2	14	+2	14	+2	<b>AC</b> armor class	18	16	12	10	5	1	2
<b>CON</b> Constitution	12	+1	12	+1	12	+1	TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT
<b>INT</b> Intelligence	16	+3	16	+3	16	+3	<b>INITIATIVE</b> modifier		+2	+2	+0	SIZE	NATURAL	MISC
<b>WIS</b> Wisdom	14	+2	14	+2	14	+2	<b>BASE ATTACK</b> bonus		+3		MISS CHANCE		ARCANE SPELL FAILURE	ARMOR CHECK PENALTY
<b>CHA</b> Charisma	23	+6	23	+6	23	+6							10	-1
														0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+5	+4	+1	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+3	+1	+2	+0	+0	+0		
<b>WILL</b> (wisdom)	+6	+4	+2	+0	+0	+0		

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+3	+3	+0	+0	+0	
<b>RANGED</b> attack bonus	+5	+3	+2	+0	+0	
<b>GRAPPLE</b> attack bonus	+3	+3	+0	+0	+0	

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

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

\*: 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
*Mithral Breastplate	Light	+5	+7	+0	5
30hp/inch and 15 hardness					
*Shield, Light	Light	+1		-1	5

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3.5
					RANKS	MISC MODIFIER
✓ 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
✓ 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
✓ Intimidate	CHA	6	=	6	+	+
✓ Jump	STR	3	=	0	+	3
Knowledge (Arcana)	INT	10	=	3	+	7.0
Knowledge (Dungeoneering)	INT	8	=	3	+	5.0
Knowledge (The Planes)	INT	5	=	3	+	2.0
✓ Listen	WIS	9	=	2	+	7.0
✓ Move Silently	DEX	1	=	2	+	-1
✓ X Psychic (Mental Contact)	CHA	13	=	6	+	7
✓ Ride	DEX	2	=	2	+	+
✓ Search	INT	10	=	3	+	7.0
✓ Sense Motive	WIS	5	=	2	+	3.0
Spellcraft	INT	12	=	3	+	7.0
✓ Spot	WIS	9	=	2	+	7.0
✓ Survival	WIS	2	=	2	+	+
✓ Swim	STR	-2	=	0	+	-2
Use Magic Device	CHA	8	=	6	+	2.0
Use Magic Device (Scroll)	CHA	10	=	6	+	2.0
✓ Use Rope	DEX	2	=	2	+	+
			=		+	+
			=		+	+

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Longsword	Equipped	1	4.0	15.0	
Mithral Breastplate	Equipped	1	7.5	5650.0	
30hp/inch and 15 hardness					
Shield, Light	Equipped	1	6.0	9.0	
TOTAL WEIGHT CARRIED/VALUE			17.5	5674.0	
			lbs.	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
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LANGUAGES
Common, Draconic, Elven, Giant

TEMPLATES
Truename

# 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 (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> 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									
□□□□□ Grease	18	See text	1 standard action	1 round/level [D]	Close (35 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.237
<i>Effect:</i> Makes 10-ft. square or one object slippery. <i>Target:</i> One object or a 10-ft. square <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: