

NAME		PLAYERNAME		DEITY		ALIGNMENT
Dra10 SMst3	105000	Faerie Dragon	Small	0' 0"	0 lbs.	Darkvision (60'), Low-light
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
13/15	120000	0	Male			-1
Character Level/ECL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1	12	+1
DEX Dexterity	24	+7	24	+7	24	+7
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	22	+6	22	+6	22	+6
WIS Wisdom	25	+7	25	+7	25	+7
CHA Charisma	18	+4	18	+4	18	+4

		WOUNDS/CURRENT HP		SUBDUAL DAMAGE					DAMAGE REDUCTION		SPEED			
HP hit points	134										Walk 30 ft., Fly 100 ft., Swim 30 ft.			
AC armor class	22	15	18	10	0	0	7	1	4	0		0	+0	18
TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST

INITIATIVE	modifier	+11	+7	+4
TOTAL		DEX MODIFIER	MISC MODIFIER	

BASE ATTACK	bonus	+12/+7/+2
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SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	16/8
					RANKS	MISC MODIFIER
✓ Appraise		INT	6	= 6	+	+
✓ Balance		DEX	9	= 7	+	+ 2
✓ Bluff		CHA	4	= 4	+	+

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+10 =	+8	+2	+0	+0	+0		
REFLEX (dexterity)	+15 =	+8	+7	+0	+0	+0		
WILL (wisdom)	+17 =	+10	+7	+0	+0	+0		

	TOTAL		BASE ATTACK BONUS		STAT		SIZE		MISC		EPIC		TEMP
MELEE attack bonus	+14/+9/+4	=	+12/+7/+2	+	+1	+	+1	+	+0	+	+0	+	
RANGED attack bonus	+20/+15/+10	=	+12/+7/+2	+	+7	+	+1	+	+0	+	+0	+	
GRAPPLE attack bonus	+9/+4/-1	=	+12/+7/+2	+	+1	+	-4	+	+0	+	+0	+	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+20/+15/+10	1d2+1	20/x2	5 ft.

Bite		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	S	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+20		1d6+1				
Special Properties						

Claws	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	BPS	S	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+20/+20		1d4+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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			SKILLS					
Skill Name			Key Ability	Skill Modifier	Ability Modifier	Max Ranks	Penalty	16/8 Misc Modifier
✓	Appraise	INT	6	=	6	+	+	
✓	Balance	DEX	9	=	7	+	+	2
✓	Bluff	CHA	4	=	4	+	+	
✓	Climb	STR	1	=	1	+	+	
✓	Concentration	CON	18	=	2	+	+16.0	+
✓	Craft (Untrained)	INT	6	=	6	+	+	
✓	Diplomacy	CHA	4	=	4	+	+	
✓	Disguise	CHA	9	=	4	+	+5.0	+
✓	Escape Artist	DEX	14	=	7	+	+7.0	+
✓	Forgery	INT	6	=	6	+	+	
✓	Gather Information	CHA	4	=	4	+	+	
✓	Heal	WIS	7	=	7	+	+	
✓	Hide	DEX	19	=	7	+	+8.0	4
✓	Intimidate	CHA	4	=	4	+	+	
✓	Jump	STR	3	=	1	+	+	2
	Knowledge (Dragons)	INT	21	=	6	+	+15.0	+
	Knowledge (Magic)	INT	21	=	6	+	+15.0	+
	Knowledge (Runes)	INT	21	=	6	+	+15.0	+
✓	Listen	WIS	15	=	7	+	+8.0	+
✓	Move Silently	DEX	15	=	7	+	+8.0	+
	Perform (Act)	CHA	12	=	4	+	+8.0	+
✓ x	Psychic (Empathy)	WIS	7	=	7	+	+	
✓ x	Psychic (Mental Contact)	CHA	20	=	4	+	+16.0	+
x	Psychic (Psychic Blast)	CHA	20	=	4	+	+16.0	+
✓ x	Psychic (Psychic Sense)	WIS	7	=	7	+	+	
✓ x	Psychic (Psychic Shield)	WIS	7	=	7	+	+	
x	Psychic (Psychic Surgery)	WIS	23	=	7	+	+16.0	+
✓	Ride	DEX	7	=	7	+	+	
✓	Search	INT	8	=	6	+	+2.0	+
✓	Sense Motive	WIS	7	=	7	+	+	
	Sleight of Hand	DEX	14	=	7	+	+7.0	+
	Spellcraft	INT	26	=	6	+	+16.0	4
✓	Spot	WIS	15	=	7	+	+8.0	+
✓	Survival	WIS	7	=	7	+	+	
✓	Swim	STR	9	=	1	+	+	8
	Tumble	DEX	15	=	7	+	+8.0	+
✓	Use Rope	DEX	7	=	7	+	+	
					=	+	+	
						+	+	
✓: can be used untrained. X: exclusive skills								

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bite	Carried	1	0.0	0.0	
Claws	Carried	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp	

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650











FEATS	
Affinity With Skill (Spellcraft)	+4 bonus to one specific skill
Maximize Spell	All variable, numeric effects of a spell modified by this feat are maximized.
Practiced Spellcaster (PLEASE MAKE APPROPRIATE SELECTION)	Gain up to +4 in a spell caster class of your choice to a max of your hit dice.
Psychic Ability	You have the potential to acquire psychic feats and skills.
Telepathy	You have the potential to learn telepathy skills.
Flyby Attack	When flying, the creature can take a move action (including a dive) and another standard action at any point during the move.
Improved Initiative	You get a +4 bonus on initiative checks.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
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
Bite, Chakram, Claws, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Hoopak, Javelin, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

LANGUAGES
Common, Draconic, Elven, Giant, Gnome, Halfling, Sylvan

TEMPLATES
Truename

Innate Racial Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Dancing Lights		None	1 standard action	1 minute/level [D]	Medium (220 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> 12	
Detect Magic		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> 12	
Ghost Sound	17	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (55 ft.)	V,S,M	No	Illusion (Figment)	PHB: pg.235
<i>Effect:</i> Figment sounds.					<i>Target:</i> Illusory sounds			<i>Caster Level:</i> 12	
 Charm Monster	21	Will negates	1 standard action	1 day/level	Close (55 ft.)	V,S	Yes	Enchantment (Charm) [Mind-Affecting]	PHB: pg.209
<i>Effect:</i> Makes monster believe it is your ally.					<i>Target:</i> One living creature			<i>Caster Level:</i> 12	
 Entangle	18	Reflex partial; see text	1 standard action	1 minute/level [D]	Long (880 ft.)	V,S, DF	No	Transmutation	PHB: pg.227
<i>Effect:</i> Plants entangle everyone in 40-ft.-radius circle.					<i>Target:</i> Plants in a 40-ft.-radius spread			<i>Caster Level:</i> 12	
 Glitterdust	19	Will negates (blinding only)	1 standard action	1 round/level	Medium (220 ft.)	V,S,M	No	Conjuration (Creation)	PHB: pg.236
<i>Effect:</i> Blinds creatures, outlines invisible creatures.					<i>Target:</i> Creatures and objects within 10-ft.-radius spread			<i>Caster Level:</i> 12	
 Invisibility	19	Will negates (harmless) or Will negates (harmless, object)	1 standard action	1 minute/level [D]	Personal or touch	V,S,M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	PHB: pg.245
<i>Effect:</i> Subject is invisible for 1 minutes/level or until it attacks.					<i>Target:</i> You or a creature or object weighing no more than 100 lbs/level			<i>Caster Level:</i> 12	
 Major Image	20	Will disbelief (if interacted with)	1 standard action	Concentration + 3 rounds	Long (880 ft.)	V,S,F	No	Illusion (Figment)	PHB: pg.252
<i>Effect:</i> As silent image, plus sound, smell and thermal effects.					<i>Target:</i> Visual figment that cannot extend beyond 40-ft. cubes + 10-ft./level [S]			<i>Caster Level:</i> 12	
 Obscuring Mist		None	1 standard action	1 minute/level	20 ft.	V,S	No	Conjuration (Creation)	PHB: pg.258
<i>Effect:</i> Fog surrounds you.					<i>Target:</i> Cloud spreads in 20-ft. radius from you, 20 ft. high			<i>Caster Level:</i> 12	
 Animate Objects		None	1 standard action	1 round/level	Medium (220 ft.)	V,S	No	Transmutation	PHB: pg.199
<i>Effect:</i> Objects attack your foes.					<i>Target:</i> One Small object/level; see text			<i>Caster Level:</i> 12	
 Mind Fog	22	Will negates	1 standard action	30 minutes and 2d6 rounds; see text	Medium (220 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: pg.253
<i>Effect:</i> Subjects in fog get -10 to Wis and Will checks.					<i>Target:</i> Fog spreads in 20-ft. radius, 20 ft. high			<i>Caster Level:</i> 12	
 Project Image	24	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Medium (220 ft.)	V,S,M	No	Illusion (Shadow)	PHB: pg.265
<i>Effect:</i> Illusory double can talk and cast spells.					<i>Target:</i> One shadow duplicate			<i>Caster Level:</i> 12	
 Summon Nature's Ally IV		None	1 round	1 round/level [D]	Close (55 ft.)	V,S, DF	No	Conjuration (Summoning)	PHB: pg.288
<i>Effect:</i> Calls creature to fight.					<i>Target:</i> One or more creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 12	

* =Domain/Specialty Spell

Spellmaster Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	10	27	0	0	0	0	0
PER DAY	3	2	0	0	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Benign Transposition		None	1 standard action	Instantaneous	Medium (130 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				
□□□□ Magic Missile		None	1 standard action	Instantaneous	Medium (130 ft.)	V,S	Yes	Evocation [Force]	PHB: pg.251
<i>Effect:</i> 1 missile/2 levels [max 5] that do 1d4+1 damage each.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart				
□□□□ Orb of Acid, Lesser		None	1 standard action	Instantaneous	Close (30 ft.)	V,S	No	Conjuration (Creation) [Acid]	SC: Pg.150
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] of acid damage.					<i>Target:</i> One orb of acid				
□□□□ Orb of Cold, Lesser		None	1 standard action	Instantaneous	Close (30 ft.)	V,S	No	Conjuration (Creation) [Cold]	SC: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of cold damage.					<i>Target:</i> One orb of cold				
□□□□ Orb of Electricity, Lesser		None	1 standard action	Instantaneous	Close (30 ft.)	V,S	No	Conjuration (Creation) [Electricity]	SC: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of electricity damage.					<i>Target:</i> One orb of electricity				
□□□□ Orb of Fire, Lesser		None	1 standard action	Instantaneous	Close (30 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				
□□□□ Orb of Sound, Lesser		None	1 standard action	Instantaneous	Close (30 ft.)	V,S	No	Conjuration (Creation) [Sonic]	SC: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d6/two caster level [max 10d6] points of sonic damage.					<i>Target:</i> One orb of sonic				

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Commune		None	10 minutes	1 round/level	Personal	V,S,M, DF, No XP		Divination	PHB: pg.211
<i>Effect:</i> Deity answers one yes-or-no question/level.					<i>Target:</i> You				

* =Domain/Speciality Spell

Innate

- Dancing Lights (DC:)
- Detect Magic (DC:)
- Ghost Sound (DC:17)
- ☐☐☐ Charm Monster (DC:21)
- ☐☐☐ Entangle (DC:18)
- ☐☐☐ Glitterdust (DC:19)
- ☐☐☐ Invisibility (DC:19)
- ☐☐☐ Major Image (DC:20)
- ☐☐☐ Obscuring Mist (DC:)
 - ☐ Animate Objects (DC:)
 - ☐ Mind Fog (DC:22)
 - ☐ Project Image (DC:24)
 - ☐ Summon Nature's Ally IV (DC:)

Notes:

Character Sheet Notes: