

NAME		PLAYERNAME		DEITY		ALIGNMENT
Wmg9	36000	Human	Medium	6' 1"	195 lbs.	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
9	45000	0	Male		,	0
Character Level	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	10	+0	10	+0	10	+0
CON Constitution	10	+0	10	+0	10	+0
INT Intelligence	10	+0	10	+0	10	+0
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	10	+0	10	+0	10	+0

Diagram illustrating the calculation of AC (Armor Class) from HP (Hit Points) and various bonuses:

- HP (Hit Points): 34
- AC (Armor Class): 10
- Calculation: 10 (TOTAL) = 10 (FLAT) + 10 (TOUCH) = 10 (BASE) + 0 (ARMOR BONUS) + 0 (SHIELD BONUS) + 0 (STAT) + 0 (SIZE) + 0 (NATURAL) + 0 (MISC) + 0 (MISS CHANCE) + 0 (ARCANE SPELL FAILURE) + 0 (ARMOR CHECK PENALTY) + 0 (SPELL RESIST)

INITIATIVE
modifier

+0 = +0 + +0

TOTAL DEX MODIFIER MISC MODIFIER

BASE ATTACK
bonus

+4

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	= +3	+ +0	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+3	= +3	+ +0	+ +0	+ +0	+ +0		
WILL (wisdom)	+6	= +6	+ +0	+ +0	+ +0	+ +0		

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	=	+4	+1	+0	+0	+0	
RANGED attack bonus	+4	=	+4	+0	+0	+0	+0	
GRAPPLE attack bonus	+5	=	+4	+1	+0	+0	+0	

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

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		Skills			Max Ranks		12/6
		Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc Modifier	
✓	Appraise	INT	0	= 0	+	+	
✓	Balance	DEX	0	= 0	+	+	
✓	Bluff	CHA	0	= 0	+	+	
✓	Climb	STR	1	= 1	+	+	
✓	Concentration	CON	0	= 0	+	+	
✓	Craft (Untrained)	INT	0	= 0	+	+	
✓	Diplomacy	CHA	0	= 0	+	+	
✓	Disguise	CHA	0	= 0	+	+	
✓	Escape Artist	DEX	0	= 0	+	+	
✓	Forgery	INT	0	= 0	+	+	
✓	Gather Information	CHA	0	= 0	+	+	
✓	Heal	WIS	0	= 0	+	+	
✓	Hide	DEX	0	= 0	+	+	
✓	Intimidate	CHA	0	= 0	+	+	
✓	Jump	STR	1	= 1	+	+	
✓	Listen	WIS	0	= 0	+	+	
✓	Move Silently	DEX	0	= 0	+	+	
✓	Ride	DEX	0	= 0	+	+	
✓	Search	INT	0	= 0	+	+	
✓	Sense Motive	WIS	0	= 0	+	+	
✓	Spot	WIS	0	= 0	+	+	
✓	Survival	WIS	0	= 0	+	+	
✓	Swim	STR	1	= 1	+	+	
✓	Use Rope	DEX	0	= 0	+	+	
					+	+	
					+	+	
✓/: can be used untrained. X: exclusive skills							

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
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

SPECIAL ABILITIES	
Advanced Learning (Ex) ~ Chain Lightning ,Burning Hands	
Armored Mage, Light (Ex)	
Armored Mage, Medium (Ex)	

FEATS	
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Sudden Empower	1 spell/day gains the effects of the Empower Spell feat without preparing it ahead of time, increasing the casting time, or increasing the spell level.
Warmage Edge	Whenever a warmage casts a spell that deals damage, he adds his Intelligence bonus to the damage dealt.

PROFICIENCIES
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shieldbash (Heavy), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES
Common

Warmage Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	6	6	6	6	4	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acid Splash		None	1 standard action	Instantaneous	Close (45 ft.)	V, S	No	Conjuration (Creation) [Acid]	RSRD: SpellsA-B.rtf
Effect: Orb deals 1d3 acid damage.					Target: One missile of acid			Caster Level: 9	
Disrupt Undead		None	1 standard action	Instantaneous	Close (45 ft.)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
Effect: Deals 1d6 damage to one undead.					Target: Ray			Caster Level: 9	
Light		None	1 standard action	90 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
Effect: Object shines like a torch.					Target: Object touched			Caster Level: 9	
Ray of Frost		None	1 standard action	Instantaneous	Close (45 ft.)	V, S	Yes	Evocation [Cold]	RSRD: SpellsP-R.rtf
Effect: Ray deals 1d3 cold damage.					Target: Ray			Caster Level: 9	
* =Domain/Specialty Spell									

Notes:

Character Sheet Notes: