

Newton,

NAME	PLAYERNAME	DEITY	Neutral Good
DMG4	Human	6' 1"	ALIGNMENT
CLASS	Medium	175 lbs.	
4	RACE	HEIGHT	VISION
	SIZE	WEIGHT	
	17	Blue	-1
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					
STR Strength	10	+0	10	+0	10	+0	VP Vitality	42											WP Wound Points	12						Walk 40 ft.						
DEX Dexterity	14	+2	14	+2	14	+2	AC armor class	17	:	15	:	17	=	10	+	0	+	0	+	2	+	0	+	0	+	5			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
CON Constitution	12	+1	12	+1	12	+1	INITIATIVE modifier			+4	=	+2	+	+2	SKILLS KEY ABILITY																	
INT Intelligence	16	+3	16	+3	16	+3		TOTAL			DEX MODIFIER		MISC MODIFIER	SKILL NAME																		
WIS Wisdom	14	+2	14	+2	14	+2	BASE ATTACK bonus	+3						✓ Appraise																		
CHA Charisma	22	+6	22	+6	22	+6								INT 3 = 3 + +																		
														✓ Balance																		
														DEX 2 = 2 + +																		
														✓ Bluff																		
														CHA 6 = 6 + +																		
														✓ Climb																		
														STR 9 = 9 + +																		

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	7/3.5
✓ Appraise	INT	3	= 3	+	+
✓ Balance	DEX	2	= 2	+	+
✓ Bluff	CHA	6	= 6	+	+
✓ Climb	STR	0	= 0	+	+
✓ 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	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	9	= 2	+	7.0 +
✓ x Psychic (Mental Contact)	CHA	13	= 6	+	+
✓ Ride	DEX	2	= 2	+	+
✓ Sense Motive	WIS	5	= 2	+	3.0 +
Spellcraft	INT	12	= 3	+	7.0 + 2
✓ Spot	WIS	2	= 2	+	+
✓ Stealth	DEX	7	= 2	+	+
✓ 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
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, Shortspear, 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	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		
□□□□□ Kelgore's Fire Bolt	18	Reflex half	1 standard action	Instantaneous	Medium (140 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> 4		

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> 4		
□□□□□ 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> 4		

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: