

Solomon

NAME

Sor1

CLASS

1

Character Level

0

EXPERIENCE

1000

NEXT LEVEL

PLAYERNAME

Human

RACE

Medium

AGE

18

GENDER

Male

DEITY

5' 10"

HEIGHT

168 lbs.

EYES

HAIR

Chaotic Good

ALIGNMENT

VISION

84

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP hit points	5	WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	Walk 30 ft.																				
STR Strength	7	-2	7	-2	7	-2	AC armor class	12	TOTAL	10	FLAT	12	TOUCH	10	BASE	0	ARMOR BONUS	0	SHIELD BONUS	2	STAT	0	SIZE	0	NATURAL	0	MISC	0	MISS CHANCE	0	ARCANE SPELL FAILURE	+0	ARMOR CHECK PENALTY	0	SPELL RESIST	0

INITIATIVE

modifier

+2

=

+2

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+0

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

4/2

MISC MODIFIER

SKILL NAME

INT

1

=

1

+

+

Appraise

DEX

2

=

2

+

+

Balance

CHA

8

=

4

+

4.0

+

Bluff

STR

-2

=

-2

+

+

Climb

CON

5

=

1

+

4.0

+

Concentration

INT

1

=

1

+

+

Craft (Untrained)

CHA

4

=

4

+

+

Diplomacy

CHA

4

=

4

+

+

Disguise

DEX

2

=

2

+

+

Escape Artist

INT

1

=

1

+

+

Forgery

CHA

4

=

4

+

+

Gather Information

WIS

0

=

0

+

+

Heal

DEX

2

=

2

+

+

Hide

CHA

4

=

4

+

+

Intimidate

STR

-2

=

-2

+

+

Jump

INT

5

=

1

+

4.0

+

Knowledge (Arcana)

WIS

0

=

0

+

+

Listen

DEX

2

=

2

+

+

Move Silently

DEX

2

=

2

+

+

Ride

INT

1

=

1

+

+

Search

WIS

0

=

0

+

+

Sense Motive

INT

5

=

1

+

4.0

+

Spellcraft

WIS

0

=

0

+

+

Spot

WIS

0

=

0

+

+

Survival

STR

-2

=

-2

+

+

Swim

DEX

2

=

2

+

+

Use Rope

=

+

+

+

=

+

+

+

=

+

+

+

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+1	=	+0	+1	+0	+0	+0	
REFLEX (dexterity)	+2	=	+0	+2	+0	+0	+0	
WILL (wisdom)	+2	=	+2	+0	+0	+0	+0	

MELEE attack bonus	TOTAL	-2	=	BASE ATTACK BONUS	+0	+	STAT	-2	+	SIZE	+0	+	MISC	+0	+	EPIC	+0	+	TEMP	
RANGED attack bonus	TOTAL	+2	=	BASE ATTACK BONUS	+0	+	STAT	+2	+	SIZE	+0	+	MISC	+0	+	EPIC	+0	+	TEMP	
GRAPPLE attack bonus	TOTAL	-2	=	BASE ATTACK BONUS	+0	+	STAT	-2	+	SIZE	+0	+	MISC	+0	+	EPIC	+0	+	TEMP	

UNARMED	TOTAL ATTACK BONUS	-2	DAMAGE	1d3-2	CRITICAL	20/x2	REACH	5 ft.
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*Crossbow, Light	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	P	M	19-20/x2	5 ft.
TH	30 ft.	80 ft.	160 ft.	240 ft.	320 ft.
	+2	+2	+0	-2	-4
Dam	1d8	1d8	1d8	1d8	1d8
Special Properties					

Dagger	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	PS	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
-2	1d4-2				
TH	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
	+2	+0	-2	-4	-6
Dam	1d4-2	1d4-2	1d4-2	1d4-2	1d4-2
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
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SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2	MISC MODIFIER	
✓	Appraise	INT	1	=	1	+	+	
✓	Balance	DEX	2	=	2	+	+	
✓	Bluff	CHA	8	=	4	+	4.0	+
✓	Climb	STR	-2	=	-2	+	+	
✓	Concentration	CON	5	=	1	+	4.0	+
✓	Craft (Untrained)	INT	1	=	1	+	+	
✓	Diplomacy	CHA	4	=	4	+	+	
✓	Disguise	CHA	4	=	4	+	+	
✓	Escape Artist	DEX	2	=	2	+	+	
✓	Forgery	INT	1	=	1	+	+	
✓	Gather Information	CHA	4	=	4	+	+	
✓	Heal	WIS	0	=	0	+	+	
✓	Hide	DEX	2	=	2	+	+	
✓	Intimidate	CHA	4	=	4	+	+	
✓	Jump	STR	-2	=	-2	+	+	
✓	Knowledge (Arcana)	INT	5	=	1	+	4.0	+
✓	Listen	WIS	0	=	0	+	+	
✓	Move Silently	DEX	2	=	2	+	+	
✓	Ride	DEX	2	=	2	+	+	
✓	Search	INT	1	=	1	+	+	
✓	Sense Motive	WIS	0	=	0	+	+	
✓	Spellcraft	INT	5	=	1	+	4.0	+
✓	Spot	WIS	0	=	0	+	+	
✓	Survival	WIS	0	=	0	+	+	
✓	Swim	STR	-2	=	-2	+	+	
✓	Use Rope	DEX	2	=	2	+	+	
				=		+	+	
				=		+	+	

✓: can be used untrained. x: exclusive skills. \*: Skill Mastery.

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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack	Equipped	1	2.0	2.0	
8 lbs., 1 Flint and Steel, 1 Ink (1 Oz. Vial), 1 Inkpen, 3 Paper (Sheet), 1 Spellbook (Wizard's/Blank), 1 Torch, 4 Rations (Trail/Per Day)					
Bolts, Crossbow (50)	Carried	1	5.0	5.0	
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Crossbow, Light	Equipped	1	4.0	35.0	
0 lbs.					
Dagger	Carried	1	1.0	2.0	
Flint and Steel	Backpack	1	0.0	1.0	
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0	
Inkpen	Backpack	1	0.0	0.1	
Scholar's Outfit	Equipped	1	6.0	0.0	
Paper (Sheet)	Backpack	3	0.0	0.4 (1.2)	
(0.0)					
Pouch (Belt)	Equipped	1	0.5	1.0	
0 lbs.					
Rations (Trail/Per Day)	Backpack	4	1.0	0.5 (2.0)	
(4.0)					
□□□□					
Spell Component Pouch	Equipped	1	2.0	5.0	
Spellbook (Wizard's/Blank)	Backpack	1	3.0	15.0	
Torch	Backpack	1	1.0	0.01	
□					
TOTAL WEIGHT CARRIED/VALUE			22.5	77.31 gp	
			lbs.		

WEIGHT ALLOWANCE					
Light	23	Medium	46	Heavy	70
Lift over head	70	Lift off ground	140	Push / Drag	350

SPECIAL QUALITIES	
Summon Familiar	

FEATS	
<b>Heighten Spell</b> A heightened spell has a higher spell level than normal (up to a maximum of 9th level).	
<b>Silent Spell</b> A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.	
<b>Simple Weapon Proficiency</b> You make attack rolls with simple weapons normally.	

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

LANGUAGES	
Common, Draconic	

## Sorcerer Spells

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

### LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Detect Magic		None	1 standard action	Concentration, up to 1 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 1	
□□□□□ Light		None	1 standard action	10 minutes [D]	Touch	V, M/DF	No	Evocation [Light]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 1	
□□□□□ Mage Hand		None	1 standard action	Concentration	Close (25 ft.)	V, S	No	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> 5-pound telekinesis.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lb.			<i>Caster Level:</i> 1	
□□□□□ Read Magic		None	1 standard action	10 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You			<i>Caster Level:</i> 1	

### LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Mage Armor	15	Will negates (harmless)	1 standard action	1 hours [D]	Touch	V, S, F	No	Conjuration (Creation) [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> Gives subject +4 armor bonus.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	
□□□□□ Magic Missile		None	1 standard action	Instantaneous	Medium (110 ft.)	V, S	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> 1 missiles that do 1d4+1 damage each.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart			<i>Caster Level:</i> 1	

\* =Domain/Speciality Spell