

Caleb

NAME

Cla1 Can Wic Sor

Wiz

CLASS

1/2

Character Level/ECL

2000

EXPERIENCE

3000

NEXT LEVEL

Joshua

PLAYERNAME

Human

RACE

0

AGE

Medium

SIZE

Male

GENDER

5' 2"

HEIGHT

EYES

140 lbs.

WEIGHT

HAIR

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

14

+2

14

+2

14

+2

DEX

Dexterity

12

+1

12

+1

12

+1

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

16

+3

16

+3

16

+3

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

16

+3

16

+3

16

+3

HP

hit points

8

AC

armor class

12

INITIATIVE

modifier

+1

BASE ATTACK

bonus

+0

WOUNDS/CURRENT HP

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

11

11

10

1

0

1

0

0

0

0

+0

0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+1

=

+0

+

+1

+

+0

+

+0

+

WILL

(wisdom)

+1

=

+0

+

+1

+

+0

+

+0

+

MELEE

attack bonus

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+1

=

+0

+

+1

+

+0

+

+0

+

GRAPPLE

attack bonus

+2

=

+0

+

+2

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+2

1d3+2

20/x2

5 ft.

Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

-2/-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

*Faerie Garb

Light

+1

+8

+0

0

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

4/2

Appraise

INT

3

=

3

+

+

Arcane Knowledge (Lvl 0)

CHA

7

=

3

+

4.0

+

Arcane Knowledge (Lvl 1)

CHA

7

=

3

+

4.0

+

Arcane Knowledge (Lvl 2)

CHA

7

=

3

+

4.0

+

Balance

DEX

1

=

1

+

+

Bluff

CHA

6

=

3

+

3.0

+

Caster Level (Sorcery)

2

=

0

+

2.0

+

Climb

STR

2

=

2

+

+

Concentration

CON

6

=

2

+

4.0

+

Craft (Untrained)

INT

3

=

3

+

+

Diplomacy

CHA

6

=

3

+

3.0

+

Disguise

CHA

6

=

3

+

3.0

+

Escape Artist

DEX

1

=

1

+

+

Forgery

INT

3

=

3

+

+

Gather Information

CHA

5

=

3

+

2.0

+

Heal

WIS

1

=

1

+

+

Hide

DEX

1

=

1

+

+

Intimidate

CHA

5

=

3

+

+

2

Jump

STR

2

=

2

+

+

Listen

WIS

1

=

1

+

+

Move Silently

DEX

1

=

1

+

+

Ride

DEX

1

=

1

+

+

Search

INT

3

=

3

+

+

Sense Motive

WIS

4

=

1

+

3.0

+

Sleight of Hand

DEX

4

=

1

+

3.0

+

Sorcery (Spells Lvl 0)

4

=

0

+

4.0

+

Sorcery (Spells Lvl 2)

4

=

0

+

4.0

+

Spellcraft

INT

7

=

3

+

4.0

+

Spot

WIS

3

=

1

+

+

2

Survival

WIS

1

=

1

+

+

Swim

STR

2

=

2

+

+

Use Rope

DEX

1

=

1

+

+

Weapon Proficiency

0

=

0

+

+

=

+

+

=

+

+

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

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pccgen@yahoogroups.com with "OS Suggestion" in the subject line.

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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Carried	1	0.0	0.0	
Faerie Garb	Equipped	1	0.5	1.0	
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0	
Special Backpack of Holding 0 lbs.	Equipped	1	0.0	0.0	
Special Boots	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0.5 lbs.	1.0 gp	

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

SPECIAL QUALITIES	
Any Weapon Rod Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.	
Natural Weapon (Claw) You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.	
+4 racial bonus on saves against sleep and paralysis	

FEATS	
Advanced Sorcery	
Arcane Aptitude	
Arcane Specialty	
Basic Sorcery You may cast per day, 4 0th levels; 0 1st levels; 4 2nd levels; 0 3rd levels; 0 4th levels; 0 5th levels; 0 6th levels; 0 7th levels; 0 8th levels; 0 9th levels of Sorcery Spells, You may know, 0 0th levels; 0 1st levels; 0 2nd levels; 0 3rd levels; 0 4th levels; 0 5th levels; 0 6th levels; 0 7th levels; 0 8th levels; 0 9th levels of Sorcery Spells	
Hit Die Upgrade ()	
Influential Performer	
Skill Point Award Upgrade (,)	
Skill Training - Cross Class (Caster Level (Sorcery), Appraise, Climb, Jump, Swim, Weapon Proficiency, Craft (Alchemy), Heal, Hide, Move Silently, Spot, Listen, Intimidate, Forgery, Concentration, Diplomacy, Bluff, Sense Motive, Disguise, Gather Information, Sleight of Hand, Spellcraft)	
Skill Training - Class (Craft (Alchemy), Heal, Hide, Move Silently, Spot, Listen, Intimidate, Forgery, Concentration, Bluff, Diplomacy, Sense Motive, Disguise, Gather Information, Sleight of Hand, Spellcraft)	
Sorcery (,)	
Weapon Group Aptitude (Local)	
Dragonblood Sorcerer is a favored class for you. This is in addition to your favored class based on race.	
Sorcery Extras ~0	
Sorcery Extras ~1	
Sorcery Extras ~2	

PROFICIENCIES	
Gauntlet, Grapple, Spells(Ray), Unarmed Strike	

LANGUAGES	
Common, Draconic	

TEMPLATES	
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Sorcery 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	4	1	5	1	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Ghost Sound	13	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (25 ft.)	V,S,M	No	Illusion (Figment)	PHB: p.235
<i>Effect:</i> Figment sounds.					<i>Target:</i> Illusory sounds			<i>Caster Level:</i> 1	
□□□□□ Light		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: p.248
<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	PHB: p.249
<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/level	Personal	V,S,F	No	Divination	PHB: p.269
<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
□□□□□ Comprehend Languages		None	1 standard action	10 minutes/level	Personal	V,S,M/DF	No	Divination	PHB: p.212
<i>Effect:</i> You understand all spoken and written languages.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□ Grease	14	See text	1 standard action	1 round/level [D]	Close (25 ft.)	V,S,M	No	Conjuration (Creation)	PHB: p.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> 1	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Alter Self		None	1 standard action	10 minutes/level [D]	Personal	V,S	No	Transmutation	PHB: p.197
<i>Effect:</i> Assume form of a similar creature.					<i>Target:</i> You			<i>Caster Level:</i> 1	
□□□□□ Invisibility	15	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: p.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> 1	

* =Domain/Speciality Spell