

Macros the Apprentice

NAME		PLAYERNAME		DEITY		ALIGNMENT	
Appr6		15000		Human		Medium	
CLASS		EXPERIENCE		RACE		SIZE	
6		21000		0		Male	
Character Level		NEXT LEVEL		AGE		GENDER	
				EYES		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	7	-2	7	-2	7	-2	HP hit points	18					Walk 30 ft.				
DEX Dexterity	14	+2	14	+2	14	+2	AC armor class	15	13	15	10	0	0	2	0	0	0
CON Constitution	9	-1	9	-1	9	-1	TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC
INT Intelligence	20	+5	20	+5	20	+5	INITIATIVE modifier		+2	+2	+0	MISS CHANCE					
WIS Wisdom	16	+3	16	+3	16	+3	BASE ATTACK bonus		TOTAL								
CHA Charisma	12	+1	12	+1	12	+1			+3								

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+1	+2	-1	+0	+0	+0		
REFLEX (dexterity)	+4	+2	+2	+0	+0	+0		
WILL (wisdom)	+8	+5	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+1	+3	-2	+0	+0	+0	
RANGED attack bonus	+5	+3	+2	+0	+0	+0	
GRAPPLE attack bonus	+1	+3	-2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+1	1d3-2	20/x2	5 ft.

Colt Walker Dragoon		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	Ba	M	20/x0	5 ft.
30 ft.	40 ft.	80 ft.	120 ft.	160 ft.		
TH	+1	+1	-1	-3	-5	
Dam	2d6	2d6	2d6	2d6	2d6	
Special Properties	6 cyl					

Crossbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
30 ft.	40 ft.	80 ft.	120 ft.	160 ft.		
TH	+5	+5	+3	+1	-1	
Dam	1d10	1d10	1d10	1d10	1d10	
Special Properties	1 Bolt					

*Knife		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	T	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+1	1d4-2	2W-P-(OH)	-5	1d4-2	
1H-O	-3	1d4-2	2W-P-(OL)	-3	1d4-2	
2H	+1	1d4-2	2W-OH	-7	1d4-2	
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.		
TH	+5	+3	+1	-1	-3	
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	9/4.5
					RANKS	MISC MODIFIER
✓	Acrobatics	DEX	2	= 2	+	+
✓	Athletics	STR	-2	= -2	+	+
✓	Concentrate		0	= 0	+	+
✓	Concentration	CON	-1	= -1	+	+
✓	Craft (Structural)	INT	5	= 5	+	+
✓	Craft (Visual Art)	INT	5	= 5	+	+
✓	Craft (Visual Arts)		0	= 0	+	+
✓	Craft (Writing)	INT	5	= 5	+	+
✓	Deception		0	= 0	+	+
✓	Escape Artist	DEX	2	= 2	+	+
✓	Forgery	INT	5	= 5	+	+
✓	Gamble	WIS	3	= 3	+	+
✓	Gather Information	CHA	1	= 1	+	+
✓	Navigate	INT	5	= 5	+	+
✓	Notice	WIS	3	= 3	+	+
✓	Operate Vehicle (Aircraft)	DEX	2	= 2	+	+
✓	Operate Vehicle (Ground Vehicles)	DEX	2	= 2	+	+
✓	Operate Vehicle (Watercraft)	DEX	2	= 2	+	+
✓	Perform (Act)	CHA	1	= 1	+	+
✓	Perform (Dance)	CHA	1	= 1	+	+
✓	Perform (Keyboards)	CHA	1	= 1	+	+
✓	Perform (Percussion Instruments)	CHA	1	= 1	+	+
✓	Perform (Sing)	CHA	1	= 1	+	+
✓	Perform (Stand-Up)	CHA	1	= 1	+	+
✓	Perform (Stringed Instruments)	CHA	1	= 1	+	+
✓	Perform (Wind Instruments)	CHA	1	= 1	+	+
✓	Persuasion	CHA	1	= 1	+	+
✓	Profession	WIS	3	= 3	+	+
✓	Research	INT	7	= 5	+	2
✓	Ride	DEX	2	= 2	+	+
✓	Search	INT	5	= 5	+	+
✓	Sense Motive	WIS	5	= 3	+	2
✓	Stealth	DEX	2	= 2	+	+
✓	Survival	WIS	3	= 3	+	+
✓	Treat Injury		0	= 0	+	+
				=	+	+
				=	+	+

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

Whip				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	S	S	20/x2	5 ft.
	15 ft.	30 ft.	45 ft.	60 ft.		75 ft.		
TH	+5	+3	+1	-1		-3		
Dam	1d2	1d2	1d2	1d2		1d2		
Special Properties								

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Backpack	Equipped	1	3.0	10.0	
0 lbs.					
Colt Walker Dragon	Carried	1	4.5	15.0	
0 lbs.					
6 cyl					
Crossbow	Carried	1	7.0	9.0	
0 lbs.					
1 Bolt					
Knife	Equipped	1	1.0	7.0	
Whip	Carried	1	2.0	4.0	
TOTAL WEIGHT CARRIED/VALUE			17.5	45.0 gp	lbs.

WEIGHT ALLOWANCE					
Light	26	Medium	53	Heavy	80
Lift over head	80	Lift off ground	160	Push / Drag	400

SPECIAL QUALITIES	
Summon Familiar	

TALENTS	
Hand of the Apprentice As a standard action, you can summon a ghostly hand to do your bidding. This functions like mage hand with the following changes. When summoned, the hand can draw a weapon on your person as a free action. The hand can be directed to make a single attack against a foe within 30 feet, using your base attack bonus plus your Intelligence modifier for both attack and damage. The hand does not threaten foes and does not make attacks of opportunity. You must concentrate on the hand each round or it winks out, returning any item held to you before it disappears.	
Metamagic Mastery You can apply any metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day.	

FEATS	
Attentive The character gets a +2 bonus on all Investigate checks and Sense Motive checks	
Combat Casting You get a +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.	
Educated (Knowledge (Earth and Life Sciences), Knowledge (Occult)) Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills	
Photographic Memory See text	
Simple Weapons Proficiency The character makes attack rolls with simple weapons normally	
Simple Weapons Proficiency The character makes attack rolls with simple weapons normally	

PROFICIENCIES	
Brass Knuckles, Cleaver, Club, Crossbow, Javelin, Knife, Metal Baton, Pistol Whip, Quarterstaff, Rifle Butt, Sap, Stun Gun, Tonfa, Unarmed Strike, Whip	

LANGUAGES	
Cantonese	

TEMPLATES	
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Apprentice 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	5	3	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Daze	10	Will negates	Attack action	1 round	Close (25 ft.)	V,S,M	Yes	Enchantment [Mind-Affecting]	MSRD: msrdspells.rtf
<i>Effect:</i> Subject takes no actions for 1 round.					<i>Target:</i> One person		<i>Caster Level:</i> 1		
□□□□□ Detect Magical Aura			Attack action	Concentration, up to 1 minutes [D]	60ft.	V,S		Universal	MSRD: msrdspells.rtf
<i>Effect:</i> Detects spells, magic items within 60 ft.					<i>Target:</i> Quarter-circle emanating from you to the extreme of the range		<i>Caster Level:</i> 1		
□□□□□ Light		None	Attack action	10 minutes [D]	Touch	V,M/DF	No	Evocation [Light]	MSRD: msrdspells.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched		<i>Caster Level:</i> 1		
□□□□□ Mage Hand		No	Attack action	Concentration	Close (25 ft.)	V,S	No	Transmutation	MSRD: msrdspells.rtf
<i>Effect:</i> 5-pound telekinesis.					<i>Target:</i> Nonmagical, unattended object weighing up to 5 lb.		<i>Caster Level:</i> 1		
□□□□□ Message		None	Attack action	10 minutes	Medium (110 ft.)	V,S,F	No	Transmutation [Language-Dependent]	MSRD: msrdspells.rtf
<i>Effect:</i> Whispered conversation at distance.					<i>Target:</i> 1 creatures		<i>Caster Level:</i> 1		
□□□□□ Prestidigitation	10	See text	Attack action	1 hour	10ft.	V,S	No	Universal	MSRD: msrdspells.rtf
<i>Effect:</i> Perform minor tricks.					<i>Target:</i> See text		<i>Caster Level:</i> 1		
□□□□□ Read Magic			Attack action	10 minutes	Personal	V,S,F		Universal	MSRD: msrdspells.rtf
<i>Effect:</i> Read scrolls, spellbooks, and magical writing.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Resistance	10	Will negates (harmless)	Attack action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	MSRD: msrdspells.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Burning Hands	11	Reflex half	Attack action	Instantaneous	10 ft.	V,S	Yes	Transmutation [Fire]	MSRD: msrdspells.rtf
<i>Effect:</i> 1d4 fire damage					<i>Target:</i> Semicircular burst of flames 10 ft. long, centered on your hands		<i>Caster Level:</i> 1		
□□□□□ Cause Fear	11	Will negates	Attack action	1d4 rounds	Close (25 ft.)	V,S	Yes	Necromancy [Fear,MSRD: msrdspells.rtf Mind-Affecting]	MSRD: msrdspells.rtf
<i>Effect:</i> One creature flees for 1d4 rounds.					<i>Target:</i> One living creature		<i>Caster Level:</i> 1		
□□□□□ Change Self			Attack action	10 minutes [D]	Personal	V,S		Illusion	MSRD: msrdspells.rtf
<i>Effect:</i> Changes the caster's appearance.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Mage Armor	11	Will negates (harmless)	Attack action	1 hours [D]	Touch	V,S,F	Yes (harmless)	Conjuration (Creation) [Force]	MSRD: msrdspells.rtf
<i>Effect:</i> Gives subject +4 Defense bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Magic Missile		No	Attack action	Instantaneous	Medium (110 ft.)	V,S	Yes	Evocation [Force]	MSRD: msrdspells.rtf
<i>Effect:</i> 1d4+1 damage; 0 missiles.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart		<i>Caster Level:</i> 1		
□□□□□ Sleep	11	Will negates	Attack action	1 minutes	Medium (110 ft.)	V,S,M	Yes	Enchantment [Mind-Affecting]	MSRD: msrdspells.rtf
<i>Effect:</i> Put 2d4 HD of creatures into comatose slumber.					<i>Target:</i> Several living creatures within a 15-ft.-radius burst		<i>Caster Level:</i> 1		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Darkvision	12	Will negates (harmless)	Attack action	1 hours	Touch	V,S,M	Yes (harmless)	Transmutation	MSRD: msrdspells.rtf
<i>Effect:</i> See 60 ft. in total darkness.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Invisibility	12	Will negates (harmless) or Will negates (harmless, object)	Attack action	1 minutes [D]	Personal or touch	V,S,M	Yes (harmless) or Yes (harmless, object)	Illusion	MSRD: msrdspells.rtf
<i>Effect:</i> Subject is invisible for 10 min. or until it attacks.					<i>Target:</i> You or a creature or object weighing no more than 100 lb.		<i>Caster Level:</i> 1		
□□□□□ Knock		None	Attack action	Instantaneous [see text]	Medium (110 ft.)	V	No	Transmutation	MSRD: msrdspells.rtf
<i>Effect:</i> Opens locked or magically sealed door.					<i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft.		<i>Caster Level:</i> 1		
□□□□□ Levitate		None	Attack action	1 rounds [D]	Personal or Close	V,S,F	No	Transmutation	MSRD: msrdspells.rtf
<i>Effect:</i> Subject moves up and down at caster's direction.					<i>Target:</i> You or one willing creature or one object [total weight up to 100 lb.]		<i>Caster Level:</i> 1		
□□□□□ Protection from Arrows/Bullets	12	Will negates (harmless)	Attack action	10 minutes or until discharged	Touch	V,S,F	Yes (harmless)	Abjuration	MSRD: msrdspells.rtf
<i>Effect:</i> Subject immune to most ranged attacks.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ See Invisibility		None	Attack action	10 minutes [D]	Medium (110 ft.)	V,S,M	No	Divination	MSRD: msrdspells.rtf
<i>Effect:</i> Reveals invisible creatures or objects.					<i>Target:</i> Cone		<i>Caster Level:</i> 1		

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Dispel Magic		None	Attack action	Instantaneous	Medium (110 ft.)	V,S	No	Abjuration	MSRD: msrdspells.rtf
<i>Effect:</i> Cancels magical spells and effects.					<i>Target:</i> One spellcaster, creature, or object; or 30-ft.-radius burst		<i>Caster Level:</i> 1		
□□□□□ Fireball	13	Reflex half	Attack action	Instantaneous	Long (440 ft.)	V,S,M	Yes	Evocation [Fire]	MSRD: msrdspells.rtf
<i>Effect:</i> 1d6 damage, 20-ft. radius.					<i>Target:</i> 20-ft.-radius spread		<i>Caster Level:</i> 1		
□□□□□ Flaming Projectiles		None	Attack action	10 minutes	Close (25 ft.)	V,S,M	No	Transmutation [Fire]	MSRD: msrdspells.rtf
<i>Effect:</i> Projectiles deal +1d6 fire damage.					<i>Target:</i> 50 projectiles, all of which must be in contact with each other at the time of casting		<i>Caster Level:</i> 1		

* =Domain/Speciality Spell

Apprentice Spells

□□□□□ Tongues	13	Will negates (harmless)	Attack action	10 minutes	Touch	V,M/DF	No	Divination	MSRD: msrdspells.rtf
<i>Effect:</i> Speak any language.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 1	

* =Domain/Speciality Spell

Macros the Apprentice

HUMAN	Human
RACE	
AGE	0
AGE	
GENDER	Male
GENDER	
VISION	
ALIGNMENT	
ALIGNMENT	Right
DOMINANT HAND	
HEIGHT	5' 3"
HEIGHT	
WEIGHT	160 lbs.
WEIGHT	
EYE COLOUR	
SKIN COLOUR	
HAIR	
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE	
RESIDENCE	
LOCATION	
REGION	None
REGION	

Description:

Need apprentice Feat and Magus Occupation Skill Selections.

Biography:

Notes:

Character Sheet Notes: