

New1

NAME		PLAYERNAME		DEITY		ALIGNMENT	
Wmg3		Elf (Deep)		5' 2"		Neutral Good	
CLASS		RACE		HEIGHT		Darkvision (120')	
3/5		0		94 lbs.		VISION	
EXPERIENCE		Male		WEIGHT		0	
15000		GENDER		EYES		POINTS	
Character Level/ECL		AGE		HAIR			
NEXT LEVEL							

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	HP hit points						Walk 30 ft.	
DEX Dexterity	12	+1	12	+1	12	+1	AC armor class		TOTAL		FLAT		TOUCH	
CON Constitution	8	-1	8	-1	8	-1	INITIATIVE modifier		+1		=		+1	
INT Intelligence	12	+1	12	+1	12	+1	TOTAL		+1		DEX MODIFIER		MISC MODIFIER	
WIS Wisdom	10	+0	10	+0	10	+0	BASE ATTACK bonus		+1					
CHA Charisma	12	+1	12	+1	12	+1								

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

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

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

*: 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	6/3
					RANKS	MISC MODIFIER
✓ Appraise	INT	1	=	1	+	+
✓ Balance	DEX	1	=	1	+	+
✓ Bluff	CHA	1	=	1	+	+
✓ Climb	STR	0	=	0	+	+
✓ Concentration	CON	-1	=	-1	+	+
✓ Craft (Untrained)	INT	1	=	1	+	+
✓ Diplomacy	CHA	1	=	1	+	+
✓ Disguise	CHA	1	=	1	+	+
✓ Escape Artist	DEX	1	=	1	+	+
✓ Forgery	INT	1	=	1	+	+
✓ Gather Information	CHA	1	=	1	+	+
✓ Heal	WIS	0	=	0	+	+
✓ Hide	DEX	1	=	1	+	+
✓ Intimidate	CHA	1	=	1	+	+
✓ Jump	STR	0	=	0	+	+
✓ Listen	WIS	2	=	0	+	2
✓ Move Silently	DEX	1	=	1	+	+
✓ Ride	DEX	1	=	1	+	+
✓ Search	INT	3	=	1	+	2
✓ Sense Motive	WIS	0	=	0	+	+
✓ Spot	WIS	2	=	0	+	2
✓ Survival	WIS	0	=	0	+	+
✓ Swim	STR	0	=	0	+	+
✓ Use Rope	DEX	1	=	1	+	+
			=		+	+
			=		+	+

✓: 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	33	Medium	66	Heavy	100
Lift over head	100	Lift off ground	200	Push / Drag	500

SPECIAL ABILITIES	
+2 racial bonus on Will saves against spells and spell-like abilities.	
+2 racial saving throw bonus against enchantment spells or effects.	
Advanced Learning (Ex) ~ Chain Lightning	
An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.	
Armored Mage, Light (Ex)	
Immunity to magic sleep effects.	
Light Blindness	

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.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Warmage Edge	Whenever a warmage casts a spell that deals damage, he adds his Intelligence bonus to the damage dealt.

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

LANGUAGES	
Common, Elven, Undercommon	

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐	Dancing Lights		None	1 standard action	3 minute [D]	Medium (130 ft.)	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Creates torches or other lights.						Target: Up to four lights, all within a 10- ft.-radius area			Caster Level: 3	
☐	Darkness		None	1 standard action	30 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
<i>Effect:</i> 20-ft. radius of supernatural shadow.						Target: Object touched			Caster Level: 3	
☐	Faerie Fire		None	1 standard action	3 minutes [D]	Long (520 ft.)	V, S, DF	Yes	Evocation [Light]	RSRD: SpellsF-G.rtf
<i>Effect:</i> Outlines subjects with light, canceling blur, concealment, and the like.						Target: Creatures and objects within a 5-ft.-radius burst			Caster Level: 3	
* =Domain/Speciality Spell										

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	0	0	0	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 (30 ft.)	V, S	No	Conjuration (Creation) [Acid]	RSRD: SpellsA-B.rtf
<i>Effect:</i> Orb deals 1d3 acid damage.					<i>Target:</i> One missile of acid			<i>Caster Level:</i> 3	
□□□□□ Disrupt Undead		None	1 standard action	Instantaneous	Close (30 ft.)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Deals 1d6 damage to one undead.					<i>Target:</i> Ray			<i>Caster Level:</i> 3	
□□□□□ Light		None	1 standard action	30 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> 3	
□□□□□ Ray of Frost		None	1 standard action	Instantaneous	Close (30 ft.)	V, S	Yes	Evocation [Cold]	RSRD: SpellsP-R.rtf
<i>Effect:</i> Ray deals 1d3 cold damage.					<i>Target:</i> Ray			<i>Caster Level:</i> 3	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Burning Hands	12	Reflex half	1 standard action	Instantaneous	15 ft.	V, S	Yes	Evocation [Fire]	RSRD: SpellsA-B.rtf
<i>Effect:</i> 3d4 fire damage					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 3	
□□□□□ Chill Touch	12	Fortitude partial or Will negates; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsC.rtf
<i>Effect:</i> 3 touches deal 1d6 damage and possibly 1 Str damage.					<i>Target:</i> Up to 3 Creatures touched			<i>Caster Level:</i> 3	
□□□□□ Magic Missile		None	1 standard action	Instantaneous	Medium (130 ft.)	V, S	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> 2 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> 3	
□□□□□ Orb of Acid, Lesser		None	1 standard action	Instantaneous	Close (30 ft.)	V, S	No	Conjuration (Creation) [Acid]	SRD: Spell Compendium
<i>Effect:</i> An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 [max 5d8] points of acid damage. You must succeed on a ranged touch attack to hit your target.					<i>Target:</i> One creature or object			<i>Caster Level:</i> 3	
□□□□□ Orb of Cold, Lesser		None	1 standard action	Instantaneous	Close (30 ft.)	V, S	No	Conjuration (Creation) [Cold]	SRD: Spell Compendium
<i>Effect:</i> An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 [max 5d8] points of cold damage. You must succeed on a ranged touch attack to hit your target.					<i>Target:</i> One creature or object			<i>Caster Level:</i> 3	
□□□□□ Orb of Electricity, Lesser		None	1 standard action	Instantaneous	Close (30 ft.)	V, S	No	Conjuration (Creation) [Electricity]	SRD: Spell Compendium
<i>Effect:</i> An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 [max 5d8] points of electricity damage. You must succeed on a ranged touch attack to hit your target.					<i>Target:</i> One creature or object			<i>Caster Level:</i> 3	
□□□□□ Orb of Fire, Lesser		None	1 standard action	Instantaneous	Close (30 ft.)	V, S	No	Conjuration (Creation) [Fire]	SRD: Spell Compendium
<i>Effect:</i> An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 [max 5d8] points of fire damage. You must succeed on a ranged touch attack to hit your target.					<i>Target:</i> One creature or object			<i>Caster Level:</i> 3	
□□□□□ Orb of Sound, Lesser		None	1 standard action	Instantaneous	Close (30 ft.)	V, S	No	Conjuration (Creation) [Sonic]	SRD: Spell Compendium
<i>Effect:</i> An orb of cold about 2 inches across shoots from your palm at its target, dealing 1d8 [max 5d8] points of sonic damage. You must succeed on a ranged touch attack to hit your target.					<i>Target:</i> One creature or object			<i>Caster Level:</i> 3	
□□□□□ Shocking Grasp		None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]	RSRD: SpellsS.rtf
<i>Effect:</i> Touch delivers 3d6 electricity damage.					<i>Target:</i> Creature or object touched			<i>Caster Level:</i> 3	
□□□□□ True Strike		None	1 standard action	See text	Personal	V, F	No	Divination	RSRD: SpellsT-Z.rtf
<i>Effect:</i> +20 on your next attack roll.					<i>Target:</i> You			<i>Caster Level:</i> 3	

* =Domain/Speciality Spell

Innate

- ☐ Dancing Lights (DC:)
- ☐ Darkness (DC:)
- ☐ Faerie Fire (DC:)

Notes:

Character Sheet Notes: