

K'Z'K

NAME

Dra10 SPM3

CLASS

13/15

Character Level/ECL

NEXT LEVEL

105000

EXPERIENCE

120000

PLAYERNAME

Faerie Dragon

RACE

Small

AGE

0

DEITY

0' 0"

HEIGHT

0 lbs.

EYES

HAIR

ALIGNMENT

Chaotic Good

VISION

-1

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1	12	+1
DEX Dexterity	24	+7	24	+7	24	+7
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	22	+6	22	+6	22	+6
WIS Wisdom	25	+7	25	+7	25	+7
CHA Charisma	18	+4	18	+4	18	+4

VP
Vitality

134

WOUNDS/CURRENT HP

134

SUBDUAL DAMAGE

0

WP
Wound Points

14

DAMAGE REDUCTION

0

SPEED

Walk 30 ft., Fly 100 ft., Swim 30 ft.

AC
armor class

22

TOTAL

15

FLAT

18

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

7

STAT

1

SIZE

4

NATURAL

0

MISC

MISS CHANCE

0

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

18

INITIATIVE
modifier

+11

TOTAL

+7

DEX MODIFIER

+4

MISC MODIFIER

+12/+7/+2

BASE ATTACK
bonus

+12/+7/+2

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+10

=

+8

+

+2

+

+0

+

+0

+

+0

+

REFLEX
(dexterity)

+15

=

+8

+

+7

+

+0

+

+0

+

+0

+

WILL
(wisdom)

+17

=

+10

+

+7

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+14/+9/+4

=

+12/+7/+2

+

+1

+

+1

+

+0

+

+0

+

RANGED
attack bonus

+20/+15/+10

=

+12/+7/+2

+

+7

+

+1

+

+0

+

+0

+

GRAPPLE
attack bonus

+9/+4/-1

=

+12/+7/+2

+

+1

+

-4

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+20/+15/+10	1d2+1	20/x2

*Bite	CURRENT HAND	TYPE	SIZE	CRITICAL
	Primary	PS	S	20/x2
TOTAL ATTACK BONUS	DAMAGE			
+20	1d6+1			
Special Properties				

*Claws	CURRENT HAND	TYPE	SIZE	CRITICAL
	Off-hand	BPS	S	20/x2
TOTAL ATTACK BONUS	DAMAGE			
+15/+15	1d4			
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	16/8 MISC MODIFIER
✓ Appraise	INT	6	= 6	+	+
✓ Balance	DEX	9	= 7	+	+ 2
✓ Bluff	CHA	4	= 4	+	+
✓ Climb	STR	1	= 1	+	+
✓ Concentration	CON	18	= 2	+ 16.0	+
✓ Craft (Untrained)	INT	6	= 6	+	+
✓ Diplomacy	CHA	4	= 4	+	+
✓ Disguise	CHA	9	= 4	+ 5.0	+
✓ Escape Artist	DEX	14	= 7	+ 7.0	+
✓ Forgery	INT	6	= 6	+	+
✓ Gather Information	CHA	4	= 4	+	+
✓ Heal	WIS	7	= 7	+	+
✓ Intimidate	CHA	4	= 4	+	+
✓ Jump	STR	3	= 1	+	+ 2
Knowledge (Dragons)	INT	21	= 6	+ 15.0	+
Knowledge (Magic)	INT	21	= 6	+ 15.0	+
Knowledge (Runes)	INT	21	= 6	+ 15.0	+
✓ Listen	WIS	15	= 7	+ 8.0	+
Perform (Act)	CHA	12	= 4	+ 8.0	+
✓ x Psychic-Empathy	WIS	7	= 7	+	+
✓ x Psychic-Mental Contact	CHA	20	= 4	+ 16.0	+
x Psychic-Psychic Blast	CHA	20	= 4	+ 16.0	+
✓ x Psychic-Psychic Sense	WIS	7	= 7	+	+
x Psychic-Psychic Surgery	WIS	23	= 7	+ 16.0	+
✓ Ride	DEX	7	= 7	+	+
✓ Search	INT	8	= 6	+ 2.0	+
✓ Sense Motive	WIS	7	= 7	+	+
✓ Sleight of Hand	DEX	14	= 7	+ 7.0	+
✓ Sneak	DEX	15	= 7	+ 8.0	+
✓ Sneak (Hide)	DEX	19	= 7	+ 8.0	+ 4
Spellcraft	INT	26	= 6	+ 16.0	+ 4
✓ Spot	WIS	15	= 7	+ 8.0	+
✓ Survival	WIS	7	= 7	+	+
✓ Swim	STR	9	= 1	+	+ 8
✓ Tumble	DEX	15	= 7	+ 8.0	+
✓ Use Rope	DEX	7	= 7	+	+
			=	+	+
			=	+	+
✓: can be used untrained. x: exclusive skills					

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bite	Equipped	1	0.0	0.0	
Claws	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0 lbs.	0.0 gp	

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

SPECIAL ABILITIES	
Breath Weapon (Su):20-ft. cone of euphoria gas DC 15 Will save or dazed for 1d6 rounds	
Counterspell	
Dragon Traits	
Dragons eat/sleep/breathe	
Hold Spell x1	
Immune to magic sleep effects and paralysis effects	
Scent	
Sense Magic	
Water breathing	











FEATS	
Affinity With Skill (Spellcraft)	+4 bonus to one specific skill
Maximize Spell	All variable, numeric effects of a spell modified by this feat are maximized.
Modify Spell	Laden spell has additional power
Practiced Spellcaster	Gain up to +4 in a spell caster class of your choice to a max of your hit dice.
Psychic Ability	You have the potential to acquire psychic feats and skills.
Telepathy	You have the potential to learn telepathy skills.
Flyby Attack	When flying, the creature can take a move action (including a dive) and another standard action at any point during the move.
Improved Initiative	You get a +4 bonus on initiative checks.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

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

LANGUAGES
Common, Draconic, Elven, Giant, Gnome, Halfling, Sylvan

TEMPLATES
Truename

Innate Racial Spells

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Dancing Lights	17	None	1 standard action	12 minute [D]	Medium (220 ft.)	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
Effect: Creates torches or other lights.					Target: Up to four lights, all within a 10-ft.-radius area		Caster Level: 12		
Detect Magic	17	None	1 standard action	Concentration, up to 12 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
Effect: Detects spells and magic items within 60 ft.					Target: Cone-shaped emanation		Caster Level: 12		
Ghost Sound	17	Will disbelief (if interacted with)	1 standard action	12 rounds [D]	Close (55 ft.)	V, S, M	No	Illusion (Figment)	RSRD: SpellsF-G.rtf
Effect: Figment sounds.					Target: Illusory sounds		Caster Level: 12		
 Charm Monster	21	Will negates	1 standard action	12 days	Close (55 ft.)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
Effect: Makes monster believe it is your ally.					Target: One living creature		Caster Level: 12		
 Entangle	18	Reflex partial; see text	1 standard action	12 minutes [D]	Long (880 ft.)	V, S, DF	No	Transmutation	RSRD: SpellsD-E.rtf
Effect: Plants entangle everyone in 40-ft.-radius circle.					Target: Plants in a 40-ft.-radius spread		Caster Level: 12		
 Glitterdust	19	Will negates (blinding only)	1 standard action	12 rounds	Medium (220 ft.)	V, S, M	No	Conjuration (Creation)	RSRD: SpellsF-G.rtf
Effect: Blinds creatures, outlines invisible creatures.					Target: Creatures and objects within 10-ft.-radius spread		Caster Level: 12		
 Invisibility	19	Will negates (harmless) or Will negates (harmless, object)	1 standard action	12 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	RSRD: SpellsH-L.rtf
Effect: Subject is invisible for 12 minutes or until it attacks.					Target: You or a creature or object weighing no more than 1200 lbs		Caster Level: 12		
 Major Image	20	Will disbelief (if interacted with)	1 standard action	Concentration + 3 rounds	Long (880 ft.)	V, S, F	No	Illusion (Figment)	RSRD: SpellsM-O.rtf
Effect: As silent image, plus sound, smell and thermal effects.					Target: Visual figment that cannot extend beyond 16 10-ft. cubes[S]		Caster Level: 12		
 Obscuring Mist	17	None	1 standard action	12 minutes	20 ft.	V, S	No	Conjuration (Creation)	RSRD: SpellsM-O.rtf
Effect: Fog surrounds you.					Target: Cloud spreads in 20-ft. radius from you, 20 ft. high		Caster Level: 12		
 Animate Objects	10	None	1 standard action	12 rounds	Medium (220 ft.)	V, S	No	Transmutation	RSRD: SpellsA-B.rtf
Effect: Objects attack your foes.					Target: 12 Small objects; see text		Caster Level: 12		
 Mind Fog	22	Will negates	1 standard action	30 minutes and 2d6 rounds; see text	Medium (220 ft.)	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsM-O.rtf
Effect: Subjects in fog get -10 to Wis and Will checks.					Target: Fog spreads in 20-ft. radius, 20 ft. high		Caster Level: 12		
 Project Image	24	Will disbelief (if interacted with)	1 standard action	12 rounds [D]	Medium (220 ft.)	V, S, M	No	Illusion (Shadow)	RSRD: SpellsP-R.rtf
Effect: Illusory double can talk and cast spells.					Target: One shadow duplicate		Caster Level: 12		
 Summon Nature's Ally IV	10	None	1 round	12 rounds [D]	Close (55 ft.)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsS.rtf
Effect: Calls creature to fight.					Target: One or more creatures, no two of which can be more than 30 ft. apart		Caster Level: 12		
* =Domain/Speciality Spell									

Spellmaster Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	0	0	0	0	0	0	0
PER DAY	3	4	0	0	0	0	0

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Benign Transposition	18	None	1 standard action	Instantaneous	Medium (130 ft.)	V	No	Conjuration (Teleportation)	SPELL CO: 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> 3	
Magic Missile	18	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	18	None	1 standard action	Instantaneous	Close (30 ft.)	V,S	No	Conjuration (Creation) [Acid]	SPELL CO: Pg.150
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] of acid damage.					<i>Target:</i> One orb of acid			<i>Caster Level:</i> 3	
Orb of Cold, Lesser	18	None	1 standard action	Instantaneous	Close (30 ft.)	V,S	No	Conjuration (Creation) [Cold]	SPELL CO: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of cold damage.					<i>Target:</i> One orb of cold			<i>Caster Level:</i> 3	
Orb of Electricity, Lesser	18	None	1 standard action	Instantaneous	Close (30 ft.)	V,S	No	Conjuration (Creation) [Electricity]	SPELL CO: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of electricity damage.					<i>Target:</i> One orb of electricity			<i>Caster Level:</i> 3	
Orb of Fire, Lesser	18	None	1 standard action	Instantaneous	Close (30 ft.)	V,S	No	Conjuration (Creation) [Fire]	SPELL CO: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d8 points per two caster levels [3,5,etc max 5d8] points of fire damage.					<i>Target:</i> One orb of fire			<i>Caster Level:</i> 3	
Orb of Sound, Lesser	18	None	1 standard action	Instantaneous	Close (30 ft.)	V,S	No	Conjuration (Creation) [Sonic]	SPELL CO: Pg.151
<i>Effect:</i> Ranged Touch attack deals 1d6/two caster level [max 10d6] points of sonic damage.					<i>Target:</i> One orb of sonic			<i>Caster Level:</i> 3	

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Commune	22	None	10 minutes	3 rounds	Personal	V, S, M, DF, XP	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> Deity answers 3 yes-or-no questions.					<i>Target:</i> You			<i>Caster Level:</i> 3	

* =Domain/Speciality Spell

Innate

- Dancing Lights (DC:17)
- Detect Magic (DC:17)
- Ghost Sound (DC:17)
- ☐☐☐ Charm Monster (DC:21)
- ☐☐☐ Entangle (DC:18)
- ☐☐☐ Glitterdust (DC:19)
- ☐☐☐ Invisibility (DC:19)
- ☐☐☐ Major Image (DC:20)
- ☐☐☐ Obscuring Mist (DC:17)
- ☐ Animate Objects (DC:10)
- ☐ Mind Fog (DC:22)
- ☐ Project Image (DC:24)
- ☐ Summon Nature's Ally IV (DC:10)

Notes:

Character Sheet Notes: