

NAME		PLAYERNAME		DEITY		ALIGNMENT
						Blindsense (18 m), Darkvision (36 m), Keen Senses
Red31 Sor	15000	Red Very Old	Gargantuan	0 cm	0 kg	VISION
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	
31/36	666000	0	Maschio			60
Character Level/ECL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

[illegible]

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+17	= +17	+ +0	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+19	= +17	+ +0	+ +0	+ +2	+ +0		
WILL (wisdom)	+25	= +17	+ +6	+ +0	+ +2	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+27/+22/+17/+12	= +31/+26/+21/+16	+0	-4	+0	+0	
RANGED attack bonus	+27/+22/+17/+12	= +31/+26/+21/+16	+0	-4	+0	+0	
GRAPPLE attack bonus	+43/+38/+33/+28	= +31/+26/+21/+16	+0	+12	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+27/+22/+17/+12	1d8	20/x2	4,5 m

*Bite		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	BPS	G	20/x2	4,5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+27		4d6				
Special Properties						

*Claw		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	PS	G	20/x2	4.5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+22/+22		2d8				
Special Properties						

*Wing		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	B	G	20/x2	4,5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+22/+22		2d6				
Special Properties						

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		SKILLS				34/17
		Key Ability	Skill Modifier	Ability Ranks	Max Ranks	Misc Modifier
✓	Appraise	INT	31	= 6	+ 25.0	+
+	Balance	DEX	0	= 0	+	+
✓	Bluff	CHA	39	= 8	+ 31.0	+
✓	Climb	STR	0	= 0	+	+
✓	Concentration	CON	28	= 0	+ 20.0	+ 8
✓	Craft (Trapmaking)	INT	18	= 6	+ 12.0	+
✓	Craft (Untrained)	INT	6	= 6	+	+
✓	Diplomacy	CHA	16	= 8	+	+ 8
✓	Disguise	CHA	10	= 8	+	+ 2
✓	Escape Artist	DEX	0	= 0	+	+
✓	Forgery	INT	6	= 6	+	+
✓	Gather Information	CHA	12	= 8	+	+ 4
✓	Heal	WIS	6	= 6	+	+
✓	Hide	DEX	10	= 0	+ 14.0	+ -4
✓	Intimidate	CHA	41	= 8	+ 29.0	+ 4
✓	Jump	STR	35	= 0	+ 31.0	+ 4
	Knowledge (Arcana)	INT	31	= 6	+ 25.0	+
	Knowledge (Local)	INT	31	= 6	+ 25.0	+
	Knowledge (Religion)	INT	31	= 6	+ 25.0	+
✓	Listen	WIS	45	= 6	+ 31.0	+ 8
✓	Move Silently	DEX	0	= 0	+	+
✓	Ride	DEX	0	= 0	+	+
✓	Search	INT	45	= 6	+ 31.0	+ 8
✓	Sense Motive	WIS	37	= 6	+ 31.0	+
	Spellcraft	INT	31	= 6	+ 21.0	+ 4
	Spellcraft (Decipher spell on scroll)	INT	33	= 6	+ 21.0	+ 6
✓	Spot	WIS	45	= 6	+ 31.0	+ 8
✓	Survival	WIS	6	= 6	+	+
✓	Swim	STR	0	= 0	+	+
	Use Magic Device	CHA	24	= 8	+ 16.0	+
	Use Magic Device (Scroll)	CHA	26	= 8	+ 16.0	+ 2
✓	Use Rope	DEX	0	= 0	+	+
				=	+	+
				=	+	+

*Tail Slap		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	B	G	20/x2	4,5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+22		2d8				
Special Properties						

*Crush	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	B	G	20/x2	4,5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+22	4d6				
Special Properties					

*Tail Sweep		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	B	G	20/x2	4,5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+22		2d6				
Special Properties						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bite	Equipped	1	0.0	0.0	
Claw	Equipped	1	0.0	0.0	
Wing	Equipped	1	0.0	0.0	
Tail Slap	Equipped	1	0.0	0.0	
Crush	Equipped	1	0.0	0.0	
Tail Sweep	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0 kg	0.0 gp	

WEIGHT ALLOWANCE					
Light	200	Medium	400	Heavy	600
Lift over head	600	Lift off ground	1200	Push / Drag	3000

SPECIAL ATTACKS
Draining Touch (Su) DC %
Malevolence (Su) DC %
Breath Weapon (Su) 60' Cone of Fire 18d10 Fire DC 25
Crush (Ex) DC 25
Tail Sweep (Ex)
Frightful Presence (Ex) 270 ft DC 33, Your very presence unsettling to foes. It takes effect automatically when you perform some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken.

SPECIAL QUALITIES
Immunity To Fire (Ex) You never take Fire damage
Immunity To Paralysis (Ex) You can never be paralysed
Immunity To Sleep (Ex) You are never subject to sleep effects
Incorporeal Traits Can be harmed only by other incorporeal creatures/+1 or better weapons/magic. 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will. Attacks pass through armor. Always moves silently
Manifestation (Su)
Red Dragon Domain Spell
Rejuvenation (Su)
Turn Resistance (Ex) +4, When resolving a turn, rebuke, command, or bolster attempt, add +4 number to your Hit Dice total (total 35).
Vulnerability To Cold (Ex) You take half again as much (+50%) damage as normal from Cold, regardless of whether a saving throw is allowed, or if the save is a success or failure

FEATS
Awesome Blow As a standard action, the creature may choose to subtract 4 from its melee attack roll and deliver an awesome blow.
Cleave If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Flyby Attack When flying, the creature can take a move action (including a dive) and another standard action at any point during the move.
Great Cleave This feat works like Cleave, except that there is no limit to the number of times you can use it per round.
Improved Bull Rush When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.
Improved Initiative You get a +4 bonus on initiative checks.
Iron Will You get a +2 bonus on all Will saving throws.
Lightning Reflexes You get a +2 bonus on all Reflex saving throws.
Power Attack On your action, before making attack rolls for a round, you may choose to subtract up to 31 from all melee attack rolls and add the same number to all melee damage rolls.
Snatch The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the improved grab special attack.
Wingover A flying creature with this feat can change direction quickly once each round as a free action.

PROFICIENCIES
Bite, Blowgun, Claw, Club, Crossbow (Heavy), Crossbow (Light), Crush, Dagger, Dagger (Barbed), Dagger (Punching), Dart, Gauntlet, Gauntlet (Bladed), Gauntlet (Spiked), Grapple, Halfspear, Javelin, Longspear, Longstaff, Mace (Heavy), Mace (Light), Morningstar, Pincerstaff, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Ray), Tail Slap, Tail Sweep, Unarmed Strike, Wing

LANGUAGES
Draconic

TEMPLATES
Ghost

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Arcane Mark		None	1 standard action	Permanent	0 ft.	V, S	No	Universal	RSRD: SpellsA-B.rtf
<i>Effect:</i> Inscribes a personal rune [visible or invisible].					<i>Target:</i> One personal rune or mark, all of which must fit within 1 sq. ft.			<i>Caster Level:</i> 13	
□□□□□ Dancing Lights		None	1 standard action	13 minute [D]	Medium (69 m)	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Creates torches or other lights.					<i>Target:</i> Up to four lights, all within a 10- ft.-radius area			<i>Caster Level:</i> 13	
□□□□□ Detect Magic		None	1 standard action	Concentration, up to 13 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> 13	
□□□□□ Light		None	1 standard action	130 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> 13	
□□□□□ Mage Hand		None	1 standard action	Concentration	Close (16,5 m)	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> 13	
□□□□□ Read Magic		None	1 standard action	130 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> 13	
□□□□□ Touch of Fatigue	18	Fortitude negates	1 standard action	13 rounds	Touch	V, S, M	Yes	Necromancy	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Touch attack fatigues target.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Alarm		None	1 standard action	26 hours [D]	Close (16,5 m)	V, S, F/DF	No	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Wards an area for 26 hours.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space			<i>Caster Level:</i> 13	
□□□□□ Chill Touch	19	Fortitude partial or Will negates; see text	1 standard action	Instantaneous	Touch	V, S	Yes	Necromancy	RSRD: SpellsC.rtf
<i>Effect:</i> 13 touches deal 1d6 damage and possibly 1 Str damage.					<i>Target:</i> Up to 13 Creatures touched			<i>Caster Level:</i> 13	
□□□□□ Mage Armor	19	Will negates (harmless)	1 standard action	13 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> 13	
□□□□□ Magic Missile		None	1 standard action	Instantaneous	Medium (69 m)	V, S	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> 5 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> 13	
□□□□□ Shield		None	1 standard action	13 minutes [D]	Personal	V, S	No	Abjuration [Force]	RSRD: SpellsS.rtf
<i>Effect:</i> Invisible disc gives +4 to AC, blocks magic missiles.					<i>Target:</i> You			<i>Caster Level:</i> 13	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Invisibility	20	Will negates (harmless) or Will negates (harmless, object)	1 standard action	13 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject is invisible for 13 minutes or until it attacks.					<i>Target:</i> You or a creature or object weighing no more than 1300 lbs			<i>Caster Level:</i> 13	
□□□□□ Mirror Image		None	1 standard action	13 minutes [D]	Personal; see text	V, S	No	Illusion (Figment)	RSRD: SpellsM-O.rtf
<i>Effect:</i> Creates decoy duplicates of you [1d4 +4, max 8].					<i>Target:</i> You			<i>Caster Level:</i> 13	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Fireball	21	Reflex half	1 standard action	Instantaneous	Long (276 m)	V, S, M	Yes	Evocation [Fire]	RSRD: SpellsF-G.rtf
<i>Effect:</i> 10d6 fire damage, 20-ft. radius.					<i>Target:</i> 20-ft.-radius spread			<i>Caster Level:</i> 13	
□□□□□ Haste	21	Fortitude negates (harmless)	1 standard action	13 rounds	Close (16,5 m)	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> 13 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.					<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 13	
□□□□□ Lightning Bolt	21	Reflex half	1 standard action	Instantaneous	120 ft.	V, S, M	Yes	Evocation [Electricity]	RSRD: SpellsH-L.rtf
<i>Effect:</i> Electricity deals 10d6 damage.					<i>Target:</i> 120-ft. line			<i>Caster Level:</i> 13	
□□□□□ Vampiric Touch		None	1 standard action	Instantaneous/1 hour; see text	Touch	V, S	Yes	Necromancy	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Touch deals 6d6 damage; caster gains damage as hp.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 13	

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Enervation		None	1 standard action	Instantaneous	Close (16,5 m)	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Subject gains 1d4 negative levels.					<i>Target:</i> Ray of negative energy			<i>Caster Level:</i> 13	
□□□□□ Fear	22	Will partial	1 standard action	13 rounds or 1 round; see text	30 ft.	V, S, M	Yes	Necromancy [Fear, RSRD: SpellsF-G.rtf Mind-Affecting]	
<i>Effect:</i> Subjects within cone flee for 13 rounds.					<i>Target:</i> Cone-shaped burst			<i>Caster Level:</i> 13	

LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Baleful Polymorph	23	Fortitude negates, Will partial; see text	1 standard action	Permanent	Close (16,5 m)	V, S	Yes	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Transforms subject into harmless animal.					<i>Target:</i> One creature			<i>Caster Level:</i> 13	

* =Domain/Speciality Spell

Sorcerer Spells

□□□□□ Teleport	23	None and Will negates (object)	1 standard action	Instantaneous	Personal and touch	V	No and Yes (object)	Conjuration (Teleportation)	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Instantly transports you as far as 1300 miles.					<i>Target:</i> You and touched objects or other touched willing creatures				
LEVEL 6									
Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Chain Lightning	24	Reflex half	1 standard action	Instantaneous	Long (276 m)	V, S, F	Yes	Evocation [Electricity]	RSRD: SpellsC.rtf
<i>Effect:</i> 13d6 damage; 13 secondary bolts each deal half damage.					<i>Target:</i> One primary target, plus 13 secondary targets [each of which must be within 30 ft. of the primary target]				
□□□□□ Globe of Invulnerability		None	1 standard action	13 rounds [D]	10 ft.	V, S, M	No	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> As lesser globe of invulnerability, plus 4th-level spell effects.					<i>Target:</i> 10-ft.-radius spherical emanation, centered on you				
* =Domain/Speciality Spell									

Notes:

Character Sheet Notes: