

NAME		PLAYERNAME		DEITY		ALIGNMENT
Bla34 Sor		Black Wyrm		0 cm	0 kg	Blindsense (60'), Darkvision (120'), Keen Senses
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
34	595000	0	Maschio			0
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

Constitution

INT
Intelligence

WIS
Wisdom

21

+5

21

+5

21

+5

22

+6

22

+6

22

+6

INITIATIVE

modifier

+3

=

-1

=

+4

TOTAL

DEX

MODIFIER

MISC

MODIFIER

BASE ATTACK

bonus

+29/+24/+19/+14/+9

SKILLS

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

MISC MODIFIER

SKILL NAME

CON

37

=

10

+ 27.0 +

✓ Concentration

CON

37

=

10

+ 27.0 +

✓ Intimidate

CHA

41

=

4

+ 37.0 +

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+29	= +19	+ +10	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+18	= +19	+ -1	+ +0	+ +0	+ +0		
WILL (wisdom)	+25	= +19	+ +6	+ +0	+ +0	+ +0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+44/+39/+34/+29	+34/+29/+24/+19	+14	-4	+0	+0	
RANGED attack bonus	+29/+24/+19/+14	+34/+29/+24/+19	-1	-4	+0	+0	
GRAPPLE attack bonus	+60/+55/+50/+45	+34/+29/+24/+19	+14	+12	+0	+0	

*Bite			HAND	TYPE	SIZE	CRITICAL	REACH
TOTAL ATTACK BONUS			Primary	BPS	G	20/x2	15 ft.
+44			DAMAGE				
Special Properties			4d6+14				

*Claw		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	PS	G	19-20/x2	15 ft.
TOTAL ATTACK BONUS			DAMAGE			
+43/+43			3d8+7			
Special Properties						

*Wing		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	B	G	20/x2	15 ft.
TOTAL ATTACK BONUS		DAMAGE				
+42/+42		2d6+7				
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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*Tail Slap		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	B	G	20/x2	15 ft.
TOTAL ATTACK BONUS		DAMAGE				
+42		2d8+7				
Special Properties						

*Crush	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	B	G	20/x2	15 ft.
TOTAL ATTACK BONUS	DAMAGE				
+42	4d6+7				
Special Properties					

*Tail Sweep		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	B	G	20/x2	15 ft.
TOTAL ATTACK BONUS		DAMAGE				
+42		2d6+7				
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	11200	Medium	22400	Heavy	33600
Lift over head	33600	Lift off ground	67200	Push / Drag	168000

SPECIAL ABILITIES
Breath Weapon (Su) 120' Line of Acid 22d4 acid DC 37
Corrupt Water (Sp) 1/day (DC 31)
Crush (Ex) DC 37
Frightful Presence (Ex) 330 ft DC 31
Immunity to Acid (Ex)
Immunity to Paralysis (Ex)
Immunity to Sleep (Ex)
Tail Sweep (Ex)
Water Breathing (Ex)

FEATS	
Alertness	You get a +2 bonus on all Listen checks and Spot checks.
Blind-Fight	In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.
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.
Empower Spell	All variable, numeric effects of an empowered spell are increased by one-half.
Improved Critical (Claw)	When using the weapon you selected, your threat range is doubled.
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Natural Attack (Claw)	The damage for the selected natural weapon increases by one step, as if the creature's size had increased by one category.
Improved Spell Resistance	Your spell resistance increases by +2.
Multiattack	The creature's secondary attacks with natural weapons take only a -2 penalty.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 34 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.
Weapon Focus (Claw)	You gain a +1 bonus on all attack rolls you make using the selected weapon.

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

LANGUAGES
Draconic

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐	Plant Growth	17	None	1 standard action	Instantaneous	See text	V, S, DF	No	Transmutation	RSRD: SpellsP-R.rtf
<i>Effect:</i> Grows vegetation, improves crops.						<i>Target:</i> See text			<i>Caster Level:</i> 13	
☐☐☐	Darkness	16	None	1 standard action	130 minutes [D]	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
<i>Effect:</i> 20-ft. radius of supernatural shadow.						<i>Target:</i> Object touched			<i>Caster Level:</i> 13	
☐☐☐	Insect Plague	19	None	1 round	13 minutes	Long (276 m)	V, S, DF	No	Conjuration (Summoning)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Locust swarms attack creatures.						<i>Target:</i> 4 swarms of locust, each of which must be adjacent to at least one other swarm			<i>Caster Level:</i> 13	
* =Domain/Specialty Spell										

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	7	7	7	7	6	4	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Dancing Lights	14	None	1 standard	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	
□□□□□ Ghost Sound	14	Will disbelief (if interacted with)	1 standard	13 rounds [D]	Close (16,5 m)	V, S, M	No	Illusion (Figment)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Figment sounds.					<i>Target:</i> Illusory sounds			<i>Caster Level:</i> 13	
□□□□□ Open/Close	14	Will negates (object)	1 standard	Instantaneous	Close (16,5 m)	V, S, F	Yes (object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Opens or closes small or light things.					<i>Target:</i> Object weighing up to 30 lb. or portal that can be opened or closed			<i>Caster Level:</i> 13	
□□□□□ Read Magic	14	None	1 standard	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	14	Fortitude negates	1 standard	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	15	None	1 standard	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	
□□□□□ Endure Elements	15	Will negates (harmless)	1 standard	24 hours	Touch	V, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
<i>Effect:</i> Exist comfortably in hot or cold environments.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□ Mage Armor	15	Will negates (harmless)	1 standard	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	15	None	1 standard	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	
□□□□□ Protection from Good	15	Will negates (harmless)	1 standard	13 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Evil]	RSRD: SpellsP-R.rtf
<i>Effect:</i> +2 to AC and saves, counter mind control, hedge out elementals and outsiders.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Bull's Strength	16	Will negates (harmless)	1 standard	13 minutes	Touch	V, S, M/DF	Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
<i>Effect:</i> Subject gains +4 to Str for 13 minutes.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 13	
□□□□□ Scorching Ray	16	None	1 standard	Instantaneous	Close (16,5 m)	V, S	Yes	Evocation [Fire]	RSRD: SpellsS.rtf
<i>Effect:</i> 3 rays, ranged touch attack deals 4d6 fire damage.					<i>Target:</i> 3 rays			<i>Caster Level:</i> 13	
□□□□□ Touch of Idiocy	16	No	1 standard	130 minutes	Touch	V, S	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Subject takes 1d6 points of Int, Wis, and Cha damage.					<i>Target:</i> Living creature touched			<i>Caster Level:</i> 13	

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Deep Slumber	17	Will negates	1 round	13 minutes	Close (16,5 m)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting]	RSRD: SpellsD-E.rtf
<i>Effect:</i> Puts 10 HD of creatures to sleep.					<i>Target:</i> One or more living creatures within a 10-ft.-radius burst			<i>Caster Level:</i> 13	
□□□□□ Gaseous Form	17	None	1 standard	26 minutes [D]	Touch	S, M/DF	No	Transmutation	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject becomes insubstantial and can fly slowly.					<i>Target:</i> Willing corporeal creature touched			<i>Caster Level:</i> 13	
□□□□□ Haste	17	Fortitude negates (harmless)	1 standard	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	
□□□□□ Slow	17	Will negates	1 standard	13 rounds	Close (16,5 m)	V, S, M	Yes	Transmutation	RSRD: SpellsS.rtf
<i>Effect:</i> 13 subjects take only one action/round, -1 to AC, -1 on attack rolls, -1 on Reflex saves.					<i>Target:</i> 13 creatures, no two of which can be more than 30 ft. apart			<i>Caster Level:</i> 13	

LEVEL 4

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Charm Monster	18	Will negates	1 standard	13 days	Close (16,5 m)	V, S	Yes	Enchantment (Charm) [Mind-Affecting]	RSRD: SpellsC.rtf
<i>Effect:</i> Makes monster believe it is your ally.					<i>Target:</i> One living creature			<i>Caster Level:</i> 13	
□□□□□ Elevation	18	None	1 standard	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	
□□□□□ Globe of Invulnerability (Lesser)	18	None	1 standard	13 rounds [D]	10 ft.	V, S, M	No	Abjuration	RSRD: SpellsF-G.rtf
<i>Effect:</i> Stops 1st- through 3rd-level spell effects.					<i>Target:</i> 10-ft.-radius spherical emanation, centered on you			<i>Caster Level:</i> 13	
□□□□□ Invisibility, Greater	18	Will negates (harmless)	1 standard	13 rounds [D]	Personal or touch	V, S	Yes (harmless) or Yes (harmless, object)	Illusion (Glamer)	RSRD: SpellsH-L.rtf
<i>Effect:</i> As invisibility, but subject can attack and stay invisible.					<i>Target:</i> You or creature touched			<i>Caster Level:</i> 13	

* =Domain/Specialty Spell

Sorcerer Spells LEVEL 5

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Feeblemind	19	Will negates; see text	1 standard action	Instantaneous	Medium (69 m)	V, S, M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level: 13</i>	RSRD: SpellsF-G.rtf
<i>Effect:</i> Subject's Int and Cha drop to 1.					<i>Target:</i> One creature				
☐☐☐☐☐ Hold Monster	19	Will negates; see text	1 standard action	13 rounds [D]; see text	Medium (69 m)	V, S, M/DF	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level: 13</i>	RSRD: SpellsH-L.rtf
<i>Effect:</i> As hold person, but any creature.					<i>Target:</i> One living creature				
☐☐☐☐☐ Transmute Mud to Rock	19	See text	1 standard action	Permanent	Medium (69 m)	V, S, M/DF	No	Transmutation [Earth] <i>Caster Level: 13</i>	RSRD: SpellsT-Z.rtf
<i>Effect:</i> Transforms 26 10-ft. cubes.					<i>Target:</i> Up to 26 10 ft. cubes [S]				

LEVEL 6

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐☐☐☐☐ Antimagic Field	20	None	1 standard action	130 minutes [D]	10 ft.	V, S, M/DF	See text	Abjuration	RSRD: SpellsA-B.rtf
<i>Effect:</i> Negates magic within 10 ft.					<i>Target:</i> 10-ft.-radius emanation, centered on you				<i>Caster Level: 13</i>
☐☐☐☐☐ Disintegrate	20	Fortitude partial (object)	1 standard action	Instantaneous	Medium (69 m)	V, S, M/DF	Yes	Transmutation	RSRD: SpellsD-E.rtf
<i>Effect:</i> Makes one creature or object vanish.					<i>Target:</i> Ray				<i>Caster Level: 13</i>

* =Domain/Specialty Spell

- ☐ Plant Growth (DC:17)
- ☐☐☐ Darkness (DC:16)
- ☐☐☐ Insect Plague (DC:19)

Notes:

Character Sheet Notes: