

GENERAL COMBAT

INIT	TOTAL	MODS	MISC	MISC NOTES
+4	=	4	+	
AC	TOTAL	ARMR	SHLD	DEX
20	=	10	+	4
15	TOTAL	FLAT-FOOTED	SHIELD READY	
15	No			
MELEE	TOTAL	BAB	ABILITY	SIZE
+1	=	0	+	Str
RANGED	TOTAL	BAB	ABILITY	SIZE
+4	=	0	+	Dex
CMB	TOTAL	BAB	ABILITY	SIZE
+1	=	0	+	1
CMD	TOTAL	BAB	STR	DEX
16	=	10	+	0

WEAPONS AND ATTACKS

WEAPON / ATTACK	VALUE	ENH	MATERIAL	SIZE	QTY
Longspear	5			Medium	1
Melee	2-Handed				
+ATK	ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL
+1	+2	0	1d8 +1	N	20 / x3
RANGE	WGWT (lb.)	TYPE	CATEGORY	OTHER NOTES	
—	9.0	P	2-handed	brace, reach	
SPECIAL PROPERTIES					
WEAPON / ATTACK	VALUE	ENH	MATERIAL	SIZE	QTY
Rapier	20			Medium	1
Melee	1-Handed				
+ATK	ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL
0	+1	0	1d6 +1	N	18-20 / x2
RANGE	WGWT (lb.)	TYPE	CATEGORY	OTHER NOTES	
—	2.0	P	1-handed		
SPECIAL PROPERTIES					
WEAPON / ATTACK	VALUE	ENH	MATERIAL	SIZE	QTY
Composite Longbow – STR 12 MW	500			Medium	1
Ranged	2-Handed				
+ATK	ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL
0	+5	0	1d8 +1	N	20 / x3
RANGE	WGWT (lb.)	TYPE	CATEGORY	OTHER NOTES	
110'	3.0	P	Ranged		
SPECIAL PROPERTIES					
WEAPON / ATTACK	VALUE	ENH	MATERIAL	SIZE	QTY
Sling	-			Medium	1
Thrown	1-Handed				
+ATK	ATTACKS	+DMG	DAMAGE	KEEN?	CRITICAL
+4	+4	0	1d4 +1	N	20 / x2
RANGE	WGWT (lb.)	TYPE	CATEGORY	OTHER NOTES	
50'	—	B	Ranged		
SPECIAL PROPERTIES					

CHARACTER RECORD SHEET

Annayla Thorntip	Matt B			
CHARACTER NAME	PLAYER NAME			
Elf Humanoid (elf)	Chaotic Good			
RACE (TYPE/SUBTYPE)	ALIGNMENT			
Sorcerer	1			
CLASSES	CHAR LVL			
DEITY/RELIGION	REGION			
Medium	127	F	5' 11"	135 lb.
SIZE	AGE	GENDER	HEIGHT	WEIGHT (lb.)
DESCRIPTION				

ABILITY	SCORE	MOD	TEMP SCORE	TEMP MOD	PERM MOD	TEMP ENH
STR	13	+1				
DEX	18	+4				
CON	6	-2				
INT	18	+4				
WIS	10	+0				
CHA	17	+3				

MOD:	TOTAL
HP	10
LETHAL	NONLETHAL
DAMAGE REDUCTION	
SPELL RESISTANCE	
ENCUMBRANCE	
Light	

SPEED	MOD:	OTHER SPEEDS	ENCUMBRANCE
30 ft.	/ x4		Light

CHANNEL ENERGY	TOTAL	BASE	ABILITY	RACE	OTHER	MISC
Not Available	FORT	-2	0	-2	0	0
LEVEL	OTHER DC MODS	Notes:				
0		REF	+4	0	4	0
TIMES/DAY	USED	Notes:	WILL	+2	2	0
		Notes: Immune to sleep; +2 racial bonus vs. enchantments 2 to Enchantments / Immune to Sleep				

CONDITIONS	ENERGY DRAIN	SPELLS & EFFECTS

ARMOR, SHIELD, & OTHER PROTECTION

ARMOR	VALUE	ENH	MATERIAL	MODIFICATIONS		
Chain Shirt	950		Mithral			
CATEGORY	ARMOR	MAX DEX	ACP	ARCANE FAIL	SPD RED	WGWT (lb.)
Light	+4	+6	0	10%	No	13
SPECIAL PROPERTIES						
0						
SHIELD	VALUE	ENH	MATERIAL			
Buckler	215		MW	Darkwood		
SHIELD BONUS	MAX DEX	ARMOR CHECK	ARCANE FAIL	WGWT (lb.)		
+1	—	0	5%	2.5		
SPECIAL PROPERTIES						

SENSES

MOD	PASSIVE	SPECIAL
Perception	+4	+14
Low-Light Vision		
CONDITIONAL MODIFIERS / OTHER		

SKILLS

CLASS	SKILL NAME	KEY ABILITY	SKILL MOD	RANK	CALC MODS	MISC MOD	COND MODS	ARMOR CHECK PENALTY
	Acrobatics	Dex*	+4	0	4			0
<input checked="" type="checkbox"/>	Appraise	Int	+4	0	4			
<input checked="" type="checkbox"/>	Bluff	Cha	+7	1	6			
<input type="checkbox"/>	Climb	Str*	+1	0	1			
<input checked="" type="checkbox"/>	Craft (bows)	Int	+8	1	7			
<input type="checkbox"/>	Diplomacy	Cha	+3	0	3			
<input type="checkbox"/>	Disguise	Cha	+3	0	3			
<input type="checkbox"/>	Escape Artist	Dex*	+4	0	4			
<input checked="" type="checkbox"/>	Fly	Dex*	+4	0	4			
<input type="checkbox"/>	Heal	Wis	0	0	0			
<input checked="" type="checkbox"/>	Intimidate	Cha	+3	0	3			
<input type="checkbox"/>	Perception	Wis	+4	0	2		2	
<input type="checkbox"/>	Perform (untrained)	Cha	+3	0	3			
<input type="checkbox"/>	Ride	Dex*	+4	0	4			
<input type="checkbox"/>	Sense Motive	Wis	0	0	0			
<input type="checkbox"/>	Stealth	Dex*	+4	0	4			
<input type="checkbox"/>	Survival	Wis	0	0	0			
<input type="checkbox"/>	Swim	Str*	+1	0	1			
<input type="checkbox"/>	Track	Wis	0	0	0			
<input type="checkbox"/>	Disable Device	Dex*	+5	1	4			
<input type="checkbox"/>	Handle Animal	Cha	NA	0	3			
<input checked="" type="checkbox"/>	Knowledge (arcana)	Int	+8	1	7			
<input checked="" type="checkbox"/>	Knowledge (dungeoneering)	Int	NA	0	4			
<input type="checkbox"/>	Knowledge (engineering)	Int	NA	0	4			
<input type="checkbox"/>	Knowledge (geography)	Int	NA	0	4			
<input type="checkbox"/>	Knowledge (history)	Int	NA	0	4			
<input type="checkbox"/>	Knowledge (local)	Int	NA	0	4			
<input type="checkbox"/>	Knowledge (nature)	Int	NA	0	4			
<input type="checkbox"/>	Knowledge (nobility)	Int	NA	0	4			
<input type="checkbox"/>	Knowledge (planes)	Int	NA	0	4			
<input type="checkbox"/>	Knowledge (religion)	Int	NA	0	4			
<input type="checkbox"/>	Knowledge (spirits)	Int	NA	0	4			
<input type="checkbox"/>	Linguistics	Int	NA	0	4			
<input checked="" type="checkbox"/>	Profession (untrained)	Wis	NA	0	0			
<input type="checkbox"/>	Sleight of Hand	Dex*	NA	0	4			
<input checked="" type="checkbox"/>	Spellcraft	Int	+10	1	7		2	
<input checked="" type="checkbox"/>	Use Magic Device	Cha	+7	1	6			

Armor Check Penalty applies. NA Skills cannot be used untrained.

RACIAL ABILITIES

- Low-Light Vision: may see twice as far as humans in conditions of dim light
- Elven Immunities: immune to magic sleep effects; +2 Racial bonus on saves vs. enchantment spells/effects
- Elven Magic: +2 Racial bonus on caster level checks vs. SR; +2 Racial bonus on Spellcraft checks made to identify properties of magic items
- Keen Senses: +2 Racial bonus on Perception checks
- Weapon Familiarity: proficient w/ longbows, longswords, rapiers, and shortbows; treat any Elven weapon as Martial

TRAITS

FEATS (feats marked with † are not yet fully automated)

- DODGE: +1 Dodge bonus to AC

CLASS ABILITIES

SORCERER

- Sorcerer Spells: Casts arcane spells from sorcerer/wizard spell list; may cast any spell known without preparation; Charisma is primary ability for bonus spells and DC; at 4th level, and every even-numbered level thereafter may learn new spell in place of one already known: 1st level: (DC 14): 2 spells known, 4 spells per day
- Bloodline (Aberrant)
Bloodline Arcana: Whenever you cast a spell of the polymorph subschool, increase the duration of the spell by 50% (minimum 1 round, bonus does not stack with the increase granted by the Extend Spell feat)
- Acidic Ray (Sp) - Standard Action, 6/day, 30' ranged touch attack deals 1d6 [acid]
- Cantrips: 4 cantrips known (DC 13), cast like any other spell, but do not consume any slots and may be used again
- Eschew Materials: Gain Eschew Materials as bonus feat

BACKGROUND / DEVELOPMENTS

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PORTRAIT / SYMBOL

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PEOPLE / ORGANIZATIONS

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CREATURES

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REGIONS / PLACES

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OTHER NOTES

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