

laome David  
 CHARACTER PLAYER  
 Azlanti (Human) Medium Female 5'10" 125 lbs dark brown purple bronze  
 RACE & LA SIZE GENDER HEIGHT WEIGHT HAIR EYES SKIN  
 19 Lawful Neutral Aroden Absalom, Isle of Kortos  
 AGE ALIGNMENT DEITY HOMELAND & BACKGROUND OCCUPATION  
 LANGUAGES: Azlanti, Common, Thassilonian, Ancient Osiriani, Draconic, Celestial, Infernal



Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	17	3	17			
DEX	14	2	14			
CON	16	3	16			
INT	20	5	18	2		
WIS	10	0	10			
CHA	12	1	12			

HITPOINTS			CLASS RECORDER								
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS	
12	11	1	Magus	0	8	1	2	0	2	1	
TOTAL HP			TOTALS		0	8	1	2	0	2	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	15	-10+	3	0	2					
TOUCH	12	-10+			2					
FLAT-FOOT	13	-10+	3	0	0					

SKILLS RANKS TOTAL 8

SKILL	DEX	INT	CHA	STR	WIS	CON	REF	WILL	LEVELS
* ACROBATICS *	1		2						
* APPRAISE		5	5						
* BLUFF		1	1						
* CLIMB *	2		3						
* CRAFT: scrolls		9	1	5	3				
* DIPLOMACY		1	1						
* DISABLE DEVICE *			2						
* DISGUISE		1	1						
* ESCAPE ARTIST *		1	2						
* FLY *		5	1	2	3				
* HANDLE ANIMAL			1						
* HEAL		0	0						
* INTIMIDATE		5	1	1	3				
* KN: arcana		9	1	5	3				
* KN: dungeoneering		9	1	5	3				
* KN: planes		9	1	5	3				
* KN:			5						
* KN:			5						
* KN:			5						
* LINGUISTICS			5						
* PERCEPTION		0	0						
* PERFORM:		1	1						
* PROF:			0						
* RIDE *		1	2						
* SENSE MOTIVE		0	0						
* SLEIGHT OF HAND *			2						
* SPELLCRAFT		9	1	5	3				
* STEALTH *		1	2						
* SURVIVAL		0	0						
* SWIM *		2	3						
* USE MAGIC DEVICE		5	1	1	3				
*									
*									
*									
*									
*									

SAVING THROWS						
FORT	REF	WILL	CLASS BASE	ABILITY	ENHANCE	MISC
5	2	2	2	3		
2	0	2	0	2		
2	2	0	2	0		

ATTACKS						
MELEE	RANGED	CMB	CMD	BASE ATTACK BONUS	TEMP	ABILITY
3	2	5	15	0		3
				0		2
				0		INT
				0		5



**FEATS & FEATURES**  
 CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Human, +2 any ability; bonus feat & subrace feat Improved Counterspell - counter w/ spell of same type 1 lvl higher  
 Skilled: Humans Gain add'l rank at each level Spell Focus (Transmutation) +1 DC  
 Class: Magus HD: d8 skills: 2 + Int Mod+1 Greater Spell Focus (Transmutation) +2 DC  
 Prof: Weapon: All Simple & Martial; Armor: Light  
 Arcane Pool: lvl/2+Int Mod = 6 points  
 grant weapon +x=1 bonus for 1 min (1 pt)  
 Spell Combat (Ex) cast and attack at -2  
 Racial Trait: Enduring Spellcraft - CL +1 for spell duration

MARK A  TO SHOW A CLASS SKILL. CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS. \* SKILL CAN BE USED UNTRAINED \* ARMOR CHECK PENALTY APPLIES

EXPERIENCE SLOW  MEDIUM  FAST  0 / 2,000

SPEED BASE 30 FLY SWIM CLIMB MISC

INIT 2 = 2 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS Arcane

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR studded leather	3	5	-1	0	Lt	20.0
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
longsword	+3	1d8+3	19-20,x2		S	4.0	

FEATS & SPECIAL ABILITIES			
NAME	USES/DAY	USED	
Faction: Arcanamirium			
laome is a student of the Arcanamirium. She has passed the entrance exam and is currently on an extended internship with the purpose of gathering information for the Arcanamirium.			

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS				
☞	ITEM	QTY / USES	WGT N/A	WEIGHT

EQUIPMENT & MAGIC ITEMS				
☞	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT	
EQUIPMENT SLOTS FOR MAGIC ITEMS	
BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS			
☞	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT

CURRENCY			
	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD			
SILVER			
COPPER			

TREASURE CARRIED		
☞	TREASURE	WEIGHT

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
24.0	0.0	0.0		24.0

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT ABOVE HEAD		LIFT OFF GROUND	DRAG & PUSH
88	176	264	<b>N</b>	264	528	1320
0	0		MODIFIED LOAD	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/>		MEDIUM <input type="checkbox"/>	HEAVY <input type="checkbox"/>	

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**SPELLS PER DAY**CLASS  LEVEL 

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0	3	3			
16	1st	3	1	2		
	2nd			1		
	3rd			1		
	4th			1		
	5th			1		
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL  MEDIUM: 100FT + 10FT / LVL  LONG: 400FT + 40FT / LVL 

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	<input type="text" value="0"/>			

**BLOODLINES & PATRONS**BLOODLINE/PATRON BLOODLINE/PATRON **DOMAINS**DOMAIN SUBDOMAIN DOMAIN SUBDOMAIN DOMAIN SUBDOMAIN **WIZARD SPECIALITY SCHOOL**SPECIALITY FOCUSED PROHIBITED PROHIBITED **SPELLS PER DAY**CLASS  LEVEL 

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL  MEDIUM: 100FT + 10FT / LVL  LONG: 400FT + 40FT / LVL 

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	<input type="text" value="0"/>			

**SPELLS**

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Acid Splash - Orb deals 1d3 acid damage.	Conjuration					
0			Arcane Mark - Inscribes a personal rune on an object or creature (visible or invisible).	Universal					
0			Daze - A single humanoid creature with 4 HD or less loses its next action.	Enchantment					
0			Detect Magic - Detects spells and magic items within 60 ft.	Divination					
0			Disrupt Undead - Deals 1d6 damage to one undead.	Necromancy					
0			Light - Object shines like a torch.	Evocation					
0			Mage Hand - 5-pound telekinesis.	Transmutation					
0			Ray of Frost - Ray deals 1d3 cold damage.	Evocation					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Spark - Ignites flammable objects.	Evocation					
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	Necromancy					
1			Corrosive Touch - Touch attack deals 1d4 acid/level.	Conjuration					
1			Feather Fall - Objects or creatures fall slowly.	Transmutation					
1			Magic Missile - 1d4+1 damage; +1 missile per two levels above 1st (max 5).	Evocation					
1			Reduce Person - Humanoid creature halves in size.	Transmutation					
1			Shocking Grasp - Touch delivers 1d6/level electricity damage (max 5d6).	Evocation					
1			Unseen Servant - Invisible force obeys your commands.	Conjuration					
1			Weaponwand - Place a wand inside your weapon to wield it along with the weapon	Transmutation					