

**Nimbus**  
 CHARACTER  
 Short-Leg Pegasus Small Male  
 RACE & LA SIZE GENDER  
 17 Neutral Lashtada  
 AGE ALIGNMENT DEITY  
 LANGUAGES: Common, Sylvan, Elven, Goblin

**David**  
 PLAYER  
 3'2" 150 lbs black blue piebald  
 HEIGHT WEIGHT HAIR EYES SKIN  
 Mae Mae's Reach, Everglow (Pony CS 88)  
 HOMELAND & BACKGROUND OCCUPATION



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

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
<b>STR</b>	10	0	14	-4		
<b>DEX</b>	18	4	16	2		
<b>CON</b>	14	2	12	2		
<b>INT</b>	16	3	16			
<b>WIS</b>	12	1	10	2		
<b>CHA</b>	20	5	18	2		

HITPOINTS			CLASS RECORDER										
CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS			
9	8	1	Sorcerer	0	4	1	0	0	2	1			
TOTAL HP			9	FAVORED CLASS	Sorcerer	TOTALS	0	4	1	0	0	2	1

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE										
ARMOR CLASS	TOTAL	ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
<b>AC</b>	15	-10+	0	0	4	1				
<b>TOUCH</b>	15	-10+			4	1				
<b>FLAT-FOOT</b>	11	-10+	0	0	0	1				

SAVING THROWS						
	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
<b>FORT</b>	2	0	2			
<b>REF</b>	4	0	4			
<b>WILL</b>	3	2	1			

ATTACKS						
	TOTAL	BASE ATTACK BONUS	TEMP	ABILITY	SIZE	MISC
<b>MELEE</b>	1	0		0	1	
<b>RANGED</b>	5	0		4	1	
<b>CMB</b>	4	0	CHA	5	1	-2
<b>CMD</b>	13	-10+	BOB	4	1	-2



SKILLS						RANKS TOTAL
	TOTAL	RANKS	ABILITY	TRAINED	MISC	4
<input type="checkbox"/> ACROBATICS	DEX 4		4			
<input checked="" type="checkbox"/> APPRAISE	INT 3		3			
<input checked="" type="checkbox"/> BLUFF	CHA 5		5			
<input checked="" type="checkbox"/> CLIMB	STR 0		0			
<input checked="" type="checkbox"/> CRAFT	INT 3		3			
<input checked="" type="checkbox"/> DIPLOMACY	CHA 5		5			
<input type="checkbox"/> DISABLE DEVICE	DEX		4			
<input checked="" type="checkbox"/> DISGUISE	CHA 5		5			
<input checked="" type="checkbox"/> ESCAPE ARTIST	DEX 4		4			
<input checked="" type="checkbox"/> FLY	DEX 8	1	4	3		
<input type="checkbox"/> HANDLE ANIMAL	CHA		5			
<input checked="" type="checkbox"/> HEAL	WIS 1		1			
<input checked="" type="checkbox"/> INTIMIDATE	CHA 9	1	5	3		
<input checked="" type="checkbox"/> KN: arcana	INT 7	1	3	3		
<input type="checkbox"/> KN:	INT		3			
<input type="checkbox"/> KN:	INT		3			
<input type="checkbox"/> KN:	INT		3			
<input type="checkbox"/> KN:	INT		3			
<input type="checkbox"/> KN:	INT		3			
<input type="checkbox"/> LINGUISTICS	INT		3			
<input checked="" type="checkbox"/> PERCEPTION	WIS 1		1			
<input checked="" type="checkbox"/> PERFORM	CHA 5		5			
<input checked="" type="checkbox"/> PROF:	WIS		1			
<input checked="" type="checkbox"/> RIDE	DEX 4		4			
<input checked="" type="checkbox"/> SENSE MOTIVE	WIS 1		1			
<input type="checkbox"/> SLEIGHT OF HAND	DEX		4			
<input checked="" type="checkbox"/> SPELLCRAFT	INT 7	1	3	3		
<input checked="" type="checkbox"/> STEALTH	DEX 8		4		4	
<input checked="" type="checkbox"/> SURVIVAL	WIS 1		1			
<input checked="" type="checkbox"/> SWIM	STR 0		0			
<input checked="" type="checkbox"/> USE MAGIC DEVICE	CHA		5			
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					
<input type="checkbox"/>	STR					

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

Race: Pegasus (fey) (Ponyfinder CS 10, Flights of Honor) Shaggy Coat: cold resistance lvl/2  
 Movement: 40 ft(20 ft bipedal), fly 30 ft(clumsy) Fluffy Coat: DR/slashing resistance lvl/2  
 Unique Destiny: Gain one bonus feat at first level. Blessed Coat: Dr/magic resistance lvl/2  
 Low-Light Vision  
 Quadruped: +4 CMD vs trip and +50% carrying capacity  
 Cloud Walker: May treat fog, or any other cloud, as solid.  
 Template: Short-Legs (Small Packages) Move -10  
 Small: +1 AC, +1 attack; -1 CMB, -1 CMD, +4 Stealth  
 Lover's Sacrifice: Immediate action become target of attack or spell w/in reach (1/day)  
 Shield of Innocence: fascinate humanoids & fey w/in 20' (1/day)  
 Class: Sorcerer HD: d6; skills 2+Int Mod (CRB)  
 Weapon Prof: All Simple; Armor Prof: None  
 Eschew Materials: Don't need common material spell components  
 bloodline: Unification (Ponyfinder CS 15) Brand of Destiny: Cloud  
 Bloodline Arcana: Treat fey as humanoids Force Ray: range touch w/in 30', 1d4+lvl/2 dam (3+ChaMod/day)

**ARMOR & WEAPONS**

ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR None						
SHIELD						

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Force Ray	+5	1d4+lvl/2	20,x2	30	Force		

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 30 SWIM CLIMB MISC

**INIT** 4 = 4 DEX MOD + MISC MOD

**HERO**

**SR** **DR** sl/mag 1

**RESISTANCES** Cold 1

**POOL POINTS**

### SPELLS PER DAY

CLASS  LEVEL 

### BLOODLINES & PATRONS

BLOODLINE/PATRON   
BLOODLINE/PATRON 

### SPELLS PER DAY

CLASS  LEVEL 

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
15	0					4
16	1st	5	3	2		2
	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     

### DOMAINS

DOMAIN   
SUBDOMAIN   
DOMAIN   
SUBDOMAIN   
DOMAIN   
SUBDOMAIN 

### WIZARD SPECIALITY SCHOOL

SPECIALITY   
FOCUSED   
PROHIBITED   
PROHIBITED 

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     

### SPELLS

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Detect Magic - Detects all spells and magic items within 60 ft.	Divination					
0			Read Magic - Read scrolls and spellbooks.	Divination					
0			Ray of Frost - Ray deals 1d3 cold damage.	Evocation					
0			Jolt - Deal 1d3 electrical damage with a ranged touch attack.	Transmutation					
1			Magic Missile - 1d4+1 damage; +1 missile per two levels above 1st (max 5).	Evocation					
1			Ear-Piercing Scream - Deal d6/2 lv sonic damage and daze target for 1 rnd	Evocation					