

Noravia Pindleloric

CHARACTER
Chelaxian (Human) Medium Female
RACE & LA SIZE GENDER
19 Lawful Neutral Nethys
AGE ALIGNMENT DEITY

David

PLAYER
5'9" 120 lbs black deep brown pale
HEIGHT WEIGHT HAIR EYES SKIN
Egorian, Cheliox
HOMELAND & BACKGROUND OCCUPATION



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

LANGUAGES: Common, Infernal, Sylvan, Undercommon

Table with columns: ABILITY SCORE, TOTAL, MOD, BASE, ENHANCE, MISC, TEMP. Rows for STR, DEX, CON, INT, WIS, CHA.

HITPOINTS

Table with columns: CURRENT HP, HP GAINED, HD, NONLETHAL HP DAM, TEMPORARY HP. Values: 9, 8, 1.

CLASS RECORDER

Table with columns: CLASS NAME, BAB, SKILL, FC HPS, FORT, REF, WILL, LEVELS. Row for Sorcerer.

ABILITY SCORE & RACIAL NOTES

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

Table with columns: ARMOR CLASS, TOTAL, ARMOR, SHIELD, DEX, SIZE, DODGE, NATURAL, DEFLECT, MISC, TEMP. Rows for AC, TOUCH, FLAT-FOOT.

ARMOR CHECK PENALTY 0
MAXIMUM DEX --
SPELL FAILURE 0%

Table with columns: SAVING THROWS, TOTAL, CLASS BASE, ABILITY, ENHANCE, MISC, TEMP. Rows for FORT, REF, WILL.

Table with columns: ATTACKS, TOTAL, BASE ATTACK BONUS, TEMP, ABILITY, SIZE, MISC. Rows for MELEE, RANGED, CMB, CMD.



COMBAT NOTES & MODIFIERS

SKILLS

Table with columns: SKILL, TOTAL, RANKS, ABILITY, TRAINED, MISC. Lists various skills like Acrobatics, Appraise, Bluff, etc.

FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Race: Human, +2 any ability; bonus feat & subrace feat
Skilled: Humans Gain add'l rank at each level
Class: Sorcerer HD: d6; skills 2 + Int Mod + 1
Prof: Weapons: Armor: None
Eschew Materials
Bloodline: Infernal power
Bloodline Arcana: Charm spells DC +2.
Corrupting Touch (Sp): a melee touch attack causes foe to be shaken
- & radiates evil for lvi/2 rnds, (3+ChaMod/day)
Racial Trait: Obsessed with Success - attempt a failed skill check at +4 (1/day)

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 [x] FAST [] 0 / 2,000

Table with columns: SPEED, BASE, FLY, SWIM, CLIMB, MISC. Value: 30.

INIT 3 = 3 DEX MOD + MISC MOD

HERO

SR DR

RESISTANCES

POOL POINTS

ARMOR & WEAPONS

Table with columns: ARMOR NAME & DESCRIPTION, AC BONUS, MAX DEX, PENALTY, SPELL FAIL, TYPE, WEIGHT. Row for None.

Table with columns: WEAPON NAME & DESCRIPTION, ATTACK MODIFIERS, DAMAGE, CRITICAL, RANGE, TYPE, WEIGHT, AMMO & NOTES. Rows for quarterstaff, dagger.

FEATS & SPECIAL ABILITIES		
NAME	USES/DAY	USED
Faction: Aspis Consortium (Cheliox)		
Noravia's father is a high-ranking employee of the Aspis Consortium in Egorian. He has constantly pushed her to follow in his footsteps. She has no desire to do so, but does not know how to tell her strong-willed father. For the time being, she has asked to be given some time to adventure, acquiescing to her father's request to run small errands for the Consortium and to keep an eye out for profitable opportunities.		

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			

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
5.0	0.0	0.0		5.0

TREASURE CARRIED		
%	TREASURE	WEIGHT

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH	
33	67	100	N 100	200	500	0
0	0		MODIFIED LOAD 0	0	0	0
CURRENT LOAD		LIGHT <input checked="" type="checkbox"/> MEDIUM <input type="checkbox"/> HEAVY <input type="checkbox"/>				

SPELLS PER DAY

CLASS **Sorcerer** LEVEL **1**

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

CLOSE: 25FT + 5FT / 2 LVL **25** MEDIUM: 100FT + 10FT / LVL **110** LONG: 400FT + 40FT / LVL **440**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

BLOODLINES & PATRONS

BLOODLINE/PATRON **Infernal**

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 **25** MEDIUM: 100FT + 10FT / LVL **100** LONG: 400FT + 40FT / LVL **400**

TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
SPELL POINTS	0			

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			Jolt - Deal 1d3 electrical damage with a ranged touch attack.	Transmutation					
0			Ray of Frost - Ray deals 1d3 cold damage.	Evocation					
1			Chill Touch - One touch/level deals 1d6 damage and possibly 1 Str damage.	Necromancy					
1			Cause Fear - One creature of 5 HD or less flees for 1d4 rounds.	Necromancy					