CLEAR CHARACTER INFO

RESET CHARACTER SHEET

CHARACTER	PLAYER
Cortana Tsunoaru	Bill

RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN
Draenei Iounmancer 6/ Rogue 3/Arcane Trickster 1	Medium	Female	7'0"	220lb	black	yellow	lt blue

AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION
110	NG	The Light	Rokugan (Clan Unicorn)

LANGUAGES: Draenic, Common, Celestial, High Rokugani, Asuras, Demonic, Draconic, Dwarvish

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

CLEAR CHARACTER STATS

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	13	1	13			
DEX	16	3	18	-2		
CON	16	3	16			
INT	26	8	18	2	6	
WIS	16	3	14	2		
CHA	18	4	18			

ABILITY SCORE & RACIAL NOTES: Darkvision 60'

HITPOINTS

CLEAR CLASS & HP

CURRENT HP: 76

NONLETHAL HP DAM

TEMPORARY HP

TOTAL HP: 76

CLASS RECORDER

HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
39	6	Wizard	3	44		2	2	5	6
29	3	Rogue	2	48		1	3	1	3
8	1	Arcane Trickster	0	12		0	1	1	1
	FAVORED CLASS	Wizard TOTALS	5	104	0	3	6	7	10

CONDITIONS & MISCELLANEOUS TRACKING

ATTACKS & DEFENSE

CLEAR ATTACK & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	26	-10+	6	2	3		1	1	1	2	
TOUCH	17	-10+			3		1		1	2	
FLAT-FOOT	22	-10+	6	2	0			1	1	2	

ARMOR CHECK PENALTY: 0

MAXIMUM DEX: 6

SPELL FAILURE: 0%

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	6	3	3			
REF	9	6	3			
WILL	10	7	3			

CLEAR NOTES

COMBAT NOTES & MODIFIERS

Spell DC=10+Spell Level+10

+1 to DC for Enchantment or Charm Spells

ATTACKS	TOTAL	BASE ATTACK BONUS		TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	6	5			1		
RANGED ATTACK MODIFIER	8	5			3		
CMB	13	5	INT		8		
CMD	21	-10+	BAB 5	DODGE & DEFLECT 2	STR & DEX 4		

SKILLS

CLEAR SKILLS

RANKS TOTAL: 114

		TOTAL	RANKS	ABILITY	TRAINED	MISC
☆☑ Acrobatics ◆	DEX	17	7	3	3	4
☆☑ Appraise	INT	14	3	8	3	
☆☑ Bluff	CHA	27	19	4	3	1
☆☑ Climb ◆	STR	8	4	1	3	
☆☑ Craft: Ioun Stone/Crystals	INT	14	3	8	3	
☆☑ Diplomacy	CHA	18	10	4	3	1
☑ Disable Device ◆	DEX	19	10	3	3	3
☆☑ Disguise	CHA	9	2	4	3	
☆☑ Escape Artist ◆	DEX	12	4	3	3	2
☆☑ Fly ◆	DEX	3		3		
☐ Handle Animal	CHA			4		
☆☐ Heal	WIS	3		3		
☆☐ Intimidate	CHA	4		4		
☑ Kn: Crystals	INT	12	1	8	3	
☑ Kn: Planes	INT	13	2	8	3	
☑ Kn: Engineering	INT	12	1	8	3	
☑ Kn: Arcana	INT	18	7	8	3	
☑ Kn: Dungeoneering	INT	12	1	8	3	
☑ Kn: Local	INT	12	1	8	3	
☑ Linguistics	INT			8		
☆☑ Perception	WIS	17	10	3	3	1
☆☑ Perform: Singing	CHA	8	1	4	3	
☑ Prof: Jewelers Tools	WIS	7	1	3	3	
☆☐ Ride ◆	DEX	4	1	3		
☆☑ Sense Motive	WIS	9	3	3	3	
☑ Sleight of Hand ◆	DEX	8	2	3	3	
☑ Spellcraft	INT	18	5	8	3	2
☆☑ Stealth ◆	DEX	21	10	3	3	5
☆☐ Survival	WIS	8	5	3		
☆☑ Swim ◆	STR	5	1	1	3	
☑ Use Magic Device	CHA			4		
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					

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

FEATS & FEATURES

CLEAR FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

Gift of the Naaru: Cast cure Moderate wounds 1/day
Illusion resistance: +2 saves vs. illusions
Celestial resistance: 5 resist to cold, acid, electricity.
Emissary: 1/day roll twice on bluff or diplomacy

Dodge (Feat): +1 to AC
Combat Casting (Feat): +4 to concentration checks
Spell Focus: Enchantment (+1 to Spell DC)
Sneak Attack: +2d6
Trapfinding (+1)
Evasion
Slow Reaction - Those sneak attacked lose AOO for round
Arcane Armor Training (Feat)
Shield Proficiency (Feat)

Bonded Ioun Stone: Maintains See invisible
Summon Ioun Stone(FR): Summon one ioun stone, acts as a material component for spells.
Star Mantle: Absorb number of spell levels equal to level
Trait: Theoretical Magician: +2 to Spellcraft
Trait: Charming: +1 Bluff/Diplomacy. +1 save DC spell cast on such
Lesser Ioun Bond: Dusty Rose (+1 AC)
Ranged Legerdemain: Disable Device/Sleight of Hand at 30' range with +5 DC

EXPERIENCE

SLOW ☐ MEDIUM ☑ FAST ☐

107,165 / 155,000

		BASE	FLY	SWIM	CLIMB	MISC
SPEED	30					

INIT 3 = 3 (DEX MOD) + (MISC MOD)

HERO 1

SR

DR

RESISTANCES: Cold 5, Acid 5, Electricity 5

POOL POINTS

CLEAR STATS

ARMOR & WEAPONS

CLEAR ARMOR

	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR	+2 Mithril Shirt	6	6	0	0		
SHIELD	+1 Buckler	2		1	0		

CLEAR WEAPONS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Masterwork Crystal Dagger	+7 (+8)	1d4+1	19-20/x2		P or S	1.0	
+1 Rapier	+9	1d6+1+Poison	20		S		Poison (DDC16 2d4/1d4 dex)

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FEATS & SPECIAL ABILITIES

CLEAR FEATS & ABILITIES

NAME	USES/DAY	USED
Dodge		
Combat Casting		
Spell Focus: Enchantment		
Arcane Armor Training		
Shield Proficiency		

FEATS & SPECIAL ABILITIES

CLEAR FEATS & ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	Backpack			
	Bedroll			
	Crowbar			
	Flint and Steel			
	Grappling Hook			
	50' Silk Rope			
	Soap			
	Spyglass			
	Waterskin			
	Magnifying Glass			
	Spellbook			
6	Potion: Healing			
	Sharktooth Necklace			
2	Potion: Cure Serious			
	Potion: Fly			
	Wand of Magic Missiles (3d4+3)	45		
	Elven Cloak			
	Ribbon of Iron Will (+1 to Will)			
	Ribbon of Bonded Will (LOS Message)			
	Wand of Enlarge Person	12		
6	Potion: Fox's Cunning			
	Ioun Stone: +2 Int			
	+1 Ring of Protection			
	Amulet of Natural Armor +1			
	Potion: Resist Sonic (20)			
	Ring of Emancipation)+2 to Escape Artist/ Disable Device. Shatter)	3		
6	Potion: Cats Grace			

EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
6	Potion: Cure Serious Wounds			
	Belt of Tumbling (+4 Acrobatics)			

WORN MAGIC ITEM EQUIPMENT

CLEAR

EQUIPMENT SLOTS FOR MAGIC ITEMS

BELT:	Belt of Tumbling
BODY:	
CHEST:	+2 Mithril Shirt
EYES:	
FEET:	
HANDS:	
HEAD:	Ioun Stone: +2 Int, Lesser Ioun Stone
HEADBAND:	
NECK:	Amulet of Natural Armor +1
RING:	+1 Ring of Protection
RING:	Ring of Emancipation
SHOULDERS:	Elven Cloak
WRIST:	+1 Buckler, Ribbon of Iron Will, Ribbon of Bonded Will

BAGS & CONTAINERS

CLEAR CONTAINERS

⌘	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT
	Backpack		

CURRENCY

CLEAR

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD	479		
SILVER			
COPPER			

TREASURE CARRIED

CLEAR

⌘	TREASURE	WEIGHT

CARRIED WEIGHT

CLEAR

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
1.0	9.6	0.0		10.6

LOADS & LIFT

CLEAR

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	N	LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
51	101	152		152	304	760
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☑ MEDIUM ☐ HEAVY ☐

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SPELLS PER DAY

CLEAR

CLASS: Wizard | LEVEL: 5

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
21	0	4	4			
22	1st	5	4	2		
23	2nd	5	3	2		
24	3rd	4	2	2		
	4th	3	1	2		
	5th			1		
	6th			1		
	7th			1		
	8th			1		
	9th			1		

CLOSE: 25FT + 5FT / 2 LVL	MEDIUM: 100FT + 10FT / LVL	LONG: 400FT + 40FT / LVL
35	150	600

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

BLOODLINES & PATRONS

CLEAR

BLOODLINE/PATRON:

BLOODLINE/PATRON:

DOMAINS

DOMAIN:

SUBDOMAIN:

DOMAIN:

SUBDOMAIN:

DOMAIN:

SUBDOMAIN:

WIZARD SPECIALITY SCHOOL

SPECIALITY: Iounmancer

FOCUSED:

PROHIBITED:

PROHIBITED:

SPELLS PER DAY

CLEAR

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
25	100	400

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Mage Hand						
0			Flare						
0			Read Magic						
0			Ray of Frost						
0			Detect Magic						
1			Ioun Strike:Conjures a stone that deals 1d6 hp/caster level (max 5d6) and blinds for 1 round.	Evocation(F)	Instant	130'	FORT		
1			Shield: +4 to AC. Blocks Magic Missle	Abjuration					
1			Mage Armor: +4 to AC	Conjuration					
1			Identify	Divination					
1			Disguise Self	Illusion					
1			Ray of Enfeeblement	Necromancy					
1			Feather Fall	Transmutation					
1			Expeditious Retreal	Transmutation					
1			True Strike	Divination					
1			Sleep	Enchantment					
1			Alarm	Abjuration	1 min/lvl	130'	REF		
1			Mount	Conjuration					
1			Burning Hands	Evocation					
1			Charm Person	Emchantment					
2			Black Dust: Obscures obstacles on the ground and coats invisible objects and creatures in a 40' radius	Conjuration	1 min/lvl	130'	REF		
2			Acid Arrow	Conjuration					
2			Scorching Ray	Evocation					
2			Blur	Illusion					
2			Summon Monster II	Conjuration					
2			Web	Conjuration					
2			See Invisible	Divination					
2			Hideous Laughter	Enchantment					
2			Hypnotic Pattern	Illusion					
2			Create Pit	Conjuration					
2			Create Treasure Map	Divination					
2			Invisibility	Illusion					
2			Mirror Image	Illusion					
2			Comprehend Languages	Divination					
2			Protection From Arrows	Abjuration					

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SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
3			Tongues	Divination					
3			Displacement	Illusion					
3			Dispel Magic	Abjuration					
3			Claraudience/Clarivoyance	Divination					
3			Heroism	Enchantment					
3			Hold Person	Enchantment					
3			Fly	Transmutation					
3			Fireball	Evocation					
3			Ioun Storm	Transmutation					
3			Scintillating Lights	Transmutation					
3			Prismatic Meteor	Evocation					
3			Lightning Bolt	Evocation					
3			Deep Slumber	Enchantment					
3			Suggestion	Enchantment					
3			Spiked Pit	Conjuration					
3			Hydraulic Torrent	Evocation					
3			Twilight Knife	Evocation					
3			Stinking Cloud						
4			Dimensional Anchor	Abjuration					
4			Stoneskin	Abjuration					
4			Dimension Door	Conjuration					
4			Charm Monster	Enchantment					
4			Fire Shield	Evocation					
4			Greater Invisibility	Illusion					
4			Acid Pit	Conjuration					
4			Ball Lightning	Evocation					
4			Dragons Breath	Evocation					
4									

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SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

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SPELLS

CLEAR

	LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
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