

Charlie The Younger

Agathon

Low-Light Vision

Yet Another



Player Name

Character Name

VISION

Elf

Medium 5 ft 9 in 139 lbs

Dark brown hair, green eyes

Race Region

Size Height Weight

Hair/Eyes

4th Sorcerer

Neutral Good

124 years

Male

Character Generator

Level/Class

Alignment

Deity

Age

Gender

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	10	0		
DEX	16	+3		
CON	10	0		
INT	14	+2		
WIS	11	0		
CHA	17	+3		

HP	24	SPEED	30 ft 6 sq	x4	ft	ft	ft
WOUNDS		TEMP HP		INIT	+3	=	3
NON-LETHAL							

BASE SPEED	30 ft 6 sq	RUN	x4	SWIM	ft	CLIMB	ft	FLY	ft
DEX MOD	+3	MISC		BURROW	ft				

AC	14	10+	1	0	3	0	0	0	0
Total		ARMOR BONUS	SHIELD BONUS	DEX MOD.	SIZE MOD.	NATURAL ARMOR	DEFLECT MOD.	MISC MOD.	
TOUCH	13	FLATFOOTED		11					
FORT	1	TOTAL	BASE	ABILITY	RACIAL	MISC	TEMP		CONDITIONAL MOD
REFLEX	8	1	1	3	0	4			
WILL	4	4	0	0	0				

BAB	2	SPELL RESISTANCE						
CMD	15	TOTAL	BAB	STR MOD	DEX MOD	SIZE MOD	MISC	+ 10
CMB	2	TOTAL	BAB	STR MOD	SIZE MOD	MISC		

CLASS	SKILL NAME	ABIL SCORE	TOTAL	ABIL MOD	RANKS	MISC
X	Acrobatics	DEX	3	3	0	0
C	Appraise	INT	2	2	0	0
C	Bluff	CHA	3	3	0	0
X	Climb	STR	0	0	0	0
X	Diplomacy	CHA	4	3	1	0
X	Disguise	CHA	3	3	0	0
X	Escape Artist	DEX	3	3	0	0
C	Fly	DEX	3	3	0	0
X	Heal	WIS	0	0	0	0
C	Intimidate	CHA	3	3	0	0
C	Knowledge (arcana)	INT	9	2	4	3
X	Knowledge (dungeoneering)	INT	5	2	3	0
X	Knowledge (local)	INT	3	2	1	0
X	Perception	WIS	7	0	3	4
X	Ride	DEX	3	3	0	0
X	Sense Motive	WIS	3	0	1	2
C	Spellcraft	INT	10	2	4	4
X	Stealth	DEX	8	3	0	5
X	Survival	WIS	1	0	1	0
X	Swim	STR	0	0	0	0
C	Use Magic Device	CHA	8	3	2	3

Masterwork Shortbow			
		ATTACK BONUS	Critical
	Ranged	+6	x3
TYPE	RANGE	AMMUNITION	DAMAGE
P	60	Arrows (15)	1d6
SPECIAL PROPERTIES			
+1 to attack and damage rolls if within 30 feet.			

Dagger			
		ATTACK BONUS	Critical
	Light	+2	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
P/S			1d4
SPECIAL PROPERTIES			

Dagger			
		ATTACK BONUS	Critical
	Thrown	+5	19-20/x2
TYPE	RANGE	AMMUNITION	DAMAGE
P/S	10		1d4
SPECIAL PROPERTIES			

Ray			
		ATTACK BONUS	Critical
	Ranged	+5	x2
TYPE	RANGE	AMMUNITION	DAMAGE
Variable			Varies
SPECIAL PROPERTIES			
+1 to attack and damage rolls if within 30 feet.			

CUSTOM TEXT

LANGUAGES
Elven, Common, Draconic, Goblin

ABILITIES (Cont)

- Bracers of Armor +1 (Core 504): Grants you a +1 Armor bonus

CLASS ABILITIES/MAGIC ITEMS

Metamagic Adept (Ex)

/day

Arrows

Handwritten Notes

* Denotes bonuses or penalties already included in the calculations

Charlie The Younger

Player Name

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Weapon 5			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 6			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 7			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 8			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

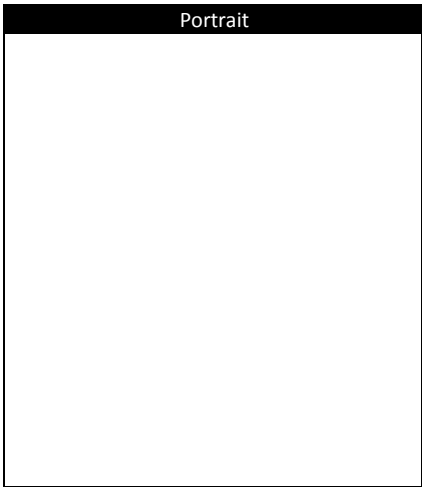
Weapon 9			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 10			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 11			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 12			
		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Portrait



Additional Notes

Additional Notes area

ABILITIES (Cont)

NOTEBOOK

* Denotes bonuses or penalties already included in the calculations

CONDITIONAL MODIFIERS

Saving Throws:

☒ +2 racial - vs enchantment spells and effects (Elven Immunities)

Spellcraft:

☒ +2 racial - to identify properties of magic items (Elven Magic)

Spell Sheet

Character Name: Agathon

Class: Sorcerer (8th)

Spells per day										
Level	0	1	2	3	4	5	6	7	8	9
Sorcerer (8th)	∞	7	7	6	3					

Spells Known										
Level	0	1	2	3	4	5	6	7	8	9
Sorcerer (8th)	8	5	3	2	1					

Concentration Check: 1d20 + 11

Prepared Spells	Level	Spell Name	DC	School	Range	Save	Description	Source
	0	Acid Splash	13	conjuration (creation) [acid] Area Comp Casting Time V, S 1 SA	45 ft. Duration instantaneous	none SR no	You fire a orb of acid (range touch) which does 1d3 points of damage. Lasts one round	Core 239
	0	Disrupt Undead	13	necromancy Area Comp Casting Time V, S 1 SA	45 ft. Duration instantaneous	none SR yes	You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.	Core 273
	0	Ray of Frost	13	evocation [cold] Area Comp Casting Time V, S 1 SA	45 ft. Duration instantaneous	none SR yes	A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.	Core 330
	0	Mage Hand	13	transmutation Area Comp Casting Time V, S 1 SA	45 ft. Duration concentration	none SR no	You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.	Core 306
	0	Prestidigitation	13	universal Area Comp Casting Time V, S 1 SA	10 ft. Duration 1 hour	see text SR no	Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a prestidigitation spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations.	Core 325
	1	Burning Hands	14	evocation [fire] Area Comp Casting Time cone V, S 1 SA	15 ft. Duration instantaneous	Ref half SR yes	A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 5d4 points of fire damage. Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.	Core 251
	1	Shield	14	abjuration [force] Area Comp Casting Time V, S 1 SA	personal Duration 8 min.(s)	SR	Shield creates an invisible shield of force that hovers in front of you. It negates magic missile attacks directed at you. The disk also provides a +4 shield bonus to AC. This bonus applies against incorporeal touch attacks, since it is a force effect. The shield has no armor check penalty or arcane spell failure chance.	Core 342
	1	Abundant Ammunition	14	conjuration (summoning) Area Comp Casting Time V, S, DF 1 standard action	touch Duration 8 minute(s)	none SR no	When cast on a container such as a quiver or a pouch that contains nonmagical ammunition or shuriken (including masterwork ammunition or shuriken), at the start of each round this spell replaces any ammunition taken from the container the round before.	UC 222
	1	Identify	14	divination Area Comp Casting Time cone V, S 1 SA	60 ft. Duration 24 rounds	none SR no	This spell functions as detect magic, except that it gives you a +10 enhancement bonus on Spellcraft checks made to identify the properties and command words of magic items in your possession. This spell does not allow you to identify artifacts.	Core 299
	2	Boiling Blood	15	transmutation Area Comp Casting Time V, S 1 SA	180 ft. Duration concentration + 8 round(s) (D)	Fort neg (see text) SR yes	The blood of the targeted creatures begins to boil and if it fails its save, it takes 1 point of fire damage per round. This spell has no effect on creatures that don't have blood. If a target has the orc subtype, it doesn't take fire damage and instead gains a +2 morale bonus to Strength.	UM 209
	2	Detect Thoughts	15	divination [mind-affecting] Area Comp Casting Time cone V, S, DF 1 SA	60 ft. Duration concentration, up to 8 min.(D)	Will neg; see text SR no	You detect surface thoughts. The amount of information depends on how long you study a particular area or subject. 1st Round: Presence or absence of thoughts. 2nd Round: Number of thinking minds and the Intelligence score of each. 3rd Round: Surface thoughts of any mind in the area.	Core 268
	2	Acid Arrow	15	conjuration (creation) [acid] Area Comp Casting Time V, S, F 1 SA	720 ft. Duration 3 round(s)	none SR no	An acid arrow (ranged touch) does 2d4 pts of damage for 3 rounds unless neutralised.	Core 239
	2	Fire Breath	15	evocation [fire] Area Comp Casting Time cone V, S 1 SA	15 ft. Duration 8 round(s) or until discharged; see text	Ref half; see text SR yes	You can produce up to 3 cones of fire as a standard action. The first cone deals 4d6 points of fire damage to every creature in the area. The second cone of flame deals 2d6 points. The third cone of flame deals 1d6 points. A successful Reflex save halves this damage.	APG 221

