

Jim  
Player Name

Dellmann  
Character Name

Normal Vision  
VISION

Yet Another



Character Generator

Human  
Race

Andoran  
Region

Medium  
Size

5 ft 9 in  
Height

175 lbs  
Weight

Hair/Eyes

3rd Wizard  
Level/Class

Chaotic Neutral  
Alignment

Deity

25 years  
Age

Male  
Gender

	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b>	11	0		
<b>DEX</b>	14	+2		
<b>CON</b>	12	+1		
<b>INT</b>	17	+3		
<b>WIS</b>	13	+1		
<b>CHA</b>	12	+1		

<b>HP</b>	21	
<b>SPEED</b>		
WOUNDS	TEMP HP	NON-LETHAL
DAMAGE REDUCTION		
ENERGY RESISTANCE		

30 ft BASE SPEED	6 sq sq	x4 RUN	ft SWIM	ft CLIMB	ft FLY
<b>INIT</b>	+7	=	2	+	+5
	DEX MOD		MISC		
			ft BURROW		

<b>AC</b>	13	10+	0	+	0	+	2	+	0	+	1	+	0	+	0
Total			ARMOR BONUS		SHIELD BONUS		DEX MOD.		SIZE MOD.		NATURAL ARMOR		DEFLECT MOD.		MISC MOD.
<b>TOUCH</b>	12	<b>FLATFOOTED</b>													
<b>FORT</b>	2	=	1	+	1	+	0	+	0	+					
<b>REFLEX</b>	5	=	1	+	2	+	0	+	2	+					
<b>WILL</b>	6	=	3	+	1	+	0	+	2	+					

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

<b>BAB</b>	1	SPELL RESISTANCE												
<b>CMD</b>	13	=	1	+	0	+	2	+	0	+	0	+	0	+ 10
<b>CMB</b>	1	=	1	+	0	+	0	+	0					
TOTAL		BAB		STR MOD		DEX MOD		SIZE MOD		MISC				

<b>+1 Quarterstaff</b>	ATTACK BONUS	Critical	
Two-handed	+2	x2	
TYPE	RANGE	AMMUNITION	DAMAGE
B			1d6+1
SPECIAL PROPERTIES			
Double Weapon			

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

<b>Dagger</b>	ATTACK BONUS	Critical	
Thrown	+3	19-20/x2	
TYPE	RANGE	AMMUNITION	DAMAGE
P/S	10		1d4
SPECIAL PROPERTIES			

<b>Weapon 4</b>	ATTACK BONUS	Critical	
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

CUSTOM TEXT

LANGUAGES  
Common, Goblin, Orc, Dwarven



**ABILITIES (Cont)**

**CLASS ABILITIES/MAGIC ITEMS**

**Hand of the Apprentice**

/day

**Magic Missile**

charges

**Handwritten Notes**

*\* Denotes bonuses or penalties already included in the calculations*

Jim  
Player Name

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Character Name

Portrait

<b>Weapon 5</b>		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

<b>Weapon 6</b>		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

<b>Weapon 7</b>		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

<b>Weapon 8</b>		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

<b>Weapon 9</b>		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

<b>Weapon 10</b>		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

<b>Weapon 11</b>		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

<b>Weapon 12</b>		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Additional Notes

ABILITIES (Cont)

NOTEBOOK

*\* Denotes bonuses or penalties already included in the calculations*

# Spell Sheet

Printed on 4/2/2014

Character Name: Dellmarn

Class: Wizard

Concentration Check: 1d20 + 7

Caster Level: 3

	0	1	2	3	4	5	6	7	8	9
Spells per Day	∞	3	2							

Level	Spell Name	DC	School	Range	Save	Description	Source
0	Light	13	evocation [light]	touch	none	This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light	Core 304
			Comp Casting Time	Duration	SR		
			V, M, DF	1 SA	30 min.		
Level	Spell Name	DC	School	Range	Save	Description	Source
0	Mage Hand	13	transmutation	30 ft.	none	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
			Comp Casting Time	Duration	SR		
			V, S	1 SA	concentration		
Level	Spell Name	DC	School	Range	Save	Description	Source
0	Ray of Frost	13	evocation [cold]	30 ft.	none	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
			Comp Casting Time	Duration	SR		
			V, S	1 SA	instantaneous		
Level	Spell Name	DC	School	Range	Save	Description	Source
0	Spark	13	evocation [fire]	30 ft.	Fort neg (object)	You can make an unattended Fine flammable object catch on fire. This works as if you were using flint and steel except that you can use spark in any sort of weather and it takes much less time to actually ignite an object.	APG 246
			Comp Casting Time	Duration	SR		
			V, S	1 SA	instantaneous		
Level	Spell Name	DC	School	Range	Save	Description	Source
1	Mage Armor	14	conjuration (creation) [force]	touch	Will neg (h)	An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC. Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.	Core 306
			Comp Casting Time	Duration	SR		
			V, S, F	1 SA	3 hour(s)		
Level	Spell Name	DC	School	Range	Save	Description	Source
1	Burning Hands	14	evocation [fire]	15 ft.	Ref half	A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 3d4 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
			Comp Casting Time	Duration	SR		
			V, S	1 SA	instantaneous		
Level	Spell Name	DC	School	Range	Save	Description	Source
1	Color Spray	14	illusion (pattern) [mind-affecting]	15 ft.	Will neg	Each creature within the cone is affected according to its HD: 5 HD or more: Stunned for 1 round; 3-4 HD: Blind and stunned for 1d4 rounds, then stunned for 1 round. 2 HD or less - The creature is unconscious for 2d4 rounds, then blinded and stunned for 1d4 rounds, and then stunned for 1 round.	Core 256
			Comp Casting Time	Duration	SR		
			V, S, M	1 SA	instantaneous; see text		
Level	Spell Name	DC	School	Range	Save	Description	Source
2	Scorching Ray	15	evocation [fire]	30 ft.	none	You may fire 1 ray(s). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.	Core 337
			Comp Casting Time	Duration	SR		
			V, S	1 SA	instantaneous		
Level	Spell Name	DC	School	Range	Save	Description	Source
2	Acid Arrow	15	conjuration (creation) [acid]	520 ft.	none	An acid arrow (ranged touch) does 2d4 pts of damage for 2 rounds unless neutralised.	Core 239
			Comp Casting Time	Duration	SR		
			V, S, M, F	1 SA	2 round(s)		
Level	Spell Name	DC	School	Range	Save	Description	Source

Sebsha

Hedgehog

Diminutive

Dellmar

Companion Name

Species

Size

Character Name



STR	1	-5		
DEX	16	3		
CON	6	-2		
INT	0	-5		
WIS	12	1		
CHA	7	-2		

HP 10

INIT 3 = 3 +

Familiar

WOUNDS	NON-LETHAL

SPEED 20 ft 4 sq x4

PROTECTIVE ITEM		AC BONUS	MAX DEX
ACP	WEIGHT	SPECIAL PROPERTIES	

AC 18 Total 10+ 3 4 1

TOUCH 17 FLAT FOOTED 15

FORT 0 BAB 1  
REFLEX 5 CMD 5  
WILL 4 CMB -8

ATTACK	
+8	None

ABILITIES

- Familiar Features
- low-light vision (Core 83)

SKILLS					
SKILL NAME	ABIL SCORE	TOTAL	ABIL MOD	RANKS	MISC
C Acrobatics	DEX	3	3	0	0
X Appraise	INT	-4	-5	1	0
X Bluff	CHA	-2	-2	0	0
C Climb	DEX	11	3	8	0
X Diplomacy	CHA		-2	0	0
X Disguise	CHA	-2	-2	0	0
X Escape Artist	DEX	3	3	0	0
C Fly	DEX	3	3	0	0
X Heal	WIS	2	1	1	0
X Intimidate	CHA	-2	-2	0	0
X Knowledge (arcana)	INT	-4	-5	1	0
X Knowledge (dungeon)	INT	-4	-5	1	0
X Knowledge (nature)	INT	-4	-5	1	0
X Linguistics	INT	-3	-5	2	0
C Perception	WIS	3	1	2	0
X Perform	CHA	-2	-2	0	0
X Ride	DEX	4	3	1	0
X Sense Motive	WIS	3	1	2	0
X Sleight of Hand	DEX	4	3	1	0
X Spellcraft	INT	-2	-5	3	0
C Stealth	DEX	25	3	22	0
X Survival	WIS	2	1	1	0
C Swim	DEX	11	3	8	0

\* Denotes bonuses or penalties already included in the calculations

No Name

Horse, light

Large

Dellmarn

Companion Name

Species

Size

Character Name



STR	16	+3			HP	15	INIT	2	=	+2	+	
DEX	14	+2			WOUNDS	NON-LETHAL	SPEED	50	ft	10	sq	x5
CON	17	+3			DAMAGE REDUCTION							
INT	2	-4			ENERGY RESISTANCE							
WIS	13	+1										
CHA	7	-2										

### Mount

### PROTECTIVE ITEM

AC BONUS		MAX DEX
ACP	WEIGHT	SPECIAL PROPERTIES

### ABILITIES

#### Mount Features

- Docile (Ex) (Best 177): The animals hooves are treated as secondary attacks

AC	11	10+		+		+	2	+	-1	+		+		+	
Total			ARMOR BONUS		SHIELD BONUS		DEX MOD.		SIZE MOD.		NATURAL ARMOR		DEFLECT MOD.		MISC MOD.
TOUCH	11	FLAT FOOTED					9				SPELL RESISTANCE				
FORT	6	BAB					1								
REFLEX	1	CMD					17								
WILL	5	CMB					3								

### ENCUMBRANCE

228	459	690	690	1380	3450
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	OVERHEAD	LIFT OFF GROUND	PUSH / PULL

### Primary Attack

ATTACK BONUS	Damage

### Secondary Attack

ATTACK BONUS	Damage
Hooves (x2)	-2 1d4+1

### Extraordinary Attack

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NOTES

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### SKILLS

SKILL NAME	ABIL SCORE	TOTAL	ABIL MOD	RANKS	MISC
C Acrobatics	DEX	+2	+2		
C Climb	INT	+3	+3		
X Escape Artist	CHA	+2	+2		
C Fly	STR	+2	+2		
X Intimidate	CHA	-2	-2		
C Perception	CHA	+1	+1		
C Stealth	DEX	+2	+2		
X Survival	DEX	+1	+1		
C Swim	WIS	+3	+3		

\* Denotes bonuses or penalties already included in the calculations