

Player Name Kelly'atha Character Name Low-Light Vision
VISION



Race Elf Size Medium Height 5 ft 7 in Weight 99 lbs Hair/Eyes _____
Region _____ Alignment Neutral Deity _____ Age 124 years Gender Female
Level/Class 3rd Sorcerer

Character Generator

| | | | | | | | | | | | | | |
|-----|----|----|--|--|-------------------|---------|------------|-------|------|----|--|--|--|
| STR | 10 | 0 | | | HP | 18 | SPEED | 30 ft | 6 sq | x4 | | | |
| DEX | 16 | +3 | | | WOUNDS | TEMP HP | NON-LETHAL | | | | | | |
| CON | 10 | 0 | | | | | | | | | | | |
| INT | 14 | +2 | | | | | | | | | | | |
| WIS | 11 | 0 | | | DAMAGE REDUCTION | | | | | | | | |
| CHA | 16 | +3 | | | ENERGY RESISTANCE | | | | | | | | |

INIT **+3** = **3** + _____ + _____
DEX MOD MISC

BASE SPEED 30 ft RUN x4 SWIM ft CLIMB ft FLY ft
 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** = **1** + **0** + **0** + **0** + **0** + **0**
TOTAL BASE ABILITY RACIAL MISC TEMP

REFLEX **6** = **1** + **3** + **0** + **2** + **0**
BASE ABILITY RACIAL MISC TEMP

WILL **3** = **3** + **0** + **0** + **0** + **0**
BASE ABILITY RACIAL MISC TEMP

CONDITIONAL MOD

| 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 | 8 | 2 | 3 | 3 |
| X | Knowledge (dungeoneering) | INT | 4 | 2 | 2 | 0 |
| X | Knowledge (local) | INT | 3 | 2 | 1 | 0 |
| X | Perception | WIS | 4 | 0 | 2 | 2 |
| X | Ride | DEX | 3 | 3 | 0 | 0 |
| X | Sense Motive | WIS | 1 | 0 | 1 | 0 |
| C | Spellcraft | INT | 9 | 2 | 3 | 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 | 7 | 3 | 1 | 3 |

BAB **1** SPELL RESISTANCE _____

CMD **14** = **1** + **0** + **3** + **0** + **0** + **10**
TOTAL BAB STR MOD DEX MOD SIZE MOD MISC

CMB **1** = **1** + **0** + **0** + **0**
TOTAL BAB STR MOD SIZE MOD MISC

| Shortbow | | | |
|--|--------|--------------|----------|
| | | ATTACK BONUS | Critical |
| | Ranged | +4 | 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 | +1 | 19-20/x2 |
| TYPE | RANGE | AMMUNITION | DAMAGE |
| P/S | | | 1d4 |
| SPECIAL PROPERTIES | | | |
| | | | |

| Dagger | | | |
|--------------------|--------|--------------|----------|
| | | ATTACK BONUS | Critical |
| | Thrown | +4 | 19-20/x2 |
| TYPE | RANGE | AMMUNITION | DAMAGE |
| P/S | 10 | | 1d4 |
| SPECIAL PROPERTIES | | | |
| | | | |

| Ray | | | |
|--|--------|--------------|----------|
| | | ATTACK BONUS | Critical |
| | Ranged | +4 | x2 |
| TYPE | RANGE | AMMUNITION | DAMAGE |
| Variable | | | Varies |
| SPECIAL PROPERTIES | | | |
| +1 to attack and damage rolls if within 30 feet. | | | |

CUSTOM TEXT

LANGUAGES
 Common, Elven, Draconic, Goblin

ABILITIES (Cont)

CLASS ABILITIES/MAGIC ITEMS

Arrows

Handwritten Notes

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

Kellya'tha

Player Name

Character Name

| 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 | | | |

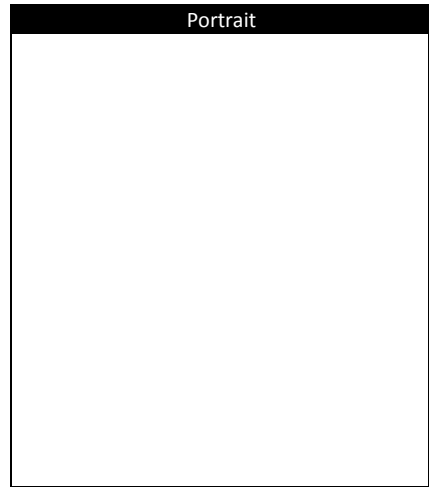
| Weapon 9 | | ATTACK BONUS | CRITICAL |
|--------------------|-------|--------------|----------|
| TYPE | RANGE | AMMUNITION | DAMAGE |
| SPECIAL PROPERTIES | | | |

| 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

ABILITIES (Cont)

NOTEBOOK

* Denotes bonuses or penalties already included in the calculations

