

ELLIE APPLE TALL

CHARACTER NAME

DRAGONFIRE ADEPT 1

CLASS AND LEVEL

SMALL 21 F 3.0FT

SIZE AGE GENDER HEIGHT

NANAO KACHU

PLAYER

STRONGHEART CHAOTIC GOOD

RACE HALFELING ALIGNMENT

35LBS BROWN AUBURN TAN

WEIGHT EYES HAIR SKIN



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	8	-5				HP HIT POINTS 23 21		20FT
DEX DEXTERITY	12	+2				AC ARMOR CLASS 18 = 10 + 2 + 1 + 1 + 2 + 2		
CON CONSTITUTION	18	+5				TOUCH ARMOR CLASS 12		
INT INTELLIGENCE	12	+2				FLAT-FOOTED ARMOR CLASS 15		
WIS WISDOM	12	+2				INITIATIVE MODIFIER +1 = +1 + 0		
CHA CHARISMA	14	+3						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	-5 = +3 + 4.5	+3	+4.5				+1 vs paralysis & sleep effects
REFLEX (DEXTERITY)	-5 = 0 + 1.5	0	+1.5				+2 morale bonus vs Fear
WILL (WISDOM)	-5 = +3 + 1.5	+3	+1.5				

BASE ATTACK BONUS	SPELL RESISTANCE
-6	0
GRAPPLE MODIFIER	
-5 = 0 + -1 -4	0
TOTAL	
BASE ATTACK BONUS	STRENGTH MODIFIER
	SIZE MODIFIER
	MISC MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
LONGSPEAR	0	1d6	x3
RANGE	TYPE	NOTES	
	Piercing	10FT REACH / CAN'T VS ADJACENT FOES	

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
DAGGER	0 / +1 thrown	1d3	19-20 x2
RANGE	TYPE	NOTES	
10FT	Reach or slash		

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
FLAIL	0	1d6	x2
RANGE	TYPE	NOTES	
	Bludgeon		

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
SLING	+1	1d3	x2
RANGE	TYPE	NOTES	
50ft	Bludgeon		

AMMUNITION 10

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
BREATH WEAPON (Su)	DEX SV DC 17	1d6 fire or half	N/A
RANGE	TYPE	NOTES	
	Fire		

AMMUNITION

Entangle all creatures
1/2 dmg / entangled +1d6 dmg @ start of round
Duration 1d4 rounds

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☒ APPRAISE	+1 INT	-5.0	-5		
☐ BALANCE	+1 DEX*	-5.0	-5		
☒ BLUFF	+2 CHA	-5.0	-5		
☒ CLIMB	-1 STR*	-5.0	-5		
☒ CONCENTRATION	+4 CON	-5.0	-5		
☒ CRAFT ()	INT+1	-5.0	-5		
☒ CRAFT ()	INT+1	-5.0	-5		
☒ CRAFT ()	INT+1	-5.0	-5		
☒ DECIPHER SCRIPT	INT+1	0.0	-5	5	6
☒ DIPLOMACY	+2 CHA	-5.0	-5		
☐ DISABLE DEVICE	+1 INT	-5.0	-5		
☐ DISGUISE	+2 CHA	-5.0	-5		
☐ ESCAPE ARTIST	+1 DEX*	-5.0	-5		
☐ FORGERY	+1 INT	-5.0	-5		
☐ GATHER INFORMATION	+2 CHA	-5.0	-5		
☐ HANDLE ANIMAL	+2 CHA	-0	-5		
☐ HEAL	+1 WIS	-5.0	-5		
☐ HIDE	+1 DEX*	-6.0	-5		
☒ INTIMIDATE	+2 CHA	-5.0	-5		
☒ JUMP	-1 STR*	-5.0	-5		
☒ KNOWLEDGE (ARCANA)	INT 1	0.0	-5	5	6
☒ KNOWLEDGE (PLANES)	INT 1	0.0	-5	5	6
☒ KNOWLEDGE ()	INT 1	0.0	-5		
☒ KNOWLEDGE ()	INT 1	0.0	-5		
☒ KNOWLEDGE ()	INT 1	0.0	-5		
☒ LISTEN	+1 WIS	-5.0	-5		
☐ MOVE SILENTLY	+1 DEX*	-5.0	-5		
☐ OPEN LOCK	+1 DEX	-0	-5		
☐ PERFORM ()	CHA 2	-0	-5		
☐ PERFORM ()	CHA 2	-0	-5		
☐ PERFORM ()	CHA 2	-0	-5		
☐ PROFESSION ()	WIS 1	0.0	-5		
☐ PROFESSION ()	WIS 1	0	-5		
☐ RIDE	DEX 1	-5.0	-5		
☒ SEARCH	+1 INT	-5.0	-5		
☒ SENSE MOTIVE	+1 WIS	0	-5		
☐ SLEIGHT OF HAND	+1 DEX*	0.0	-5		
☐ SPELLCRAFT	+1 INT	0.0	-5		
☒ SPOT	+1 WIS	-5.0	-5		
☐ SURVIVAL	+1 WIS	-5.0	-5		
☐ SWIM	-1 STR*	-5.0	-5		
☐ TUMBLE	+1 DEX*	0	-5		
☒ USE MAGIC DEVICE	+2 CHA	0	-5		
☐ USE ROPE	+1 DEX	-5.0	-5		
	Int				
	Int				
	Int				

■ Denotes a skill that can be used untrained.
□ Mark this box with an X if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

-2 to all skills
in sight of a magical
effect

-2 to all Attack Rolls
in sight of a magical
effect

2ND LEVEL

- HP $4+10$
- SCALED (+2 AC) (CLASS)
- BREATH EFFECT (CONE COLD) (CLASS)
- SKILL POINTS (5) DESC SR / KNOW AR / KNOW PL / SPOT / LISTEN

FORT SV: +1

WILL SV: +1

3RD LEVEL (STARTING HERE HAS TWO DRACONIC FEATS)

- HP $1d8+1+4$
- BREATH WEAPON $2d6$ (CLASS)
- DRACONIC SENSES (FEAT) LOW LIGHT VISION / +2 SPOT & SEARCH & LISTEN
- ENDURE EXPOSURE (LEAST INVOCATION)
- SKILL POINTS (5) DESC SR / KNOW AR / KNOW PL / SP CR / US MG DV

REF SV: +1

4TH LEVEL (BREATH WEAPON DC: $10 + \frac{1}{2} \text{LVL} + \text{CON MOD} + \text{ABILITY FOCUS} = 18$)

(2)

(4)

(2)

- HP $1d8+1+4$
- ABILITY SCORE INC: +1 CHR
- BAB: +1
- FORT SV: +1
- WILL SV: +1
- DRAGON KIN (CLASS) +4 DIPLOMACY VS DRAGONS & DRAGON BLOOD SUBTYPE / FRIGHTFUL PRESENCE
TREAT AS DRAGON
- SKILL POINTS (5) DESC SR / KNOW AR / KNOW PL / SP CR / US MG DV

5TH LEVEL

- HP $1d8+1+4$
- BREATH WEAPON $3d6$ (CLASS)
- BREATH EFFECT (SLOW BREATH) (CONE)
- SKILL POINTS (5): DESC SR / KNOW AR / KNOW PL / SP CR / US MG DV

6TH LEVEL (BREATH WEAPON DC: $10 + \frac{1}{2} \text{LVL} + \text{CON MOD} + \text{ABILITY FOCUS} = 19$)

(3)

(4)

(2)

- HP $1d8+1+4$
- BAB: +1
- FORT SV: +1
- REF SV: +1
- WILL SV: +1
- DAMAGE REDUCTION 2 / MAGIC (CLASS)
- LESSER INVOCATION: VORACIOUS DISPELLING
- SKILL POINTS (5): KNOW REL / KNOW AR / KNOW PL / KNOW DIV / KNOW NAT
→ ADDS +1 to SPOT & SEARCH & LISTEN DUE TO DRACONIC SENSES
- DRACONIC KNOWLEDGE: +3 TO ALL KNOWLEDGE CHECKS & ALL KNOWLEDGE CHECKS CONSIDERED CLASS
- 60' DARK VISION (DUE TO DRACONIC SENSES)

CAMPAIGN

EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
LEATHER ARMOR		LIGHT	2	+6
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
0	10%	20FT	7.5lbs	

SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Long Spear		9.0			
Dagger		1.0			
Flail		5.0			
Sling					
Explorer Outfit					
Backpack		0.5			
Bedroll		1.25			
3 Day Rations		0.75			
Silk Rope (50')		5			
2 Flasks of Oil		2			
3 Torches		3			
Crowbar		5			
Flint & Steel		0			
Water Skin		1			
Pouch (Belt)		0.125			
Small Steel Mirror		0.5			
		TOTAL WEIGHT CARRIED	41.625		

☐	53	☐	0	0	0
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2x MAX LOAD	PUSH OR DRAG 5x MAX LOAD

MONEY

CP — 80
SP — 1
GP — 7 + 200 + 50
PP —

FEATS

Dragon-touched PG.
Ability Focus
Enlarge/Reduce
Shape/Solidmeld
(Mage's Spectacles)

SPECIAL ABILITIES

(FLAWS) PG.
Murky-Eyed
Magical Fascination

(TRAITS)
Farsighted
Slippery

BREATH EFFECT
COLD CONE

SCALED (+2 AC)

LANGUAGES

Initial languages = Common + racial
languages + one per point of Int bonus

Common
Half-ling
Dracodric

INVOCATIONS

SPELLS

DOMAINS/SPECIALTY SCHOOL:

0: Magic Insights (LEAST)

1ST:

2ND:

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

%

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
☐	☐	0	☐	0
☐	☐	1ST	☐	☐
☐	☐	2ND	☐	☐
☐	☐	3RD	☐	☐
☐	☐	4TH	☐	☐
☐	☐	5TH	☐	☐
☐	☐	6TH	☐	☐
☐	☐	7TH	☐	☐
☐	☐	8TH	☐	☐
☐	☐	9TH	☐	☐

HP: 13 @ 1st
23 @ 2nd

