Character Name	Player	Alignment	Current XP	Next Level XP	XP Change
Perlivash	DM	CG			

Class	Race	Campaign	Deity	XP Speed(S/M/F)
Sorcerer (dragon fearie)	Dragon faerie			

Level	Size	Age	Gender	Height	Weight	Eyes	Hair
3	Tiny	bleu	Male				

Ability	Score	Mod	Temp Score	Temp Mod
STR	9	-1		
DEX	17	3		
CON	13	1		
INT	16	3		
WIS	14	2		
CHA	16	3		

Hero Points

Caster Level 3

	TOTAL	Current HP	Nonlethal Damage	Hit Dice	Damage Reduction
HP	31				

AC 18 = 10 + 0 (Armor) + 0 (Shield) + 3 (Dex) + 1 (Dodge) + 2 (Size) + 2 (Natural) + 0 (Deflect) + 0 (Misc)

Touch	16	**Flat-footed**	14
CMD	14	**FCMD**	10

	Total	Dex	Misc
INIT	3 =	3 +	0

60 fly / 10 foot /30 swim (Speed)

Armor Type

Light Load	15
Med Load	30
Max Load	45
Over Head	45
Off Ground	90
Push/ Drag	225

Saving Throws	Total	Base	Ability Mod	Magic Mod	Misc Mod	Temp Mod
FORTITUDE	4 =	3 +	1 +	0 +	+	0
REFLEX	6 =	3 +	3 +	0 +	+	0
WILL	5 =	3 +	2 +	0 +	+	0

	Total Attack Bonus	Base Attack Bonus	Str Mod	Size Mod	Misc Mod	Temp Mod
MELEE	+4 =	+3 +	-1 +	2 +	0 +	0
CMB	+4 =	+3 +	3 +	-2 +	0 +	0
RANGED	+8 =	+3 +	3 +	2 +	0 +	0

Weapon	Total Attack Bonus	Damage	Critical	Range
bite	+4	1d3 -1		
Special Properties	Ammunition	Weight	Size	Type

Weapon	Total Attack Bonus	Damage	Critical	Range
Special Properties	Ammunition	Weight	Size	Type

Weapon	Total Attack Bonus	Damage	Critical	Range
Special Properties	Ammunition	Weight	Size	Type

Weapon	Total Attack Bonus	Damage	Critical	Range
Special Properties	Ammunition	Weight	Size	Type

Armor/Protective Item	Worn	Type	AC Bonus	Check Pen	Max Dex
	☐				
Special Properties			Weight	Spell Fail	Speed

Shield/Protective Item	Worn	Type	AC Bonus	Check Pen	Max Dex
	☐				
Special Properties			Weight	Spell Fail	Speed

Feats & Special Abilities

racial:	breath weapon: last 1d6round every 1d4 round	feats:	skills base: 6+int =9
darkvision 60ft; low-light vision	DC 12; 5ft-cone euphoria	Accrobatic (+2 fly and accrobatics)	
immune: sleep, paralysis		Dodge	fly: +8 perfect +4tiny +2 accrobatic
SR:13 = 11 + 1 + lvl/2			swim : dex instead of str cause tiny +8 racial bonus
+4 to CMD against trip			stealth: tiny +8
greater invisibility (3 times / day : self only)			climb: dex instead of str cause tiny
HP = 3d12 + 3 (base d12) = (12+8+8)+3			
saving throws good = 2 + lvl/2			
BAB = lvl			

Skills [Auto Fill | Update CS | Clear]

Skill Name	Key Ab	CS	Skill Mod		Ab Mod		Rank		Misc Mod	ACP
Acrobatics	Dex	☐	8	=	3	+	3	+	2	0
Appraise	Int	☑	3	=	3	+	0	+	0	0
Bluff	Cha	☑	9	=	3	+	3	+	0	0
Climb	Dex	☑	3	=	3	+	0	+	0	0
Craft	Int	☑	3	=	3	+	0	+	0	0
Diplomacy	Cha	☑	9	=	3	+	3	+	0	0
Disable Device	Dex	☐	3	=	3	+	0	+	0	0
Disguise	Cha	☐	3	=	3	+	0	+	0	0
Escape Artist	Dex	☐	3	=	3	+	0	+	0	0
Fly	Dex	☑	23	=	3	+	3	+	14	0
Handle Animal	Cha	☐	3	=	3	+	0	+	0	0
Heal	Wis	☑	2	=	2	+	0	+	0	0
Intimidate	Cha	☑	3	=	3	+	0	+	0	0
Knowledge (Arcana)	Int	☑	3	=	3	+	0	+	0	0
Knowledge (Dungeoneering)	Int	☑	3	=	3	+	0	+	0	0
Knowledge (Engineering)	Int	☑	3	=	3	+	0	+	0	0
Knowledge (Geography)	Int	☑	3	=	3	+	0	+	0	0
Knowledge (History)	Int	☑	3	=	3	+	0	+	0	0
Knowledge (Local)	Int	☑	3	=	3	+	0	+	0	0
Knowledge (Nature)	Int	☑	3	=	3	+	0	+	0	0
Knowledge (Nobility)	Int	☑	3	=	3	+	0	+	0	0
Knowledge (Planes)	Int	☑	3	=	3	+	0	+	0	0
Knowledge (Religion)	Int	☑	3	=	3	+	0	+	0	0
Linguistics	Int	☑	3	=	3	+	0	+	0	0
Perception	Wis	☑	8	=	2	+	3	+	0	0
Perform	Cha	☐	3	=	3	+	0	+	0	0
Profession	Wis	☐	2	=	2	+	0	+	0	0
Ride	Dex	☐	3	=	3	+	0	+	0	0
Sense motive	Wis	☑	8	=	2	+	3	+	0	0
Sleight of hand	Dex	☐	3	=	3	+	0	+	0	0
Spellcraft	Int	☑	3	=	3	+	0	+	0	0
Stealth	Dex	☑	17	=	3	+	3	+	8	0
Survival	Wis	☑	2	=	2	+	0	+	0	0
Swim	Dex	☑	17	=	3	+	3	+	8	0
Use magic device	Cha	☑	9	=	3	+	3	+	0	0
		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		
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		☐		=		+		+		
		☐		=		+		+		
		☐		=		+		+		
Total Skill Points:							27			

Other Possessions

Item	Weight (lbs)	Loc
Amy	27	varies
Total Weight:	27	

Currency

Languages

Common
Draconic
Elven
Sylvan
Telepathy 100 ft

Spell Saves

Save DC	LEVEL	Spells /Day	Bonus Spells
	0	infinity	0
	1st	6	
	2nd		
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		

Psionics

Manifester Level			Key Ability
Base	Bonus	Max	Current

Spells & Powers

Number of Spells/Powers Known (Bards, Sorcerers, Psions & Psi Warriors)

0	1st	2nd	3rd	4th
5th	6th	7th	8th	9th

Spell/Power Name	# Cast /Mem	Spell/Power Name	# Cast /Mem
greater invisibility	3	0: dancing lights	
		0: flare	
1: grease		0: mage hand	
1: silent image		0: open/close	
1: sleep		0: ghost sound	