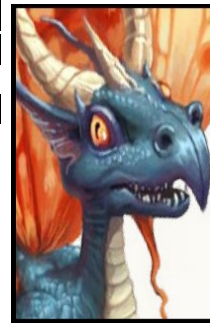


Perlivash	DM	CG			
Character Name	Player	Alignment	Current XP	Next Level XP	XP Change
Sorcerer (dragon faerie)	Dragon faerie				
Class	Race	Campaign	Deity	XP Speed(S/M/F)	
3	Tiny	bleu	Male		
Level	Size	Age	Gender	Height	Weight
					Eyes
					Hair

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		

HP	TOTAL	Current HP	Nonlethal Damage	Hit Dice	Damage Reduction
HP	31				
AC	18 = 10 + 0 + 0 + 3 + 1 + 2 + 2 + 0 + 0				
	TOTAL	Armor	Shield	Dex	Dodge
					Size
					Natural
					Deflect
					Misc

Touch	Flat-footed	CMD	FCMD	INIT
Touch	16	14	10	3 = 3 + 0
	Total	Dex	Misc	



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

Hero Points

Caster Level

Speed

Armor Type

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

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

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	<input type="checkbox"/>		Weight	Spell Fail	Speed

Shield/Protective Item	Worn	Type	AC Bonus	Check Pen	Max Dex
Special Properties	<input type="checkbox"/>		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	Acrobatic (+2 fly and acrobatics)	
immune: sleep, paralysis		Dodge	fly: +8 perfect +4tiny +2 acrobatic
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			



