

Name Player Campaign
 Class Ancestry Background
 Level Experience Size Deity Alignment Show Caster Page?

Abilities

Roll

Ability	Score	Mod	Ability	Score	Mod
STR	10	+0	DEX	16	+3
CON	14	+2	INT	18	+4
WIS	14	+2	CHA	20	+5

Saves

	Total	Abil	Proficiency	Item
FOR	17	= +2	+ +14 Expert	+ 1
REF	18	= +3	+ +14 Expert	+ 1
WIL	17	= +2	+ +14 Expert	+ 1
PER	14	= +2	+ +12 Trained	+

Hit Points

Current	Max	Temp	Dying	Wounded
98	98		(5)	Special

Armor Class

Ac	Dex Or Cap	Proficiency	Item	Shield
26	= 10 + +3	or + +12 Trained	+ 1	+ 1

Class DC

	Proficiency	Ability
27	= 10 + +12 Trained	+ +5 CHA

Speed

25

Hero Points

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Proficiencies

Name	Proficiency
Simple weapons	Trained
Unarmed attacks	Trained
Unarmored defense	Trained

Strikes

Strike	Total	Ability	Proficiency	Item	Damage	Ability	Type	Notes	Traits
+1 Striking Greater Staff o	+13	= +0	STR + +12 Trained	+ 1	2d8	+ +0	STR B P S	Club	Two-hand
Mace	+12	= +0	STR + +12 Trained	+	1d6	+ +0	STR B P S	Club	Shove
Unarmed attack	+15	= +3	DEX + +12 Trained	+	1d4	+ +0	STR B P S	Brawling	Agile, finesse, n
		=	+ +	+		+	B P S		
		=	+ +	+		+	B P S		
		=	+ +	+		+	B P S		

Skills

Fill Clear

Skill	Total	Ability	Proficiency	Item	Armor
Acrobatics	+13	= +3	DEX +	+ 10	+
Arcana	+19	= +4	INT + +14 Expert	+ 1	+
Athletics	+10	= +0	STR +	+ 10	+
Crafting	+14	= +4	INT +	+ 10	+
Deception	+17	= +5	CHA + +12 Trained	+	+
Diplomacy	+23	= +5	CHA + +16 Master	+ 2	+
Intimidation	+17	= +5	CHA + +12 Trained	+	+
Lore (Brevoy)	+16	= +4	INT + +12 Trained	+	+
Lore ()	+14	= +4	INT +	+ 10	+
Medicine	+12	= +2	WIS +	+ 10	+
Nature	+12	= +2	WIS +	+ 10	+
Occultism	+14	= +4	INT +	+ 10	+

Skill	Total	Ability	Proficiency	Item	Armor
Performance	+17	= +5	CHA + +12 Trained	+	+
Religion	+14	= +2	WIS + +12 Trained	+	+
Society	+18	= +4	INT + +14 Expert	+	+
Stealth	+15	= +3	DEX + +12 Trained	+	+
Survival	+12	= +2	WIS +	+ 10	+
Thievery	+15	= +3	DEX + +12 Trained	+	+
		=	+ +	+	+
		=	+ +	+	+
		=	+ +	+	+
		=	+ +	+	+
		=	+ +	+	+
		=	+ +	+	+

Actions, Activities, Reactions, and Free Actions

Name	Act	Type	Traits	Trigger
Arcane Countermeasure		Free React		
Feather Fall		Free React		
Counterspell		Free React		
		Free React		

Equipment

Item	Inv	Bulk	Worn	Ready	Item	Inv	Bulk	Worn	Ready	Item	Inv	Bulk	Worn	Ready
9: Messenger Ring	700	0	Worn	Ready	Clothing (High-Fashion Fir	55	0,1	Worn	Ready	Clothing (Explorer's)	0,1	0,1	Worn	Ready
8: +1 Staff of Fire (Greater	450	1	Worn	Ready	2*Dagger	0,4	0,2	Worn	Ready	Clothing (Winter)	0,4	0,1	Worn	Ready
8: Bracers of Armor I	450	0,1	Worn	Ready				Worn	Ready	Adventurer's Stuff	2	2	Worn	Ready
7: Ring of Wizardry I	360	0	Worn	Ready				Worn	Ready	Cook/Wash/Toilet Stuff	5	3	Worn	Ready
6: Clandestine Cloak	230	0,1	Worn	Ready				Worn	Ready	Calistrian Mace	1	1	Worn	Ready
Bag of Holding I, 25 Bulks	75	1	Worn	Ready				Worn	Ready	6: Traveler's Any-Tool	200	1	Worn	Ready
+1 Striking Rune	100	0	Worn	Ready				Worn	Ready	Healing Potion 2d8+5	36	3	Worn	Ready
			Worn	Ready				Worn	Ready	History/Geography Stuff	5	2	Worn	Ready
			Worn	Ready				Worn	Ready	Diplomat/Spy Stuff	5	2	Worn	Ready
			Worn	Ready				Worn	Ready				Worn	Ready
			Worn	Ready				Worn	Ready				Worn	Ready
			Worn	Ready				Worn	Ready				Worn	Ready
			Worn	Ready				Worn	Ready				Worn	Ready
PP	GP	SP	CP		Bulk	Encumbered	Str	Maximum	Str					
	65	1			NaN	5	= 5 +	+0	10	= 10 +	+0			

Feats

Feat	Type	Lvl
Toughness (+10hp, recovery DC 9+dying) [Vers	General	1
Courtly Graces (Diplo) [Noble]	Skill	1
Natural Ambition/Widen Spell (+5', +1 action)	Ancestry	1
Dangerous Sorcery (+Spell lvl)	Class	2
No Cause for Alarm (Diplo, 3 actions, 10')	Skill	2
Diehard (Die at dying 5)	General	3
Counterspell	Class	4
Hobnobber (Diplo)	Skill	4
Clever Improviser/Untrained Improvisation+Trai	Ancestry	5
Arcane Evolution	Class	6
Sow Rumor (Decep, Uncommon)	Skill	6
Numb to Death (Heal +10, not wounded)	General	7
Safeguarded Spell (+1 action)	Class	8
Recognize Spell (Arcana)	Skill	8
Incredible Improvisation (+4 1/day)	Ancestry	9
Greater Bloodline/Arcane Countermeasure	Class	10
Entourage (Diplo, Rare)	Skill	10

Feat	Type	Lvl
Spellbook = Spell répertoire plus		
All common arcane cantrips (+12)		
All common arcane level 1 (+56)		
Level 2 (16): Charitable Urge, Compr. Lang.		
Create Food, Darkvision, Expeditious Excav.		
Gentle Repose, Knock, Magic Mouth		
Phantom Steed, Resist Energy, Shrink		
Spectral Hand, Spider Climb, Sum. Elem.		
Water Breathing, Water Walk		
Level 3 (3): Cozy Cabin, Gravity Well,		
Shrink Item		
Level 5 (1): Banishment		

Spell Attack Roll & DC

	Proficiency	Ability
19 = 0 + +14 Expert + +5	CHA	
29 = 10 + +14 Expert + +5	CHA	

Magic traditions

Arcane Occult Divine Primal

T			
Prepared	Spontaneous		

Cantrips

Prep	Name	Act	M	S	V
	S Detect Magic + Blood	2			
30' emanation					
	S Message	2			
500', 1 creat.					
	S Light	2			
Day, Touch, 1 object 60', + 60' dim light					
	S Electric Arc	2			
30', 1or2 creat., 5d4+5+5					
	S Shield	1			
Turn, +1 circ. AC, Sh. block. Hardness 15.					
	S Telekinetic Projectile	2			
30', 1 creat. 5d6+5+5, spell att roll, crit. x2					
Prep			M	S	V
Prep			M	S	V

Innate Spells

Freq	Name	Act	M	S	V
			M	S	V

Focus Spells

Focus	Max	Name	Act	M	S	V
2	2	Ancestral Memories + Blood	1			
1 min, Trained in a skill						
		Arcane Countermeasure + Blood	R			
120', -1 IV, +2 status on saves/skill/AC/DC						

Spell Slots Per Day

Cantrip Level	4+2	4	4	4	4					
5	1	2	3	4	5	6	7	8	9	10
	4+1	4+1	4+1	4+1	4+1					

Spells

Prep	Name	Act	M	S	V
	1S Magic Missile + Blood	1-3			
120', 1 creat. 3*(1-3)*(1d4+1)+(1-5)					
	1(S) Charm	2			
30', 1 creat. WILL, 1 hour/day [1/4]					
	1 Feather Fall	R			
60', 1 creat., 1 min., 60'					
	1(S) Burning Hands	2			
15' cone, REF, 2*(1-5)d6 fire					
	1 Fleet Step	2			
1 min. you, +30'					
	2 Dispel Magic + Blood	2			
120', 1 spell effect or unattended magic item					
	2S Invisibility	2			
Touch; 1 creat., 10 or 1 min., can't or can attack					
	2(S) See Invisibility	2			
10 min./8 hours [1/5]					
	2 Blur	2			
Touch, 1 creat., 1 min, DC5 flat check					
	2(S) Enlarge	2			
30', 1 creat., L/H [2/4], +2/4, reach +5/10', 5 min.					
	3 Haste + Blood	2			
30', 1 creat., 1 min, Quickened+1 Strike/Stride					
	3S Fireball	2			
500', 20'or25' [3 act], 2*[3-5]d6+[3-5], REF					
	3 Enthral	2			
120', all creat. WILL, sustained					
	3 Clairaudience	1mi			
500', 10 min.					
	3: Stinking Cloud	2			
120', 20' burst, FOR, 1 min.					
	4S Dimension Door + Blood	2			
120', you, place you see or 1 mile [4/5]					

Prep	Name	Act	M	S	V
	4 Freedom of Movement	2			
Touch; 1 creat., 10min.					
	4 Fire Shield	2			
1 min. cold resistance 5					
	4 Fly	2			
Touch, 1 creat. 5 min. min 20'					
	4(S) Aerial Form	2			
1 min., +5/10 hp [4/5], +16/18 1d8+5/8+1d6+5/8p					
	5 Prying Eye + Blood	1m			
Sustained, 500', 10or30'/rd					
	5S Cloudkill	3			
120', 20' burst, 10'/rd, 1 min., 6d8 poison					
	5 Cone of Cold	2			
60' cone, 12d6+5 cold, REF					
	5 Elemental Form	2			
1 min., You					
	5 Chromatic Wall	3			
120' 10 min.					
Prep			M	S	V
Prep			M	S	V
Prep			M	S	V
Prep			M	S	V
Prep			M	S	V
Prep			M	S	V
Prep			M	S	V
Prep			M	S	V
Prep			M	S	V



Height	<input type="text" value="1m62"/>	Weight	<input type="text" value="54kg"/>
Age	<input type="text" value="23 (Desnu)"/>	Gender	<input type="text" value="F"/>
Hair	<input type="text" value="Blond"/>		
Eyes	<input type="text" value="Blue"/>		
Skin	<input type="text" value="Calistria tattoo"/>		

Languages

Common (Human)	<input type="text" value="Aklo (Int)"/>	<input type="text"/>
Elven (Emissary)	<input type="text" value="Auran (Int)"/>	<input type="text"/>
Sylvan (Emissary)	<input type="text"/>	<input type="text"/>
Draconic (Int)	<input type="text"/>	<input type="text"/>
Undercommon (Int)	<input type="text"/>	<input type="text"/>
Celestial (Int)	<input type="text"/>	<input type="text"/>

Description

Personality

Character Traits

Human. Humanoid.

Character Flaws

Contacts / Friends

Enemies

Statistics Block Generate Statblock

Other Notes

AB: Dex+Con+Int+Cha. Human : 8 hp, AB Int+Cha. Heritage Versatile - Emissary AB Int+Cha (Society, Lore Brevoy, Multilingual). Class (6+2)*10 hp. AB Cha. Tr FOR/REF/PER Exp WIL. Skills trained bloodline+2+Int+Arcane Evol (Arcana, Society + Deception, Diplomacy, Intimidation, Performance, Religion, Stealth, Thievery) - Skill Increases 3: Diplomacy (Expert), 5: Society (Expert), 7: Diplomacy (Master), 9: Arcana (Expert) - AB 5: Int+Cha, 10: Con+Cha. Spell List arcane - Bloodline Skills Arcana, Society - Granted cantrip: detect magic, 1st: magic missile, 2nd: dispel magic, 3rd: haste, 4th: dimension door, 5th: prying eye, 6th: disintegrate, 7th: prismatic spray, 8th: maze, 9th: prismatic sphere. - Bloodline Focus Spells initial: ancestral memories, advanced: extend spell, greater: arcane countermeasure. Blood Magic (when casting one of the above): you or one target +1 status bonus to skill checks for 1 rd.

Private Notes



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