DUNGEONS & DRAGONS

Meera	CHARACTER NAME
Rogue/Sorcerer	CLASS
Human	RACE
1/2	LEVEL
Humanoid(human)	TYPE
Sharon	PLAYER NAME
Medium	SIZE
Female	GENDER
N	ALIGNMENT
25	AGE
5'9"	HEIGHT
140	WEIGHT
Wherever makes sense	REGION
No thanks	DEITY
Brown	EYES
Auburn	HAIR

Abilities

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH	12	+1		
DEX DEXTERITY	16	+3		
CON CONSTITUTION	12	+1		
INT INTELLIGENCE	12	+1		
WIS WISDOM	8	-1		
CHA CHARISMA	14	+2		

HP HIT POINTS: 15

WOUNDS / NON-LETHAL DAMAGE

SPEED: 30 ft/x4

AC ARMOR CLASS: 15 = 10 + 2 (ARMOR BONUS) + 0 (SHIELD BONUS) + 3 (DEX MODIFIER) + 0 (SIZE MODIFIER) + 0 (NATURAL ARMOR) + 0 (DEFLECT BONUS) + 0 (MISC. BONUS)
TOTAL: 15 / ARMOR CHECK PENALTY / DAMAGE REDUCTION

TOUCH ARMOR CLASS: 13

FLAT-FOOTED ARMOR CLASS: 12

INITIATIVE: +3 = 3 (DEX MODIFIER) + 0 (MISC. BONUS)

BASE ATTACK: +1

Saving Throws

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC. BONUS	TEMP. MODIFIER
FORTITUDE CONSTITUTION	+1	0	1	0	
REFLEX DEXTERITY	+5	2	3	0	
WILL WISDOM	+2	3	-1	0	
GRAPPLE MODIFIER	+2	1	1	0	0
	TOTAL	BASE ATTACK	STR MODIFIER	SIZE MODIFIER	MISC. BONUS

SPELL RESISTANCE: 0

ARCANE SPELL FAILURE: 10%

ACTION POINTS:

	TOTAL	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	MISC. BONUS	TEMP. MODIFIER
MELEE ATTACK BONUS	+2	1	1	0	0	
RANGED ATTACK BONUS	+4	1	3	0	0	

Conditional Modifiers

Attacks

ATTACK 1 — Masterwork sap

TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+3	1d6+1	20/x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0 ft	2 lb	B	Medium	One-handed

ATTACK 2 — Rapier

TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+2	1d6+1	18-20/x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
0 ft	2 lb	P	Medium	One-handed

ATTACK 3 — Dagger

TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+2	1d4+1	19-20/x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
10 ft	1 lb	P/S	Medium	One-handed

ATTACK 4 — Dagger(Thrown)

TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+4	1d4+1	19-20/x2

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
10 ft	1 lb	P/S	Medium	Thrown

ATTACK 5 — Shortbow

TOTAL ATTACK BONUS	DAMAGE	CRITICAL
+4	1d6	20/x3

RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES
60 ft	2 lb	P	Medium	Two-handed

ATTACK 6

SKILLS

	SKILL NAME	KEY ABILITY	SKILL MODIFIER	=	ABILITY MODIFIER	+	RANKS	+	MISC. BONUS
×	Appraise[1]	INT	1	=	1	+	0	+	0
×	Balance[1]	DEX*	4	=	3	+	1	+	0
×	Bluff[1]	CHA	8	=	2	+	6	+	0
×	Climb[1]	STR*	7	=	1	+	4	+	2
×	Concentration[1]	CON	1	=	1	+	0	+	0
×	Craft skills…[1]	INT	1	=	1	+	0	+	0
×	Diplomacy[1]	CHA	4	=	2	+	0	+	2
×	Disguise[1]	CHA	8	=	2	+	4	+	2
×	Escape Artist[1]	DEX*	5	=	3	+	2	+	0
×	Forgery[1]	INT	1	=	1	+	0	+	0
×	Gather Information[1]	CHA	6	=	2	+	4	+	0
	Heal[1]	WIS	-1	=	-1	+	0	+	0
×	Hide[1]	DEX*	7	=	3	+	4	+	0
×	Intimidate[1]	CHA	4	=	2	+	0	+	2
×	Jump[1]	STR*	1	=	1	+	0	+	0
×	Knowledge (local)	INT	5	=	1	+	4	+	0
×	Listen[1]	WIS	0	=	-1	+	1	+	0
×	Move Silently[1]	DEX*	7	=	3	+	4	+	0
×	Open Lock	DEX	7	=	3	+	2	+	2
×	Perform skills …[1]	CHA	2	=	2	+	0	+	0
	Ride[1]	DEX	3	=	3	+	0	+	0
×	Search[1]	INT	1	=	1	+	0	+	0
×	Sense Motive[1]	WIS	0	=	-1	+	1	+	0
×	Sleight of Hand	DEX*	9	=	3	+	4	+	2
×	Spot[1]	WIS	0	=	-1	+	1	+	0
	Survival[1]	WIS	-1	=	-1	+	0	+	0
×	Swim[1]	STR**	1	=	1	+	0	+	0
×	Tumble	DEX*	7	=	3	+	4	+	0
×	Use Rope[1]	DEX	4	=	3	+	1	+	0

[1] This skill can be used even if the character has zero skill ranks.
× This skill is a class skills for at least one of your classes.
* Armor check penalty, if any, applies.   ** Double the armor check penalty.

Janice's	**3,000 / 6,000**
CAMPAIGN	EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM

	TYPE	ARMOR BONUS	MAX DEX BONUS
Leather	Light	+2	+6

ACP	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES
+0	10%	30	15	

SHIELD/PROTECTIVE ITEM

	ARMOR BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE

SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	Wgt	ITEM	Wgt
Backpack (2,2)	2		
Belt Pouch (1,0.5)	-		
Caltrops (1, 2)	2		
Climber's Kit (80,5)	-		
Disguise Kit (50,8)	8		
Masterwork Thieves Tools (100,2)	2		
1 Sunrod (2,1)	1		
Smokestick (20,0.5)	0.5		
Tindertwig (1, 0)	-		
50' Silk Rope (10,5)	-		
Traveler's Outfit (0,5)	-	**Magic Items Equipped by Slot**	
Leather Armor (10,15)		**Ring Slot (RH)**	
Masterwork Sap (301,2)	2	(none) (0 GP)	
Rapier (20,2)	2	**Ring Slot (LH)**	
Dagger (2,1)	1	(none) (0 GP)	
Shortbow (30,2)	2	**Hand Slot**	
20 Arrows (1,3)	3	(none) (0 GP)	0
Sleep Arrow (132,0.15)	0.15	**Arm Slot**	
Mage Armor Potion (50,1)	1	(none) (0 GP)	0
Shield of Faith Potion (50,1)	1	**Head Slot**	
Hat of Disguise (1800, 0)	-	Hat of disguise (1800 GP)	0
Short copper wire	-	**Face Slot**	
		(none) (0 GP)	0
		Shoulder Slot	
		(none) (0 GP)	0
		Neck Slot	
		(none) (0 GP)	0
		Body Slot	
		(none) (0 GP)	0
		Torso Slot	
		(none) (0 GP)	0
		Waist Slot	
		(none) (0 GP)	0
		Feet Slot	
		(none) (0 GP)	0
		TOTAL WEIGHT CARRIED	42.7

NOTES

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LANGUAGES

Common
Gnome

SPECIAL ABILITIES

— RACIAL ABILITIES —
× Base land speed of 30 feet.
× Bonus Feat: 1st level bonus feat
× Favored Class: Any
— CLASS ABILITIES —
× Proficient in light armor
× Proficient with all simple weapons, and with Hand Crossbow, Rapier, Sap, Shortbow, Composite Shortbow, Short Sword.
× Sneak Attack: Any time someone you attack is denied their Dexterity bonus to AC; or you are flanking them; you inflict an extra 1d6 damage. Ranged attacks must be within 30 feet to gain this; and this extra damage is not increased on a critical hit. Creatures that are immune to critical hits ignore this damage; as do creatures with concealment.
× Trapfinding(Ex): You can use the Search skill to locate traps when the task has a DC higher than 20. You can use the Disable Device skill to disarm magic traps.
— FEATS —
× Dodge(PH 93) : +1 dodge bonus to AC against selected target.
× Mobility(PH 98) : +4 dodge bonus to AC against some attacks of opportunity.
× Eschew Materials(PH 94) : Cast spells without material components.

CARRYING INFO

43	86	130
LIGHT LOAD	MED LOAD	HEAVY LOAD

130	260	650
LIFT OVER HEAD	LIFT OFF GROUND	PUSH DRAG

MONEY

PP	
GP	37
SP	
CP	
Art	
Gems	
Other (GP)	

TURN/REBUKE ATTEMPTS

Times/Day	Used	Turning/Rebuking Check Modifier

Turning/Rebuking	Most Powerful Undead Affected(Max HD)
Up to 0	
1-3	
4-6	
7-9	
10-12	
13-15	
16-18	
19-21	
22+	

# of HD Turned/Rebuked

2d6

If your cleric level is double the HD of the undead or more, the undead are destroyed/commanded rather than turned/rebuked. Dispelling rebuking/turning works like turning/rebuking, but you must equal or exceed the check result of the cleric who rebuked/turned.

ADDITIONAL CHARACTER INFO/SPECIAL ABILITIES	ADDITIONAL NOTES	
	Dancing Lights	0 level: 6
	Daze	1st Level: 5
	Ghost Sound	
	Message	
	Prestidigitation	
	Hypnotism	
	Unseen Servant	

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Dancing Lights
Evocation [Light]
Level:      Brd 0, Sor/Wiz 0
Components: V, S
Casting Time:     1 standard action
Range:      Medium (100 ft. + 10 ft./level)
Effect:     Up to four lights, all within a 10-ft.-radius area
Duration:   1 minute (D)
Saving Throw:     None
Spell Resistance: No
```

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

Dancing lights can be made permanent with a permanency spell.

```
Daze
Enchantment (Compulsion) [Mind-Affecting]
Level:      Brd 0, Sor/Wiz 0
Components: V, S, M
Casting Time:     1 standard action
Range:      Close (25 ft. + 5 ft./2 levels)
Target:     One humanoid creature of 4 HD or less
Duration:   1 round
Saving Throw:     Will negates
Spell Resistance: Yes
```

This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.

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Ghost Sound
Illusion (Figment)
Level:      Brd 0, Sor/Wiz 0
Components: V, S, M
Casting Time:     1 standard action
Range:      Close (25 ft. + 5 ft./2 levels)
Effect:     Illusory sounds
Duration:   1 round/level (D)
Saving Throw:     Will disbelief (if interacted with)
Spell Resistance: No
```

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a permanency spell.

Message
Transmutation [Language-Dependent]
Level: Brd 0, Sor/Wiz 0
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: One creature/level
Duration: 10 min./level
Saving Throw: None
Spell Resistance: No
You can whisper messages and receive whispered replies with little chance of being
overheard. You point your finger at each creature you want to receive the message.
When you whisper, the whispered message is audible to all targeted creatures within
range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of
lead), or 3 feet of wood or dirt blocks the spell. The message does not have to
travel in a straight line. It can circumvent a barrier if there is an open path
between you and the subject, and the path's entire length lies within the spell's
range. The creatures that receive the message can whisper a reply that you hear.
The spell transmits sound, not meaning. It doesn't transcend language barriers.
Note: To speak a message, you must mouth the words and whisper, possibly allowing
observers the opportunity to read your lips.
Focus A short piece of copper wire.

Prestidigitation
Universal
Level: Brd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: 10 ft.
Target, Effect, or Area: See text
Duration: 1 hour
Saving Throw: See text
Spell Resistance: No
Prestidigitations are minor tricks that novice spellcasters use for practice. Once
cast, a prestidigitation spell enables you to perform simple magical effects for 1
hour. The effects are minor and have severe limitations. A prestidigitation can
slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot
cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It
cannot deal damage or affect the concentration of spellcasters. Prestidigitation
can create small objects, but they look crude and artificial. The materials created
by a prestidigitation spell are extremely fragile, and they cannot be used as
tools, weapons, or spell components. Finally, a prestidigitation lacks the power to
duplicate any other spell effects. Any actual change to an object (beyond just
moving, cleaning, or soiling it) persists only 1 hour.

Hypnotism
Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 1, Sor/Wiz 1
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Area: Several living creatures, no two of which may be more than 30 ft. apart
Duration: 2d4 rounds (D)
Saving Throw: Will negates
Spell Resistance: Yes
Your gestures and droning incantation fascinate nearby creatures, causing them to
stop and stare blankly at you. In addition, you can use their rapt attention to
make your suggestions and requests seem more plausible. Roll 2d4 to see how many
total Hit Dice of creatures you affect. Creatures with fewer HD are affected before
creatures with more HD. Only creatures that can see or hear you are affected, but
they do not need to understand you to be fascinated.
If you use this spell in combat, each target gains a +2 bonus on its saving throw.
If the spell affects only a single creature not in combat at the time, the saving
throw has a penalty of -2.
While the subject is fascinated by this spell, it reacts as though it were two
steps more friendly in attitude. This allows you to make a single request of the
affected creature (provided you can communicate with it). The request must be brief
and reasonable. Even after the spell ends, the creature retains its new attitude
toward you, but only with respect to that particular request.
A creature that fails its saving throw does not remember that you enspelled it.

Unseen Servant
Conjuration (Creation)
Level: Brd 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One invisible, mindless, shapeless servant
Duration: 1 hour/level
Saving Throw: None
Spell Resistance: No
An unseen servant is an invisible, mindless, shapeless force that performs simple
tasks at your command. It can run and fetch things, open unstuck doors, and hold
chairs, as well as clean and mend. The servant can perform only one activity at a
time, but it repeats the same activity over and over again if told to do so as long
as you remain within range. It can open only normal doors, drawers, lids, and the
like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100
pounds). It can trigger traps and such, but it can exert only 20 pounds of force,
which is not enough to activate certain pressure plates and other devices. It can't
perform any task that requires a skill check with a DC higher than 10 or that
requires a check using a skill that can't be used untrained. Its speed is 15 feet.
The servant cannot attack in any way; it is never allowed an attack roll. It cannot
be killed, but it dissipates if it takes 6 points of damage from area attacks. (It
gets no saves against attacks.) If you attempt to send it beyond the spell's range
(measured from your current position), the servant ceases to exist.