

Linda Stephens

Player Name

Barry Stroud

Character Name

Normal Vision

VISION

Yet Another



Character Generator

Human

Race

Region

Medium

Size

5 ft 7 in

Height

120 lbs

Weight

Black Hair and Brown Eyes

Hair/Eyes

6th Wizard

Level/Class

Chaotic Neutral

Alignment

Deity

33 years

Age

Male

Gender

| | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
|------------|---------------|-------------|------------|----------|
| STR | 9 | -1 | | |
| DEX | 15 | +2 | | |
| CON | 12 | +1 | | |
| INT | 21 | +5 | | |
| WIS | 12 | +1 | | |
| CHA | 15 | +2 | | |

| | | | | | | | |
|-------------------|----|----------------|------------|----|----|----|----|
| HP | 31 | SPEED | 30 ft 6 sq | x4 | ft | ft | ft |
| WOUNDS | | TEMP HP | | | | | |
| NON-LETHAL | | | | | | | |

| | | | | | | | |
|-------------|----|---|---------|---|------|--|--------|
| INIT | +2 | = | 2 | + | | | |
| | | | DEX MOD | | MISC | | BURROW |

| | | | | | | | | | | | | | | | |
|-----------|-------|-----|-------------|---|--------------|---|----------|---|-----------|---|---------------|---|--------------|---|-----------|
| AC | 14 | 10+ | 2 | + | 0 | + | 2 | + | 0 | + | 0 | + | 0 | + | 0 |
| | Total | | ARMOR BONUS | | SHIELD BONUS | | DEX MOD. | | SIZE MOD. | | NATURAL ARMOR | | DEFLECT MOD. | | MISC MOD. |

| | | | |
|--------------|----|-------------------|----|
| TOUCH | 12 | FLATFOOTED | 12 |
|--------------|----|-------------------|----|

| | | | | | | | | | | | | | |
|---------------|-------|---|------|---|---------|---|--------|---|------|---|------|--|------------------------|
| FORT | 3 | = | 2 | + | 1 | + | 0 | + | 0 | + | | | CONDITIONAL MOD |
| | TOTAL | | BASE | | ABILITY | | RACIAL | | MISC | | TEMP | | |
| REFLEX | 4 | = | 2 | + | 2 | + | 0 | + | 0 | + | | | |
| | TOTAL | | BASE | | ABILITY | | RACIAL | | MISC | | TEMP | | |
| WILL | 6 | = | 5 | + | 1 | + | 0 | + | 0 | + | | | |
| | TOTAL | | BASE | | ABILITY | | RACIAL | | MISC | | TEMP | | |

| | | | | | | | | | | | | |
|------------|-------|-------------------------|-----|---|---------|---|----------|---|----------|---|------|------|
| BAB | 3 | SPELL RESISTANCE | | | | | | | | | | |
| CMD | 14 | = | 3 | + | -1 | + | 2 | + | 0 | + | 0 | + 10 |
| | TOTAL | | BAB | | STR MOD | | DEX MOD | | SIZE MOD | | MISC | |
| CMB | 2 | = | 3 | + | -1 | + | 0 | + | 0 | | | |
| | TOTAL | | BAB | | STR MOD | | SIZE MOD | | MISC | | | |

| | | | | |
|--------------------|-------|------------|--------------|----------|
| Ray | | | ATTACK BONUS | Critical |
| | | | +5 | x2 |
| TYPE | RANGE | AMMUNITION | DAMAGE | |
| Variable | | | Varies | |
| SPECIAL PROPERTIES | | | | |

| | | | | |
|-----------------------|-------|------------|--------------|----------|
| Unarmed Strike | | | ATTACK BONUS | Critical |
| | | | +2 | x2 |
| TYPE | RANGE | AMMUNITION | DAMAGE | |
| B | | | 1d3-1 | |
| SPECIAL PROPERTIES | | | | |
| Non-lethal Damage | | | | |

| | | | | |
|--------------------------|-------|------------|--------------|----------|
| Masterwork Dagger | | | ATTACK BONUS | Critical |
| | | | +6 | 19-20/x2 |
| TYPE | RANGE | AMMUNITION | DAMAGE | |
| P/S | 10 | | 1d4 | |
| SPECIAL PROPERTIES | | | | |

| | | | | |
|--------------------|-------|------------|--------------|----------|
| Weapon 4 | | | ATTACK BONUS | Critical |
| | | | | |
| TYPE | RANGE | AMMUNITION | DAMAGE | |
| | | | | |
| SPECIAL PROPERTIES | | | | |

| CLASS | SKILL NAME | ABIL SCORE | TOTAL | ABIL MOD | RANKS | MISC |
|-------|--------------------------|------------|-------|----------|-------|------|
| X | Acrobatics | DEX | 2 | 2 | 0 | 0 |
| C | Appraise | INT | 14 | 5 | 6 | 3 |
| X | Bluff | CHA | 2 | 2 | 0 | 0 |
| X | Climb | STR | -1 | -1 | 0 | 0 |
| X | Diplomacy | CHA | 2 | 2 | 0 | 0 |
| X | Disguise | CHA | 2 | 2 | 0 | 0 |
| X | Escape Artist | DEX | 2 | 2 | 0 | 0 |
| C | Fly | DEX | 7 | 2 | 2 | 3 |
| X | Handle Animal | CHA | 4 | 2 | 1 | 1 |
| X | Heal | WIS | 1 | 1 | 0 | 0 |
| X | Intimidate | CHA | 2 | 2 | 0 | 0 |
| C | Knowledge (arcana) | INT | 14 | 5 | 6 | 3 |
| C | Knowledge (geography) | INT | 13 | 5 | 5 | 3 |
| C | Knowledge (history) | INT | 13 | 5 | 5 | 3 |
| C | Knowledge (nature) | INT | 13 | 5 | 5 | 3 |
| C | Knowledge (planes) | INT | 14 | 5 | 6 | 3 |
| X | Perception | WIS | 1 | 1 | 0 | 0 |
| C | Profession (Bookkeeping) | WIS | 10 | 1 | 6 | 3 |
| X | Ride | DEX | 3 | 2 | 1 | 0 |
| X | Sense Motive | WIS | 1 | 1 | 0 | 0 |
| C | Spellcraft | INT | 14 | 5 | 6 | 3 |
| X | Stealth | DEX | 2 | 2 | 0 | 0 |
| X | Survival | WIS | 6 | 1 | 5 | 0 |
| X | Swim | STR | -1 | -1 | 0 | 0 |

| |
|--------------------|
| CUSTOM TEXT |
| Age 33 in 4714 |

| |
|--|
| LANGUAGES |
| Common, Draconic, Gnoll, Orc, Goblin, Sylvan |

ABILITIES (continued)

CLASS ABILITIES/MAGIC ITEMS

Hand of the Apprentice (Su)

/day

Handwritten Notes

** Denotes bonuses or penalties already included in the calculations*

Linda Stephens
Player Name

Barry Stroud
Character Name

| Weapon 5 | | ATTACK BONUS | CRITICAL |
|--------------------|-------|--------------|----------|
| TYPE | RANGE | AMMUNITION | DAMAGE |
| SPECIAL PROPERTIES | | | |

| Weapon 6 | | ATTACK BONUS | CRITICAL |
|--------------------|-------|--------------|----------|
| TYPE | RANGE | AMMUNITION | DAMAGE |
| SPECIAL PROPERTIES | | | |

| Weapon 7 | | ATTACK BONUS | CRITICAL |
|--------------------|-------|--------------|----------|
| TYPE | RANGE | AMMUNITION | DAMAGE |
| SPECIAL PROPERTIES | | | |

| Weapon 8 | | ATTACK BONUS | CRITICAL |
|--------------------|-------|--------------|----------|
| TYPE | RANGE | AMMUNITION | DAMAGE |
| SPECIAL PROPERTIES | | | |

| Weapon 9 | | ATTACK BONUS | CRITICAL |
|--------------------|-------|--------------|----------|
| TYPE | RANGE | AMMUNITION | DAMAGE |
| SPECIAL PROPERTIES | | | |

| Weapon 10 | | ATTACK BONUS | CRITICAL |
|--------------------|-------|--------------|----------|
| TYPE | RANGE | AMMUNITION | DAMAGE |
| SPECIAL PROPERTIES | | | |

| Weapon 11 | | ATTACK BONUS | CRITICAL |
|--------------------|-------|--------------|----------|
| TYPE | RANGE | AMMUNITION | DAMAGE |
| SPECIAL PROPERTIES | | | |

| Weapon 12 | | ATTACK BONUS | CRITICAL |
|--------------------|-------|--------------|----------|
| TYPE | RANGE | AMMUNITION | DAMAGE |
| SPECIAL PROPERTIES | | | |

| Portrait |
|----------|
| |

| Additional Notes |
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| |

ABILITIES (continued)

ABILITIES (continued)

Spell Sheet

Character Name: Barry Stroud

Class:

| Spells per day | | | | | | | | | | |
|----------------|---|---|---|---|---|---|---|---|---|---|
| Level | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Concentration Check:

| Prepared Spells | Level | Spell Name | DC | School | | | Range | Save | Description | Source |
|-----------------|-------|------------|----|--------|------|--------------|----------|------|-------------|--------|
| | | | | Area | Comp | Casting Time | Duration | SR | | |
| Prepared Spells | Level | Spell Name | DC | School | | | Range | Save | Description | Source |
| | | | | Area | Comp | Casting Time | Duration | SR | | |
| Prepared Spells | Level | Spell Name | DC | School | | | Range | Save | Description | Source |
| | | | | Area | Comp | Casting Time | Duration | SR | | |
| Prepared Spells | Level | Spell Name | DC | School | | | Range | Save | Description | Source |
| | | | | Area | Comp | Casting Time | Duration | SR | | |
| Prepared Spells | Level | Spell Name | DC | School | | | Range | Save | Description | Source |
| | | | | Area | Comp | Casting Time | Duration | SR | | |
| Prepared Spells | Level | Spell Name | DC | School | | | Range | Save | Description | Source |
| | | | | Area | Comp | Casting Time | Duration | SR | | |
| Prepared Spells | Level | Spell Name | DC | School | | | Range | Save | Description | Source |
| | | | | Area | Comp | Casting Time | Duration | SR | | |
| Prepared Spells | Level | Spell Name | DC | School | | | Range | Save | Description | Source |
| | | | | Area | Comp | Casting Time | Duration | SR | | |
| Prepared Spells | Level | Spell Name | DC | School | | | Range | Save | Description | Source |
| | | | | Area | Comp | Casting Time | Duration | SR | | |
| Prepared Spells | Level | Spell Name | DC | School | | | Range | Save | Description | Source |
| | | | | Area | Comp | Casting Time | Duration | SR | | |
| Prepared Spells | Level | Spell Name | DC | School | | | Range | Save | Description | Source |
| | | | | Area | Comp | Casting Time | Duration | SR | | |
| Prepared Spells | Level | Spell Name | DC | School | | | Range | Save | Description | Source |
| | | | | Area | Comp | Casting Time | Duration | SR | | |

Spell Sheet

Character Name: Barry Stroud

Class:

| Spells per day | | | | | | | | | | |
|----------------|---|---|---|---|---|---|---|---|---|---|
| Level | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |

Concentration Check:

| Prepared Spells | Level | Spell Name | DC | School | Range | Save | Description | Source |
|-----------------|-------|------------|----|--------|-------|--------------|-------------|--------|
| | | | | Area | Comp | Casting Time | Duration | SR |
| | | | | Area | Comp | Casting Time | Duration | SR |
| | | | | Area | Comp | Casting Time | Duration | SR |
| | | | | Area | Comp | Casting Time | Duration | SR |
| | | | | Area | Comp | Casting Time | Duration | SR |
| | | | | Area | Comp | Casting Time | Duration | SR |
| | | | | Area | Comp | Casting Time | Duration | SR |
| | | | | Area | Comp | Casting Time | Duration | SR |
| | | | | Area | Comp | Casting Time | Duration | SR |
| | | | | Area | Comp | Casting Time | Duration | SR |
| | | | | Area | Comp | Casting Time | Duration | SR |
| | | | | Area | Comp | Casting Time | Duration | SR |
| | | | | Area | Comp | Casting Time | Duration | SR |
| | | | | Area | Comp | Casting Time | Duration | SR |
| | | | | Area | Comp | Casting Time | Duration | SR |
| | | | | Area | Comp | Casting Time | Duration | SR |
| | | | | Area | Comp | Casting Time | Duration | SR |
| | | | | Area | Comp | Casting Time | Duration | SR |
| | | | | Area | Comp | Casting Time | Duration | SR |
| | | | | Area | Comp | Casting Time | Duration | SR |

Companion Name _____ Species _____

#N/A
Size

Barry Stroud
Character Name



| | | | | |
|-----|---------------|-------------|------------|----------|
| STR | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
| DEX | | | | |
| CON | | | | |
| INT | 8 | -1 | | |
| WIS | | | | |
| CHA | | | | |

HP 15

INIT = +

WOUNDS NON-LETHAL

| | |
|--|--|
| | |
|--|--|

SPEED ft sq x4 ft ft ft

BASE SPEED RUN SWIM CLIMB FLY

Familiar

PROTECTIVE ITEM

| | | |
|-----|----------|--------------------|
| | AC BONUS | MAX DEX |
| ACP | WEIGHT | SPECIAL PROPERTIES |

AC Total 10+ + + + + + + +

ARMOR BONUS SHIELD BONUS DEX MOD. SIZE MOD. NATURAL ARMOR DEFLECT MOD. MISC MOD.

TOUCH FLAT FOOTED SPELL RESISTANCE #N/A

FORT TOTAL BAB 3 ATTACK #N/A #N/A #N/A

REFLEX CMD #N/A

WILL CMB #N/A

| SKILLS | | | | | |
|------------|------------|-------|----------|-------|------|
| SKILL NAME | ABIL SCORE | TOTAL | ABIL MOD | RANKS | MISC |
| # | | | | | |

ABILITIES

* Denotes bonuses or penalties already included in the calculations