

Dusty (Prince)

NAME
Sor5 13539
CLASS EXPERIENCE
5 15000
Character Level NEXT LEVEL

Len

PLAYERNAME
Halfling Small
RACE SIZE
24 Male
AGE GENDER

DEITY
3' 2" 36 lbs.
HEIGHT WEIGHT
EYES HAIR

Neutral Good

ALIGNMENT
VISION
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	8	-1	8	-1	8	-1
DEX Dexterity	17	+3	17	+3	17	+3
CON Constitution	11	+0	11	+0	11	+0
INT Intelligence	15	+2	15	+2	15	+2
WIS Wisdom	13	+1	13	+1	13	+1
CHA Charisma	19	+4	19	+4	19	+4

HP	AC	INITIATIVE	BASE ATTACK
21	14	+3	+2
hit points	armor class	modifier	bonus

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
			Walk 20 ft.

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	+1	+0	+1	+1	+0		
REFLEX (dexterity)	+6	+1	+3	+1	+1	+0		
WILL (wisdom)	+7	+4	+1	+1	+1	+0		

MELEE	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
attack bonus	+2	+2	-1	+1	+0	+0	
RANGED	+6	+2	+3	+1	+0	+0	
attack bonus							
CMB	+0	+2	-1	+0	-1		
attack bonus							

GRAPPLE	TRIP	DISARM	SUNDER	BULL RUSH	OVERRRUN
Offense	+0	+0	+0	+0	+0
Defense	13	13	13	13	13

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+2	1d2-1	20/x2	5 ft.

*Dagger (Alchemical Silver)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	PS	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam			
1H-P	+0	1d4-2	2W-P-(OH)	-6	1d4-2	
1H-O	-4	1d4-2	2W-P-(OL)	-4	1d4-2	
2H	+0	1d4-2	2W-OH	-10	1d4-2	
TH	10 ft. +4	20 ft. +2	30 ft. +0	40 ft. -2	50 ft. -4	
Dam	1d4-2	1d4-2	1d4-2	1d4-2	1d4-2	
Special Properties	10 hp/inch, hardness 8					

Sling		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	B	M	20/x2	5 ft.
TH	30 ft. +4	50 ft. +4	100 ft. +2	150 ft. +0	200 ft. -2	
Dam	1d4-1	1d4-1	1d4-1	1d4-1	1d4-1	
Special Properties						

ARMOR

TYPE	AC	MAXDEX	CHECK	SPELL FAILURE

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS		5/5 MISC MODIFIER
				ABILITY RANKS	MISC RANKS	
✓ Acrobatics	DEX	5	= 3	+	+ 2	
✓ Acrobatics (Jump)	DEX	1	= 3	+	+ -2	
✓ Appraise	INT	2	= 2	+	+	
✓ Bluff	CHA	11	= 4	+ 4.0	+ 3	
✓ Climb	STR	1	= -1	+	+ 2	
✓ Craft (Untrained)	INT	2	= 2	+	+	
✓ Diplomacy	CHA	13	= 4	+ 5.0	+ 4	
✓ Disguise	CHA	4	= 4	+	+	
✓ Escape Artist	DEX	3	= 3	+	+	
✓ Fly	DEX	5	= 3	+	+ 2	
✓ Heal	WIS	1	= 1	+	+	
✓ Intimidate	CHA	12	= 4	+ 5.0	+ 3	
Knowledge (Arcana)	INT	9	= 2	+ 4.0	+ 3	
✓ Perception	WIS	3	= 1	+	+ 2	
✓ Perception (Blindsense)	WIS	3	= 1	+	+ 2	
✓ Perception (Notice unusual stonework)	WIS	3	= 1	+	+ 2	
✓ Perception (Trapfinding)	WIS	3	= 1	+	+ 2	
✓ Perform (Percussion Instruments)	CHA	5	= 4	+ 1.0	+	
✓ Perform (Untrained)	CHA	4	= 4	+	+	
✓ Ride	DEX	3	= 3	+	+	
✓ Sense Motive	WIS	1	= 1	+	+	
✓ Spellcraft	INT	10	= 2	+ 5.0	+ 3	
✓ Stealth	DEX	7	= 3	+	+ 4	
✓ Survival	WIS	1	= 1	+	+	
✓ Swim	STR	-1	= -1	+	+	

✓: can be used untrained. X: exclusive skills. *: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Cloak of Resistance +1	Equipped	1	1.0	1000.0
Dagger (Alchemical Silver) 10 hp/inch, hardness 8	Equipped	1	1.0	22.0
Outfit (Traveler's/Small)	Equipped	1	1.25	0.0
Bag of Air Produces Gust of Wind (CL 5). Usable 2 per day.	Handy Haversack	1	1.0	0.0
Bullet, Sling	Handy Haversack	10	0.5 (5.0)	0.01 (0.1)
Bullet (Sling/Alchemical Silver) 10 hp/inch, hardness 8	Handy Haversack	4	0.5 (2.0)	2.01 (8.04)
Candle	Handy Haversack	10	0.0 (0.0)	0.01 (0.1)
Increases light level (5') for 1 hr.				
Chalk (1 Piece)	Handy Haversack	1	0.0	0.01
Flask (Empty) 0 lbs.	Handy Haversack	1	1.5	0.03
Flint and Steel	Handy Haversack	1	0.0	1.0
Handy Haversack 41.15 lbs., 1 Bag of Air, 1 Inkpen, 1 Masterwork Musical Instrument (Drums) Silver with Jade, 1 Mirror (Small/Steel), 6 Oil (1 Pint Flask), 1 Potion of Cure Light Wounds, 1 Potion of Gaseous Form, 2 Rations (Trail/Per Day), 1 Rope (Silk/50 ft.), 1 Scroll (Charm Person), 1 Scroll (Comprehend Languages), 10 Bullet, Sling, 1 Scroll (Detect Secret Doors), 1 Scroll (Erase), 1 Scroll (Fog Cloud), 1 Scroll (Minor Image), 1 Scroll (Reduce Person (Mass)), 2 Scroll (Sleep), 1 Scroll (Unseen Servant), 1 Scroll (Ventriloquism), 1 Sling, 1 Thunderstone, 4 Bullet (Sling/Alchemical Silver), 10 Torch, 1 Waterskin (Filled), 10 Candle, 1 Chalk (1 Piece), 2 Coin (Copper Piece), 1 Flask (Empty), 1 Ink (1 oz. Vial), 1 Flint and Steel	Equipped	1	5.0	2000.0
Ink (1 oz. Vial)	Handy Haversack	1	0.0	8.0
Inkpen	Handy Haversack	1	0.0	0.1
Masterwork Musical Instrument (Drums) Silver with Jade (Masterwork Musical Instrument (Drums))	Handy Haversack	1	3.0	100.0
Mirror (Small/Steel)	Handy Haversack	1	0.5	10.0
Oil (1 Pint Flask)	Handy Haversack	6	1.0 (6.0)	0.1 (0.6)
Potion of Cure Light Wounds Cures 1d8+1 points of damage	Handy Haversack	1	0.0	50.0
Potion of Gaseous Form Become insubstantial for 10 minutes	Handy Haversack	1	0.0	750.0
Rations (Trail/Per Day)	Handy Haversack	2	1.0 (2.0)	0.5 (1.0)
Rope (Silk/50 ft.) 4 hp, DC 24 Strength check to burst	Handy Haversack	1	5.0	10.0
Scroll (Charm Person)	Handy Haversack	1	0.01	25.0
Scroll (Comprehend Languages)	Handy Haversack	1	0.01	25.0
Scroll (Detect Secret Doors)	Handy Haversack	1	0.01	25.0
Scroll (Erase)	Handy Haversack	1	0.01	25.0
Scroll (Fog Cloud)	Handy Haversack	1	0.01	150.0
Scroll (Minor Image)	Handy Haversack	1	0.01	150.0
Scroll (Reduce Person (Mass))	Handy Haversack	1	0.01	700.0
Scroll (Sleep)	Handy Haversack	2	0.01 (0.02)	25.0 (50.0)
Scroll (Unseen Servant)	Handy Haversack	1	0.01	25.0
TOTAL WEIGHT CARRIED/VALUE			7 lbs.	5192.08 gp

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Scroll (Ventriloquism)	Handy Haversack	1	0.01	25.0
Sling 0 lbs.	Handy Haversack	1	0.0	0.0
Thunderstone	Handy Haversack	1	1.0	30.0
Torch	Handy Haversack	10	1.0 (10.0)	0.01 (0.1)
Waterskin (Filled)	Handy Haversack	1	4.0	1.0
TOTAL WEIGHT CARRIED/VALUE			7 lbs.	5192.08 gp

WEIGHT ALLOWANCE		
Light	20	Medium 40
Lift over head	60	Heavy 60 Push / Drag 300

MONEY	
Coin (Copper Piece): 2[Handy Haversack]	Total = 0.02 gp

Traits	
Ease of Faith [PFCT, p.4]	Your mentor, the person who invested your faith in you from an early age, took steps to ensure that you understood that what powers your divine magic is no different than that which powers the magic of other religions.
Focused Mind [PFCT, p.5]	Your childhood was either dominated by lessons of some sort (be they musical or academic) or by a horrible home life that encouraged your ability to block out distractions to focus on the immediate task at hand.

Special Qualities	
Bloodline Arcana [PFCR, p.74]	Whenever you cast a spell with a range of "personal," you gain a luck bonus equal to the spell's level on all your saving throws for 1 round.
Cantrips [PFCR, p.71]	You learn a number of cantrips, or 0-level spells. These spells are cast like any other spells, but they do not consume any slots and may be used again.
Destined Bloodline [PFCR, p.74]	Your family is destined for greatness in some way. Your birth could have been foretold in prophecy, or perhaps it occurred during an especially auspicious event, such as a solar eclipse. Regardless of its origin, you have a great future ahead of you.
Fated (Su) [PFCR, p.74]	You gain a +1 luck bonus on all of your saving throws and to your AC during surprise rounds or if you are otherwise unaware of the attack.
Fearless (Ex) [PFCR, p.26]	Halfings receive a +2 racial bonus on saving throws against fear. This bonus stacks with the bonus granted by Halfling Luck.
Halfling Luck (Ex) [PFCR, p.26]	Halfings receive a +1 racial bonus on all saving throws.
Keen Senses (Ex) [PFCR, p.26]	Halfings receive a +2 bonus on Perception skill checks.
Sure-Footed (Ex) [PFCR, p.26]	Halfings receive a +2 racial bonus on Acrobatics and Climb skill checks.
Touch of Destiny (Su) [PFCR, p.74]	You can touch a creature as a standard action to give it a +2 insight bonus on attack rolls, skill checks, ability checks, and saving throws for 1 round. You can use this ability 7 times a day.
Weapon Familiarity (Ex) [PFCR, p.26]	Halfings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

Feats

Craft Wondrous Item

[PFCR, p.120]

You can create a wide variety of magic wondrous items. Crafting a wondrous item takes 1 day for each 1,000 gp in its price. To create a wondrous item, you must use up raw materials costing half of its base price. See the magic item creation rules in Chapter 15 for more information. You can also mend a broken wondrous item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.

Empower Spell

[PFCR, p.122]

All variable, numeric effects of an empowered spell are increased by half. Saving throws and opposed rolls are not affected, nor are spells without random variables. An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Spell Focus (Conjuration)

[PFCR, p.134]

Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Simple Weapon Proficiency

[PFCR, p.133]

You make attack rolls with simple weapons without penalty.

Eschew Materials (Granted)

[PFCR, p.123]

You can cast any spell with a material component costing 1 gp or less without needing that component. The casting of the spell still provokes attacks of opportunity as normal. If the spell requires a material component that costs more than 1 gp, you must have the material component on hand to cast the spell, as normal.

PROFICIENCIES

Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rock, Shortspear, Sickle, Sling, Spear, Spells (Ray), Spells (Touch), Unarmed Strike

LANGUAGES

Common, Elven, Goblin, Halfling

TEMPLATES

Sorcerer Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	6	5	3	0	0	0	0	0	0	0
PER DAY	0	7	5	0	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Acid Splash		None	1 standard	Instantaneous action	Close (35 ft.)	V, S	No	Conjuration (Creation) [Acid]	PFCR: p.239
<i>Effect:</i> You fire a small orb of acid at the target dealing 1d3 points of acid damage.					<i>Target:</i> One missile of acid		<i>Caster Level:</i> 5		
□□□□ Detect Magic		None	1 standard	Concentration, up to 5 minutes [D] action	60 ft.	V, S	No	Divination	PFCR: p.267
<i>Effect:</i> You detect magical auras.					<i>Target:</i> Cone-shaped emanation		<i>Caster Level:</i> 5		
□□□□ Detect Poison		None	1 standard	Instantaneous action	Close (35 ft.)	V, S	No	Divination	PFCR: p.268
<i>Effect:</i> You determine whether a creature, object, or area has been poisoned or is poisonous.					<i>Target:</i> Or Area one creature, one object, or a 5-ft. cube		<i>Caster Level:</i> 5		
□□□□ Disrupt Undead		None	1 standard	Instantaneous action	Close (35 ft.)	V, S	Yes	Necromancy	PFCR: p.273
<i>Effect:</i> You direct a ray of positive energy dealing 1d6 points of damage to Undead.					<i>Target:</i> Ray		<i>Caster Level:</i> 5		
□□□□ Light		None	1 standard	50 minutes action	Touch	V, M/DF	No	Evocation [Light]	PFCR: p.304
<i>Effect:</i> This spell causes a touched object to glow like a torch.					<i>Target:</i> Object touched		<i>Caster Level:</i> 5		
□□□□ Mage Hand		None	1 standard	Concentration action	Close (35 ft.)	V, S	No	Transmutation	PFCR: p.306
<i>Effect:</i> You point your finger at an object and can lift it and move it at will from a distance.					<i>Target:</i> One nonmagical, unattended object weighing up to 5 lbs.		<i>Caster Level:</i> 5		

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Alarm		None	1 standard	10 hours [D] action	Close (35 ft.)	V, S, F/DF	No	Abjuration	PFCR: p.240
<i>Effect:</i> Alarm creates a subtle ward on an area you select.					<i>Target:</i> 20-ft.-radius emanation centered on a point in space		<i>Caster Level:</i> 5		
□□□□ Burning Hands	15	Reflex half	1 standard	Instantaneous action	15 ft.	V, S	Yes	Evocation [Fire]	PFCR: p.251
<i>Effect:</i> A cone of searing flame shoots from your fingertips dealing 5d4 points of fire damage to any creature in the effect area.					<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 5		
□□□□ Comprehend Languages			1 standard	50 minutes action	Personal	V, S, M/DF		Divination	PFCR: p.258
<i>Effect:</i> You can understand the spoken words of creatures or read otherwise incomprehensible written messages.					<i>Target:</i> You		<i>Caster Level:</i> 5		
□□□□ Grease	16	See text	1 standard	5 minutes [D] action	Close (35 ft.)	V, S, M	No	Conjuration (Creation)	PFCR: p.291
<i>Effect:</i> A grease spell covers a solid surface with a layer of slippery grease.					<i>Target:</i> One object or 10-ft. square		<i>Caster Level:</i> 5		
□□□□ Magic Missile		None	1 standard	Instantaneous action	Medium (150 ft.)	V, S	Yes	Evocation [Force]	PFCR: p.309
<i>Effect:</i> A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart		<i>Caster Level:</i> 5		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□ Blur	16	Will negates (harmless)	1 standard	5 minutes [D] action	Touch	V	Yes (harmless)	Illusion (Glamour)	PFCR: p.251
<i>Effect:</i> The subject's outline appears blurred, shifting, and wavering granting the subject concealment [20% miss chance].					<i>Target:</i> Creature touched		<i>Caster Level:</i> 5		
□□□□ Summon Monster II		None	1 round	5 rounds [D]	Close (35 ft.)	V, S, F/DF	No	Conjuration (Summoning)	PFCR: p.352
<i>Effect:</i> This spell functions like summon monster I, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.					<i>Target:</i> One summoned creature		<i>Caster Level:</i> 5		
□□□□ Web	17	Reflex negates; see text	1 standard	50 minutes [D] action	Medium (150 ft.)	V, S, M	No	Conjuration (Creation)	PFCR: p.368
<i>Effect:</i> Web creates a many-layered mass of strong, sticky strands. These strands trap those caught in them.					<i>Target:</i> Webs in a 20-ft.-radius spread		<i>Caster Level:</i> 5		

* =Domain/Specialty Spell

Dusty (Prince)

Halfling

RACE

24

AGE

Male

GENDER

VISION

Neutral Good

ALIGNMENT

Right

DOMINANT HAND

3' 2"

HEIGHT

36 lbs.

WEIGHT

EYE COLOUR

SKIN COLOUR

HAIR

PHOBIAS

PERSONALITY TRAITS

INTERESTS

SPOKEN STYLE

RESIDENCE

LOCATION

None

REGION

Description:

Narkle the tailor - thief

Summon Monster I - Dire Rat, Dog, Dolpin, Eagle, Fire Beetle, Poisonous Frog, Pony, Viper.

Celestial Dog: 1d4+1 Smite Evil HD +1 (+2)

Celestial Eagle: Bite 1d4, 2 Talons 1d4, Smite Evil HD+1 (+2) AT +3, AC 15, HP: 8

Biography:

Raised in the orphanage in Callimar.

Thug is friend

Notes:

Character Sheet Notes:

Hidden:

#Character Sheet Plugin Properties

#Sun Oct 02 16:45:28 CDT 2011

cs.CombatPane1.woundsTb=

cs.CombatPane1.subdualTb=