CLEAR CHARACTER INFO

RESET CHARACTER SHEET

CHARACTER	PLAYER
Nehm'leif / Agatha	

RACE & LA	SIZE	GENDER	HEIGHT	WEIGHT	HAIR	EYES	SKIN
Ratfolk Fae	Small	Female					

AGE	ALIGNMENT	DEITY	HOMELAND & BACKGROUND OCCUPATION
20	Neutral Good		

LANGUAGES:

Original by Neceros. Modified by abellius@yahoo.com. Version 1.0.2012

CLEAR CHARACTER STATS

ABILITY SCORE	TOTAL	MOD	BASE	ENHANCE	MISC	TEMP
STR	12	1	16	-4		
DEX	22	6	16	6		
CON	15	2	15			
INT	22	6	17	5		
WIS	16	3	16			
CHA	17	3	17			

ABILITY SCORE & RACIAL NOTES

HITPOINTS

CLEAR CLASS & HP

CURRENT HP	HP GAINED	HD	CLASS NAME	BAB	SKILL	FC HPS	FORT	REF	WILL	LEVELS
		6	Witch (Alley Witch Variant)	2	8		1	1	4	5
NONLETHAL HP DAM										
TEMPORARY HP										
TOTAL HP	0	FAVORED CLASS	Witch	TOTALS	2	8	0	1	1	4	5

CONDITIONS & MISCELLANEOUS TRACKING

CLASS RECORDER

ATTACKS & DEFENSE

CLEAR ATTACK & DEFENSE

ARMOR CLASS	TOTAL		ARMOR	SHIELD	DEX	SIZE	DODGE	NATURAL	DEFLECT	MISC	TEMP
AC	13	=10+	0	0	3	1		-1			
TOUCH	14	=10+			3	1					
FLAT-FOOT	10	=10+	0	0	0	1		-1			

ARMOR CHECK PENALTY	-3
MAXIMUM DEX	3
SPELL FAILURE	0%

CLEAR NOTES

COMBAT NOTES & MODIFIERS

+4 on saves against mind-affects

DR 5/cold iron

SAVING THROWS	TOTAL	CLASS BASE	ABILITY	ENHANCE	MISC	TEMP
FORT	3	1	2			
REF	7	1	6			
WILL	7	4	3			

ATTACKS	TOTAL	BASE ATTACK BONUS		TEMP	ABILITY	SIZE	MISC
MELEE ATTACK MODIFIER	4	2			1	1	
RANGED ATTACK MODIFIER	9	2			6	1	
CMB	3	2	STR		1	1	-1
CMD	19	=10+	BAB 2	DODGE & DEFLECT 0	STR & DEX 7	1	-1

SKILLS

CLEAR SKILLS

RANKS TOTAL TRAINED: 40

		TOTAL	RANKS	ABILITY	TRAINED	MISC
☆ ☑ Acrobatics ♦	DEX	3		6		
☆ ☐ Appraise	INT	6		6		
☆ ☑ Bluff	CHA	13	5	3	3	2
☆ ☐ Climb ♦	STR	-2		1		
☆ ☑ Craft: Alchemy	INT	11	2	6	3	
☆ ☐ Diplomacy	CHA	11	5	3		3
☐ Disable Device ♦	DEX			6		
☆ ☐ Disguise	CHA	8	5	3		
☆ ☐ Escape Artist ♦	DEX	3		6		
☆ ☑ Fly ♦	DEX	3		6		
☐ Handle Animal	CHA			3		
☆ ☑ Heal	WIS	3		3		
☆ ☑ Intimidate	CHA	3		3		
☑ Kn: Local	INT	11	2	6	3	
☑ Kn: Arcana	INT	11	2	6	3	
☑ Kn: History	INT			6		
☐ Kn:	INT			6		
☐ Kn:	INT			6		
☐ Kn:	INT			6		
☑ Linguistics	INT	15	5	6	3	1
☆ ☑ Perception	WIS	11	4	3	3	1
☆ ☐ Perform:	CHA	3		3		
☑ Prof:	WIS			3		
☆ ☐ Ride ♦	DEX	3		6		
☆ ☐ Sense Motive	WIS	5		3		2
☐ Sleight of Hand ♦	DEX			6		2
☑ Spellcraft	INT	14	5	6	3	
☆ ☑ Stealth ♦	DEX	19	5	6	3	8
☆ ☐ Survival	WIS	3		3		
☆ ☐ Swim ♦	STR	-2		1		
☑ Use Magic Device	CHA			3		
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					
☐	STR					

MARK A ☐ TO SHOW A CLASS SKILL. *CLASS SKILLS WITH RANKS GAIN A +3 TRAINED BONUS.*
☆ SKILL CAN BE USED UNTRAINED ♦ ARMOR CHECK PENALTY APPLIES

FEATS & FEATURES

CLEAR FEATS & FEATURES

CLASS FEATURES, RACIAL TRAITS, FEATS, AND CHARACTER FEATURES

[RATFOLK] Rodent Empathy
[TRAIT] Cosmopolitan
[FAE] Camouflage
[FAE] Change Shape (Old Crone Agatha)
[RATFOLK] Cornered Fury
[RATFOLK] Market Dweller
[TRAIT] Seeker

[FEAT] Craft Wondrous Item
[ALLEY WITCH] Speak to the City
[ALLEY WITCH] Child of the Streets
[RATFOLK] Darkvision 60ft
[FAE] Lowlight Vision
[FEAT] Ability Focus (Slumber Hex)
[FEAT] Rime Spell (Meta Magic)

EXPERIENCE
SLOW ☐ MEDIUM ☑ FAST ☐
/ 15,000

		BASE	FLY	SWIM	CLIMB	MISC
SPEED	20	20	35			

INIT 6 = 6 (DEX MOD) + (MISC MOD)

HERO

SR

DR

RESISTANCES: 10 cold/electricity

POOL POINTS

CLEAR STATS

ARMOR & WEEPONS

CLEAR ARMOR

	ARMOR NAME & DESCRIPTION	AC BONUS	MAX DEX	PENALTY	SPELL FAIL	TYPE	WEIGHT
ARMOR							
SHIELD							

CLEAR WEAPONS

WEAPON NAME & DESCRIPTION	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO & NOTES
Crossbow, Light	+9	1d6	19-20 / x2	80	P	4.0	
Lantern Staff	+4	1d4	x2		B	9.0	

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FEATS & SPECIAL ABILITIES

CLEAR FEATS & ABILITIES

NAME	USES/DAY	USED
Hex: Slumber		
Hex: Evil Eye		

FEATS & SPECIAL ABILITIES

CLEAR FEATS & ABILITIES

NAME	USES/DAY	USED

EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT
	Pearl of Power (3rd lv spell)			
	Cure Light Wounds	10		
	Witch's Kit			21.0
	Disguise Kit	10		8.0
	Alchemy Kit			5.0

EQUIPMENT & MAGIC ITEMS

CLEAR EQUIPMENT

⌘	ITEM	QTY / USES	WGT N/A	WEIGHT

WORN MAGIC ITEM EQUIPMENT

CLEAR

EQUIPMENT SLOTS FOR MAGIC ITEMS

BELT:	
BODY:	
CHEST:	
EYES:	
FEET:	
HANDS:	
HEAD:	
HEADBAND:	
NECK:	
RING:	
RING:	
SHOULDERS:	
WRIST:	

BAGS & CONTAINERS

CLEAR CONTAINERS

⌘	CONTAINER	VOLUME/WEIGHT LIMIT/NOTES	WEIGHT
	Backpack		

CURRENCY

CLEAR

	CARRIED	CARRIED WGT N/A	STORED
PLATINUM			
GOLD	100		5,000
SILVER			
COPPER			

TREASURE CARRIED

CLEAR

⌘	TREASURE	WEIGHT

CARRIED WEIGHT

CLEAR

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
13.0	2.0	34.0		49.0

LOADS & LIFT

CLEAR

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OFF GROUND	DRAG & PUSH
44	88	132	N	132	264	660
0	0		MODIFIED LOAD	0	0	0

CURRENT LOAD LIGHT ☐ MEDIUM ☑ HEAVY ☐

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SPELLS PER DAY

CLEAR

CLASS: Witch | LEVEL: 5

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
16	0	4	4			
17	1st	5	3	2		11
18	2nd	4	2	2		4
19	3rd	2	1	1		2
20	4th			1		
	5th			1		
	6th			1		
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL	MEDIUM: 100FT + 10FT / LVL	LONG: 400FT + 40FT / LVL
35	150	600

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

BLOODLINES & PATRONS

CLEAR

BLOODLINE/PATRON: Crowd

BLOODLINE/PATRON:

DOMAINS

DOMAIN:

SUBDOMAIN:

DOMAIN:

SUBDOMAIN:

DOMAIN:

SUBDOMAIN:

WIZARD SPECIALITY SCHOOL

SPECIALITY:

FOCUSED:

PROHIBITED:

PROHIBITED:

SPELLS PER DAY

CLEAR

CLASS: | LEVEL:

SAVE DC	LEVEL	TOTAL	CLASS	ABILITY BONUS	MISC	SPELLS KNOWN
	0					
	1st					
	2nd					
	3rd					
	4th					
	5th					
	6th					
	7th					
	8th					
	9th					

CLOSE: 25FT + 5FT / 2 LVL	MEDIUM: 100FT + 10FT / LVL	LONG: 400FT + 40FT / LVL
25	100	400

SPELL POINTS	TOTAL	CLASS	ABILITY	OTHER	CURRENT POINTS
	0				

SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE
0			Dancing Lights						
0			Detect Magic						
0			Guidance						
0			Resistance						
0			Stabilize						
1			Bungle						
1			Burning Hands (4d4)						
1			Frostbite						
1			Mage Armor						
1			Mudball						
1			Snowball						
1			Summon Monster 1						
1			Unseen Servant						
1			Urban Grace						
1			Wave Shield						
1			Ray of Enfeeblement						
1			Ears of the City (Alley Witch)						
2			False Life (Gain 1d10 temporary hp + 1/level (max +10).)						
2			Haunting Mists		5 min	20ft col	Will	n	
2			Hold Person (Paralyzes one humanoid for 1 round/level.)						
2			Touch of Idiocy						
2			Alter Self (Alley Witch)						
3			Bestow Curse			T			
3			Gloomblind Blots			M			

CLEAR GROUP

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SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE

SPELLS

CLEAR

LEVEL	PREP	USED	NAME & DESCRIPTION	SCHOOL	DURATION	RANGE	SAVE	SR	REFERENCE