

Jibjib

NAME
 Rog3 Sor6 Bro3
 CLASS
 12
 Character Level
 66000
 EXPERIENCE
 78000
 NEXT LEVEL

Jearl

PLAYERNAME
 Kobold
 RACE
 30
 AGE
 Small
 SIZE
 Male
 GENDER

DEITY
 3' 2"
 HEIGHT
 Red
 EYES
 40 lbs.
 WEIGHT
 None,
 HAIR

ALIGNMENT
 Lawful Good
 Darkvision (60'),
 Normal
 VISION
 0
 POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+0	10	+0	10	+0
DEX Dexterity	18	+5	20	+5	20	+5
CON Constitution	16	+2	14	+2	14	+2
INT Intelligence	18	+4	18	+4	18	+4
WIS Wisdom	16	+3	16	+3	16	+3
CHA Charisma	16	+3	16	+3	16	+3

HP	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
77 hit points				Walk 30'
AC armor class	21	16	16	10
TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS
				SHIELD BONUS
				STAT
				SIZE
				NATURAL
				MISC
				MISS CHANCE
				ARCANE SPELL FAILURE
				ARMOR CHECK PENALTY
				SPELL RESIST

INITIATIVE modifier	+9	=	+5	+	+4
TOTAL			DEX MODIFIER		MISC MODIFIER
BASE ATTACK bonus	+7/+2				

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+8	+6	+2	+0	+0	+0		
REFLEX (dexterity)	+11	+6	+5	+0	+0	+0		
WILLPOWER (wisdom)	+12	+9	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8/+3	+7/+2	+0	+1	+0	+0	
RANGED attack bonus	+13/+8	+7/+2	+5	+1	+0	+0	
GRAPPLE attack bonus	+3/-2	+7/+2	+0	-4	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
	+13/+8	1d2	20/x2

*Crossbow, Light	CURRENT HAND	TYPE	SIZE	CRITICAL
	Both	P	M	19-20/x2
To Hit	30'	80'	160'	240'
	+11/+6	+11/+6	+9/+4	+7/+2
Dam	1d8	1d8	1d8	1d8
Special Properties				

Dagger	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	PS	M	19-20/x2
TOTAL ATTACK BONUS	DAMAGE			
+11/+6	1d4			
To Hit	10'	20'	30'	40'
	+11/+6	+9/+4	+7/+2	+5/+0
Dam	1d4	1d4	1d4	1d4
Special Properties				

Rapier	CURRENT HAND	TYPE	SIZE	CRITICAL
	Carried	P	M	18-20/x2
TOTAL ATTACK BONUS	DAMAGE			
+11/+6	1d6			
Special Properties				

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Bracers of Armor	+3	+3	+0	0	

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	15/7.5
			RANKS		MISC MODIFIER
✓ Appraise	INT	7	= 4	+ 3.0	+
✓ Balance	DEX	10	= 5	+ 5.0	+
✓ Bluff	CHA	5	= 3	+ 2.0	+
✓ Climb	STR	0	= 0	+	+
✓ Concentration	CON	11	= 2	+ 9.0	+
✓ Craft (Trapmaking)	INT	10	= 4	+ 4.0	+ 2
✓ Craft (Untrained)	INT	4	= 4	+	+
✓ Decipher Script	INT	9	= 4	+ 5.0	+
✓ Diplomacy	CHA	3	= 3	+	+
✓ Disable Device	INT	10	= 4	+ 6.0	+
✓ Disguise	CHA	3	= 3	+	+
✓ Escape Artist	DEX	9	= 5	+ 4.0	+
✓ Forgery	INT	4	= 4	+	+
✓ Gather Information	CHA	3	= 3	+	+
✓ Heal	WIS	3	= 3	+	+
✓ Hide	DEX	13	= 5	+ 4.0	+ 4
✓ Intimidate	CHA	3	= 3	+	+
✓ Jump	STR	0	= 0	+	+
✓ Knowledge (Arcana)	INT	13	= 4	+ 9.0	+
✓ Knowledge (Architecture and Engineering)	INT	5	= 4	+ 1.0	+
✓ Knowledge (Dungeoneering)	INT	5	= 4	+ 1.0	+
✓ Listen	WIS	9	= 3	+ 6.0	+
✓ Move Silently	DEX	9	= 5	+ 4.0	+
✓ Open Lock	DEX	12	= 5	+ 7.0	+
✓ Ride	DEX	0	= 5	+	-5
✓ Search	INT	13	= 4	+ 7.0	+ 2
✓ Sense Motive	WIS	3	= 3	+	+
✓ Spellcraft	INT	12	= 4	+ 6.0	+ 2
✓ Spot	WIS	11	= 3	+ 8.0	+
✓ Survival	WIS	3	= 3	+	+
✓ Swim	STR	0	= 0	+	+
✓ Tumble	DEX	9	= 5	+ 4.0	+
✓ Use Magic Device	CHA	8	= 3	+ 5.0	+
✓ Use Rope	DEX	9	= 5	+ 4.0	+
			=	+	+
			=	+	+

✓ : can be used untrained. X : exclusive skills

EQUIPMENT				
Name	Qty	Weight	Cost	
Bracers of Armor +3	1	1.0	9000.0	
Backpack [20.0 lbs.]	1	2.0	2.0	
Acid (Flask)	2	1.0(2.0)	10.0(20.0)	
☐☐				
Alchemist's Fire (Flask)	3	1.0(3.0)	20.0(60.0)	
☐☐☐				
Antitoxin (Vial)	4	0.0(0.0)	50.0(200.0)	
☐☐☐☐				
Artisan's Tools (Trapmaking)	1	5.0	5.0	
Grappling Hook	1	4.0	1.0	
Meat (Chunk)	2	0.5(1.0)	0.3(0.6)	
☐☐				
Rope (Silk/50 Ft.)	1	5.0	10.0	
Bolts, Crossbow (50)	1	5.0	5.0	
☐				
Crossbow, Light [0.0 lbs.]	1	4.0	35.0	
Dagger	1	1.0	2.0	
Hat of Disguise	1	0.0	1800.0	
Outfit (Artisan's/Small)	1	1.0	0.0	
Pouch (Belt) [1.0 lbs.]	1	0.5	1.0	
Flint and Steel	1	0.0	1.0	
Thieves' Tools	1	1.0	30.0	
Rapier	1	2.0	20.0	
TOTAL WEIGHT CARRIED/VALUE		14.5 lbs.	11192.6 gp	

WEIGHT ALLOWANCE			
Light	25.0	Medium	50.0
Heavy	75.0	Push / Drag	
Lift over head	75.0	Lift off ground	

SPECIAL ABILITIES	
Evasion (Ex)	
Light Sensitivity: Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.	
Line of Lightning (2d8 - DC 16)	
Sneak Attack +2d6	
Summon Familiar	
Trap Sense (Ex) +1	
Trapfinding	

FEATS	
Combat Casting	You get a +4 bonus on Concentration checks made to cast a spell or use a spell-like ability while on the defensive or while you are grappling or pinned.
Dodge	During your action, you designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent.
Improved Initiative	You get a +4 bonus on initiative checks.
Spell Penetration	You get a +2 bonus on caster level checks (1d20 + caster level) made to overcome a creature's spell resistance.
Weapon Finesse	With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

PROFICIENCIES
Bite, Claw, Club, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Rapier, Sap, Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Energy Missile), Spells(Ray), Spells(Touch), Sword (Short), Unarmed Strike

LANGUAGES
Draconic

TEMPLATES

Sorcerer Spells

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

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Detect Magic	13	None	1 standard action	Concentration, up to 6 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation				
□□□□□ Detect Poison	13	None	1 standard action	Instantaneous	Close (40')	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects poison in one creature or small object.					<i>Target:</i> One creature, one object, or a 5-ft. cube				
□□□□□ Disrupt Undead	13	None	1 standard action	Instantaneous	Close (40')	V, S	Yes	Necromancy	RSRD: SpellsD-E.rtf
<i>Effect:</i> Deals 1d6 damage to one undead.					<i>Target:</i> Ray				
□□□□□ Ghost Sound	13	Will disbelief (if interacted with)	1 standard action	6 rounds [D]	Close (40')	V, S, M	No	Illusion (Figment)	RSRD: SpellsF-G.rtf
<i>Effect:</i> Figment sounds.					<i>Target:</i> Illusory sounds				
□□□□□ Read Magic	13	None	1 standard action	60 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.					<i>Target:</i> You				
□□□□□ Resistance	13	Will negates (harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched				

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Magic Missile	14	None	1 standard action	Instantaneous	Medium (160')	V, S	Yes	Evocation [Force]	RSRD: SpellsM-O.rtf
<i>Effect:</i> 3 missiles that do 1d4+1 damage each.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart				
□□□□□ Magic Weapon	14	Will negates (harmless, object)	1 standard action	6 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
<i>Effect:</i> Weapon gains +1 bonus.					<i>Target:</i> Weapon touched				
□□□□□ Shocking Grasp	14	None	1 standard action	Instantaneous	Touch	V, S	Yes	Evocation [Electricity]	RSRD: SpellsS.rtf
<i>Effect:</i> Touch delivers 5d6 electricity damage.					<i>Target:</i> Creature or object touched				
□□□□□ True Strike	14	None	1 standard action	See text	Personal	V, F	No	Divination	RSRD: SpellsT-Z.rtf
<i>Effect:</i> +20 on your next attack roll.					<i>Target:</i> You				

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Blur	15	Will negates (harmless)	1 standard action	6 minutes [D]	Touch	V	Yes (harmless)	Illusion (Glamour)	RSRD: SpellsA-B.rtf
<i>Effect:</i> Attacks miss subject 20% of the time.					<i>Target:</i> Creature touched				
□□□□□ Invisibility	15	Will negates (harmless) or Will negates (harmless, object)	1 standard action	6 minutes [D]	Personal or touch	V, S, M/DF	Yes (harmless) or Yes (harmless, object)	Illusion (Glamour)	RSRD: SpellsH-L.rtf
<i>Effect:</i> Subject is invisible for 6 minutes or until it attacks.					<i>Target:</i> You or a creature or object weighing no more than 600 lbs				

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Haste	16	Fortitude negates (harmless)	1 standard action	6 rounds	Close (40')	V, S, M	Yes (harmless)	Transmutation	RSRD: SpellsH-L.rtf
<i>Effect:</i> 6 creatures moves faster, +1 on attack rolls, AC, and Reflex saves.					<i>Target:</i> 6 creatures, no two of which can be more than 30 ft. apart				

* =Domain/Speciality Spell

Notes:

Character Sheet Notes:

Rat Familiar: Bitey
provides +2 to Fort saves
Bonus Languages: Common, Goblin, Undercommon