

Nakara, Son of the Sun

CHARACTER NAME

Sorcerer 6

CLASS AND LEVEL

M

30

M

SIZE

AGE

GENDER

HEIGHT

PLAYER

Aasimar

CG

Immortal Sun

RACE

ALIGNMENT

DEITY

WEIGHT

EYES

HAIR

SKIN



CHARACTER RECORD SHEET

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	NONLETHAL DAMAGE	SPEED
STR STRENGTH	10	0			HP HIT POINTS 31			
DEX DEXTERITY	16	3			AC ARMOR CLASS 13	TOTAL = 10 + <input type="text"/> + <input type="text"/> + 3 + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/> + <input type="text"/>	DAMAGE REDUCTION <input type="text"/>	
CON CONSTITUTION	15	2			TOUCH ARMOR CLASS 13	FLAT-FOOTED ARMOR CLASS 10		
INT INTELLIGENCE	14	2			INITIATIVE MODIFIER 7	TOTAL = 3 + 4		
WIS WISDOM	14	2						
CHA CHARISMA	18	4						

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	6	2	2		2		
REFLEX (DEXTERITY)	5	2	3				
WILL (WISDOM)	7	5	2				

BASE ATTACK BONUS	3	SPELL RESISTANCE	0%
GRAPPLE MODIFIER	3	TOTAL	3 + 0 + <input type="text"/> + <input type="text"/>

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

AMMUNITION

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AMMUNITION

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	APPRAISE ■	INT	2		2	
<input type="checkbox"/>	BALANCE ■	DEX*	3		3	
<input type="checkbox"/>	BLUFF ■	CHA	6		4	2
<input type="checkbox"/>	CLIMB ■	STR*	0		0	
<input type="checkbox"/>	CONCENTRATION ■	CON	6		2	4
<input type="checkbox"/>	CRAFT ■ ()	INT	2		2	
<input type="checkbox"/>	CRAFT ■ ()	INT	2		2	
<input type="checkbox"/>	CRAFT ■ ()	INT	2		2	
<input type="checkbox"/>	DECIPHER SCRIPT	INT	4		2	2
<input type="checkbox"/>	DIPLOMACY ■	CHA	8		4	4
<input type="checkbox"/>	DISABLE DEVICE	INT	2		2	
<input type="checkbox"/>	DISGUISE ■	CHA	6		4	2
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*	3		3	
<input type="checkbox"/>	FORGERY ■	INT	2		2	
<input type="checkbox"/>	GATHER INFORMATION ■	CHA	4		4	
<input type="checkbox"/>	HANDLE ANIMAL	CHA	4		4	
<input type="checkbox"/>	HEAL ■	WIS	6		2	2
<input type="checkbox"/>	HIDE ■	DEX*	5		3	2
<input type="checkbox"/>	INTIMIDATE ■	CHA	4		4	
<input type="checkbox"/>	JUMP ■	STR*	0		0	
<input type="checkbox"/>	KNOWLEDGE ()	INT	2		2	
<input type="checkbox"/>	KNOWLEDGE ()	INT	2		2	
<input type="checkbox"/>	KNOWLEDGE ()	INT	2		2	
<input type="checkbox"/>	KNOWLEDGE ()	INT	2		2	
<input type="checkbox"/>	KNOWLEDGE ()	INT	2		2	
<input type="checkbox"/>	KNOWLEDGE ()	INT	2		2	
<input type="checkbox"/>	LISTEN ■	WIS	6		2	2
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*	5		3	2
<input type="checkbox"/>	OPEN LOCK	DEX	3		3	
<input type="checkbox"/>	PERFORM ()	CHA	4		4	
<input type="checkbox"/>	PERFORM ()	CHA	4		4	
<input type="checkbox"/>	PERFORM ()	CHA	4		4	
<input type="checkbox"/>	PROFESSION ()	WIS	2		2	
<input type="checkbox"/>	PROFESSION ()	WIS	2		2	
<input type="checkbox"/>	RIDE ■	DEX	3		3	
<input type="checkbox"/>	SEARCH ■	INT	2		2	
<input type="checkbox"/>	SENSE MOTIVE ■	WIS	2		2	
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*	3		3	
<input type="checkbox"/>	SPELLCRAFT	INT	2		2	
<input type="checkbox"/>	SPOT ■	WIS	6		2	2
<input type="checkbox"/>	SURVIVAL ■	WIS	2		2	
<input type="checkbox"/>	SWIM ■	STR*	0		0	
<input type="checkbox"/>	TUMBLE	DEX*	3		3	
<input type="checkbox"/>	USE MAGIC DEVICE	CHA	4		4	
<input type="checkbox"/>	USE ROPE ■	DEX	3		3	
<input type="checkbox"/>			0			
<input type="checkbox"/>			0			
<input type="checkbox"/>			0			

■ Denotes a skill that can be used untrained.

□ Mark this box with an X if the skill is a class skill for the character.

* Armor check penalty, if any, applies. (Double penalty for Swim.)

