

ARMOR		Leather		Magic:	Armor Check Adj.:	Weight			
Speed Adj:	0	Max Dex:	6	Bonus:	+2	Armor Check Penalty:	Spell Fail:	10%	15 lb.
Desc.: Breastplate & shoulders made of stiffened leather. The rest is made of flexible leather									
Notes:									

SHIELD		None		Magic:	Skill Check Adj.:	Weight	
Maximum Dexterity:		Bonus:		Skill Check Penalty:		Spell Fail:	
Desc.:							
Notes:							

PROTECTIVE ITEMS	AC	AC Bonus Type	Fort	Ref	Will	Save Bonus Type	Weight

GEAR	#	lb.	GEAR	#	lb.	GEAR	#	lb.
Quarterstaff	4		Backpack	2		Case	1	
Sling			Bullets (10)	3	15	Parchment	6	
			Caltrops	2	4			
			Chalk					
			Ink					
			Inkpen					
			Tindertwig	6				
						Scroll, Read Magic		
						Scroll, Detect Secret Doors		
						Scroll, Mage Hand		
						Wand, Magic Missile		
40.65 lb.	Medium	3	-3	-10				31 GP
Total Weight	Load Class	Max Dex	Chk Penalty	Speed Adj				Total Value

FEATS	2	=	2	+	0	+		List:	All Feats	√
Improved Initiative									+4 bonus on Initiative checks	√
Skill Focus: Use Magic Device									+3 bonus on checks with skill: Use Magic Device	√

NOTES	
--------------	--

Lang: 4	Common
----------------	--------

MONEY	Platinum:	0 PP
	Gold:	0 GP
	Silver:	0 SP
	Copper:	0 CP

ENCUMBRANCE LIMITS					
26.7	53.3	80	160	400	
Light	Medium	Heavy	Lift Off Ground	Push / Drag	Adj

SPELLS		Arcane Spell Failure: 10%		Adj.:
Class:				
Level:				
Bonus	Spells/day:	Spells/day:	Spells/day:	
Levels	Spells known:	Spells known:	Spells known:	
Spell Level	Spells /day	Save DC	Spells Known	Spells /day
0				
1				
2				
3				
4				
5				
6				
7				
8				
9				

The Only Sheet v7.41 REGISTERED to Gregory Estvander

FEATURES		Anya'Drea
Racial Traits: Human		
One Extra Feat at First Level		
+4 skill points at 1st level & +1 at each new level		
Class Features: Expert 1st		
Select any ten skills to be class skills (currently selected: 0)		
CHARACTER STATUS		
Ability score not yet increased due to level advancement		

Select your casting class here ->

SPELL PLANNER

EFFECTIVE LEVEL	0	=	0	
	Total		Base	Adj.

Spells per Day:										
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:										

LEGEND Anya'Drea

?: See text, **cr**: Creature, **chk**: check, **conc**: Concentration, **dis**: Discharged, **disb**: Disbelief, **(D)**issmissible, **HD**: Hit Die, **HP**: Hit Points, **hr**: Hour, **max**: Maximum, **min**: Minute, **neg**: Negate, **obj**: Object, **part**: Partial, **rad**: Radius, **rd**: Round, **(S)**hapeable, **temp**: Temporary, **vs**: Versus, **wpn**: Weapon

Range	Close: 25'
	Medium: 100'
	Long: 400'

SCHOOLS: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
		Magic Missile	EV	VS	1 action	Medium	Max 5 crts, max 15'	Instant	None	Yes	Missile of magical energy deals 1d4+1 force damage	p.251
		Detect Secret Doors	D	VS	1 action	60 ft.	Cone-shaped emanation	0 min (D)	None	No	Reveals hidden doors within 60 ft.	p.220
		Mage Hand	T	VS	1 action	Close	Unattended obj. max 5 lb.	Conc.	None	No	5-pound telekinesis	p.249

Anya'Drea

Human, Expert 1st

Medium Humanoid (Human)

Alignment: Chaotic Good

Hit Dice: 1d6+1 (7 hp)

Initiative: +5

Speed: 20 ft. (4 squares) (Medium encumbrance)

Space/Reach: 5 ft./5 ft.

AC: 13 (+2 Armor, +1 Dex), Touch 11, Flat-Footed 12

Saves: Fort +1, Ref +1, Will +1

Abilities: Str 8, Dex 13, Con 12, Int 14, Wis 9, Cha 17

Base Attack/Grapple: +0/-1

Single Attack:

Quarterstaff: -1 melee (1d6-1)

Sling: +1 ranged (1d4-1)

Full Attack:

Quarterstaff: -1 melee (1d6-1)

Sling: +1 ranged (1d4-1)

==| FEATS |==

Improved Initiative, Skill Focus: Use Magic Device

==| SKILLS |==

Appraise +2, Balance -2, Bluff +3, Climb -4, Concentration +3, Decipher Script +4, Diplomacy +3, Disguise +3, Escape Artist -2, Forgery +2, Gather Information +3, Heal -1, Intimidate +3, Jump -10, Listen +1, Ride +1, Search +4, Sense Motive -1, Speak Language x4, Spellcraft +3, Survival -1, Swim -7, Use Magic Device +8, Use Rope +1, Knowledge - Arcana +4

==| EQUIPMENT |==

ARMOR WORN: Leather

Quarterstaff, Sling, Backpack, 3xBullets (10), 2xCaltrops, Chalk, Ink, Inkpen, 6xTindertwig.

==| LANGUAGES |==

Common

==| TOTAL CHARACTER VALUE |==

31 GP

NOTES

Has Wand of Magic Missile (see magic Spell Planner)
Ten Charges: □ □ □ □ □ □ □ □ □ □

Note: She must make a 'Use Magic Device' check when using the wand or using the scrolls.

==| Racial Traits: Human |==

One Extra Feat at First Level

+4 skill points at 1st level & +1 at each new level

==| Class Features: Expert 1st |==

Select any ten skills to be class skills (currently selected: 0)

==| CHARACTER STATUS |==

Ability score not yet increased due to level advancement

Anya'Drea has a black cat that was accidentally shrunk when a Shrink Potion was knocked over and splashed on the cat. The cat is now only two inches long and one inch high.

Anya'Drea is afraid of extremely large snakes such as anything bigger than a python.

She hates it when people interrupt her or won't stop talking.

She loves nature but won't go near any type of large bird.

Her favorite type of food is vegetables.

She hates the smell of ale.

She is good at cooking, and is a pretty good artist as well.

NOTE:

Final Weight is: 115

Final Height is: 5'9"