

Rush "Brinx" Brinkery

Spook



CHARACTER NAME

PLAYER

Sorcerer 5

Gnome

CG

CLASS AND LEVEL

CAREER LEVEL

RACE

ALIGNMENT

DEITY

Small 38

male

3'3"

43lbs

amber

brown

tan

SIZE AGE GENDER HEIGHT 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	9	-1			HP HIT POINTS	26		20
DEX DEXTERITY	14	2			AC ARMOR CLASS	13 = 10 +		
CON CONSTITUTION	14	2						
INT INTELLIGENCE	15	2			TOUCH ARMOR CLASS	13		
WIS WISDOM	13	1			FLAT-FOOTED ARMOR CLASS	11		
CHA CHARISMA	16	3			INITIATIVE MODIFIER	2 = 2 +		

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	4	1	2				
REFLEX (DEXTERITY)	6	1	2				
WILL (WISDOM)	6	4	1				

BASE ATTACK BONUS 2 **SPELL RESISTANCE**

GRAPPLE MODIFIER -3 = 2 + -1 + -4 +

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
Pistol		1d10	19-20x3
RANGE	TYPE	NOTES	
50ft Exotic			

AMMUNITION

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES	

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AMMUNITION

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				RANKS	MISC MODIFIER
<input type="checkbox"/>	APPRAISE	INT	2	=	+ + +
<input type="checkbox"/>	BALANCE	DEX*	2	=	+ + +
<input type="checkbox"/>	BLUFF	CHA	11	=	+ + +
<input type="checkbox"/>	CLIMB	STR*	-1	=	+ + +
<input type="checkbox"/>	CONCENTRATION	CON	7	=	+ + +
<input type="checkbox"/>	CRAFT (alchemy)	INT	4	=	+ + +
<input type="checkbox"/>	CRAFT (engineering)	INT	10	=	+ + +
<input type="checkbox"/>	CRAFT ()	INT	2	=	+ + +
<input type="checkbox"/>	DECIPHER SCRIPT	INT	2	=	+ + +
<input type="checkbox"/>	DIPLOMACY	CHA	5	=	+ + +
<input type="checkbox"/>	DISABLE DEVICE	INT	2	=	+ + +
<input type="checkbox"/>	DISGUISE	CHA	3	=	+ + +
<input type="checkbox"/>	ESCAPE ARTIST	DEX*	2	=	+ + +
<input type="checkbox"/>	FORGERY	INT	3	=	+ + +
<input type="checkbox"/>	GATHER INFORMATION	CHA	3	=	+ + +
<input type="checkbox"/>	HANDLE ANIMAL	CHA	3	=	+ + +
<input type="checkbox"/>	HEAL	WIS	1	=	+ + +
<input type="checkbox"/>	HIDE	DEX*	6	=	+ + +
<input type="checkbox"/>	INTIMIDATE	CHA	5	=	+ + +
<input type="checkbox"/>	JUMP	STR*	-1	=	+ + +
<input type="checkbox"/>	KNOWLEDGE (Arcana)	INT	2	=	+ + +
<input type="checkbox"/>	KNOWLEDGE (engineering)	INT	7	=	+ + +
<input type="checkbox"/>	KNOWLEDGE ()	INT	2	=	+ + +
<input type="checkbox"/>	KNOWLEDGE ()	INT		=	+ + +
<input type="checkbox"/>	KNOWLEDGE ()	INT	3	=	+ + +
<input type="checkbox"/>	LISTEN	WIS	3	=	+ + +
<input type="checkbox"/>	MOVE SILENTLY	DEX*	2	=	+ + +
<input type="checkbox"/>	OPEN LOCK	DEX	2	=	+ + +
<input type="checkbox"/>	PERFORM ()	CHA		=	+ + +
<input type="checkbox"/>	PERFORM ()	CHA	3	=	+ + +
<input type="checkbox"/>	PERFORM ()	CHA	2	=	+ + +
<input type="checkbox"/>	PROFESSION ()	WIS	3	=	+ + +
<input type="checkbox"/>	PROFESSION ()	WIS	3	=	+ + +
<input type="checkbox"/>	RIDE	DEX	1	=	+ + +
<input type="checkbox"/>	SEARCH	INT	1	=	+ + +
<input type="checkbox"/>	SENSE MOTIVE	WIS		=	+ + +
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*	4	=	+ + +
<input type="checkbox"/>	SPELLCRAFT	INT		=	+ + +
<input type="checkbox"/>	SPOT	WIS	5	=	+ + +
<input type="checkbox"/>	SURVIVAL	WIS		=	+ + +
<input type="checkbox"/>	SWIM	STR*		=	+ + +
<input type="checkbox"/>	TUMBLE	DEX*	2	=	+ + +
<input type="checkbox"/>	USE MAGIC DEVICE	CHA		=	+ + +
<input type="checkbox"/>	USE ROPE	DEX	3	=	+ + +
<input type="checkbox"/>				=	+ + +
<input type="checkbox"/>				=	+ + +
<input type="checkbox"/>			21	=	+ + +

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.)

Beneath the Veil

CAMPAIGN

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EXPERIENCE POINTS

GEAR

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES		

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES
Cloak of Resistance	+1 on all	saves	

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

OTHER POSSESSIONS

ITEM	PG.	WT.	ITEM	PG.	WT.
Toolbox					
Oil flask x10					
Spare Parts x10					
Hammer					
Masterwork Artisan's Tools					
Handy Haversack					
Flint and Steel					
Ammunition					
Hand Bomb x10					
TOTAL WEIGHT CARRIED					

Spell Component Pouch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Light	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD
Pearl x10	LIFT OFF GROUND 2x MAX LOAD	PUSH OR DRAG 5x MAX LOAD	

MONEY

Cloak of Resistance	CP —
Flintlock Pistol	GP —
Clockwork Ermine Familiar (Jerusha)	CP —

FEATS

Exotic Weapon Proficiency PG.

Spell Focus
Enchantment

SPECIAL ABILITIES

low-light vision PG.

illusion saves +2

illusion DC +1

+1 attack rolls vs kobolds/goblinoids

+4 dodge AC vs giant types

Summon Familiar

LANGUAGES

Initial languages = Common + racial languages + one per point of Int bonus

Common

Gnome

Orc

SPELLS

DOMAINS/SPECIALTY SCHOOL:

0: Message / Mending / Acid Splash / Resistance / Detect Magic / Flare

1ST: Mage Armor / Identify / Color Spray / Hypnotism / Shocking Grasp

2ND: Hideous Laughter / Blur / Acid Arrow

3RD:

4TH:

5TH:

6TH:

7TH:

8TH:

9TH:

SPELL SAVE

DC MOD

ARCANE SPELL FAILURE

%

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
6	13	0	6	0
5	14	1ST	6	<input type="checkbox"/>
3	15	2ND	4	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>

Dwarven