

Jordan McBarnes

Talfellow, Ranger 4th / Sorcerer 4th (Chaotic Good)
Str 14, Dex 16, Con 14, Int 12, Wis 10, Cha 12

Hit Points (hp) **50** Initiative **+7** Grapple **+4** Damage Reduction
Speed (Foot) **20 ft.** Spell Fail **0%** Spell Resistance **0**

Attacks	Weapon	Attacks	Damage	Critical	Description
Ranged	Bullseye+2	+10/+10/+5	1d8+4	19-20 (x3)	Desc: +2 Keen Composite bow
Two-Handed	Bastard Sword+1	+10/+5	1d8+4	19-20 (x2)	Desc: Used Two-Handed unless special training

Defense	AC	Touch / Flat-footed	Armor / Shield	Saves	Fortitude	Reflex	Will
	16	15 / 12	/ None		+8	+9	+6

Skills

Appraise	1
Balance	3
Bluff	5
Climb	2
Concentration	6
Decipher Script	-
Diplomacy	1
Disable Device	-
Disguise	1
Escape Artist	3
Forgery	1
Gather Information	1
Handle Animal	5
Heal	5
Hide	11
Intimidate	1
Jump	-1
Listen	9
Move Silently	6
Open Lock	-
Ride	5
Search	5
Sense Motive	0
Sleight of Hand	-
Speak Language	3
Spellcraft	5
Spot	9
Survival	10
Swim	6
Tumble	-
Use Magic Device	-
Use Rope	5

Abilities

== Racial Traits: Talfellow ==
 +1 racial bonus on all saving throws
 +2 moral bonus on saves against fear
 +1 racial attack bonus with Thrown Weapons and Slings
 +2 racial bonus on Listen, Search & Spot Checks
 Automatic Search check when passing within 5 ft. of hidden doors

== Class Features: Ranger 4th ==
 Bonus Feats: Endurance, Track
 Wild Empathy (Ex): 1d20+5
 Combat Style (Ex): Rapid Shot
 Animal Companion (Ex)
 Favored Enemy (Ex): bonus on Bluff, Listen, Sense Mot., Spot, Survival
 • Humanoid (goblinoid) +2 skill bonus; +2 damage bonus

== Class Features: Sorcerer 4th ==
 Familiar: Toad
 Master gains +3 Hit Points
 Master gains Alertness feat when familiar is within arm's reach

== CHARACTER STATUS ==
 No errors detected



Languages

Common, Halfling

Money

100 gp

sp

Feats

Track Use Survival skill to track
 Rapid Shot Get one extra ranged attack per round, but at -2 on all your attacks
 Alertness +2 bonus to Listen and Spot checks
 Point Blank Shot +1 bonus on ranged attack and damage within 30 ft.
 Far Shot Increase range increment by 50% (projectile) or 100% (thrown)
 Dodge +1 dodge bonus to AC against selected target
 Improved Initiative +4 bonus on Initiative checks

Equipment

Bullseye, Bastard Sword, , , , ,
 , , , , ,

Magic Items

Amulet of Natural Armor +1

SPELL PLANNER for Sorcerer

EFFECTIVE LEVEL **4** = **4** Total = Base Adj.

Spells per Day:	6	7	3							
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:	6	3	1							
Difficulty Class:	11	12	13							

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

Range Close: 35'
 Medium: 140'
 Long: 560'

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

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Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
		LEVEL 2:										
	2	Protection from Arrows	A	VSF	1 action	Touch	Creature touched	4 hr or Dis	Will neg [DC13]	Yes	Subject immune to most ranged attacks	p.266
		LEVEL 1:										
□□□□□□	1	Burning Hands	EV	VS	1 action	15 ft.	Cone-shaped burst	Instant	Ref half [DC12]	Yes	Cone of fire damage that does 4d4 fire damage	p.207
□□□□□□	1	Magic Missile	EV	VS	1 action	Medium	Max 5 crts, max 15'	Instant	None	Yes	2x missiles of magical energy, each dealing 1d4+1 damage	p.251
□□□□□□	1	Shocking Grasp	EV	VS	1 action	Touch	Creature or object	Instant	None	Yes	Touch delivers 4d6 electricity damage. +3 attack vs metal	p.279
		SOR/WIZ CANTRIPS:										
□□□□□□	0	Dancing Lights	EV	VS	1 action	Medium		1 min (D)	None	No	Creates torches or other lights	p.216
□□□□□□	0	Mage Hand	T	VS	1 action	Close	Unattended obj. max 5 lb.	Conc.	None	No	5-pound telekinesis	p.249
□□□□□□	0	Light	EV	VM/DF	1 action	Touch	Object touched	40 min (D)	None	No	Object shines like a torch	p.248
□□□□□□	0	Read Magic	D	VSF	1 action	Personal	You	40 min			Read scrolls and spellbooks	p.269
□□□□□□	0	Ray of Frost	EV	VS	1 action	Close		Instant	None	Yes	Ray deals 1d3 cold damage	p.269
□□□□□□	0	Acid Splash	C	VS	1 action	Close		Instant	None	No	Orb deals 1d3 acid damage.	p.196