

Damienn Cosmes
Character Name

Chaotic Good
Alignment

Tiefling
Race

Desna
Deity

Medium
XP Growth Rate

Favored Class Bonuses
7 Bonus HP
Bonus Skills
Other Bonus

Medium M
Base/Current Size

Adult 68
Age Category



51k XP to next level
Experience Points

Category Filter	Class	HD	Skills	BAB	Fort	Reflex	Will	Level	
Base	Magus	d8	8	+5	+5	+2	+5	7	
Hyb									
Mor									
Totals			57	56	+5	+5	+2	+5	7

ABILITIES

	Score	Modifier	=	Base	Inchance	nherent	Temp.	Penalty
STRENGTH	10	0	=	10			0	
DEXTERITY	18	4	=	16	2		0	
CONSTITUTION	12	1	=	12			0	
INTELLIGENCE	22	6	=	19	2	1	0	
WISDOM	10	0	=	10			0	
CHARISMA	8	-1	=	8			0	

HIT POINTS

HP Formula: Custom Rolled

57 / 57 Health

Defenses
DR - SR -

Resistances
Fire 5, Cold 5, Elect 5

Damage
Temp
NonL

SAVES

	Total	Base	Ability	Resist	Misc.	Temp.
FORTITUDE	7	+5	1	1		0
REFLEX	7	+2	4	1		0
WILL	6	+5	0	1		0

DEFENSES

	Total	Armor	Shield	Dex	Size	Natural	Deflect	Dodge	Misc.	Temp.
ARMOR CLASS	18	4	0	4	0	0	0	0		0
FLAT-FOOTED	14	4	0		0	0	0			0
TOUCH	14	BAB	STR	4	0		0	0		0
CMD	19	+5	0	4	0		0	0		0

SKILLS 56 / 56

	Total	Ranks	Ability	Class	Misc.	Temp.	Size & Armor
Acrobatics	8	4	4				
Bluff	2	1	-1		2		
Climb	5	2	0	3			
Diplomacy	0	1	-1				
Disable Device	7	1	4		2		
Disguise	0	1	-1				
Escape Artist	5	1	4				
Fly	8	1	4	3			
Heal	1	1	0				
Intimidate	3	1	-1	3			
Kn. Arcana	16	7	6	3			
Kn. Dungeoneering	10	1	6	3			
Kn. Local	10	1	6	3			
Kn. Nature	8	2	6				
Kn. Planes	10	1	6	3			
Kn. Religion	13	7	6				
Perception	7	7	0				
Ride	8	1	4	3			
Sense Motive	1	1	0				
Spellcraft	16	7	6	3			
Stealth	9	3	4		2		
Survival	1	1	0				
Swim	4	1	0	3			
Use Magic Device	4	2	-1	3			

Saving Throw Notes

Armor Class Notes

OFFENSES

mAtk	mDmg	Enh.	Formula	Variables	Attacks	Dice	Damage	Crit	Mult	Range	Type
2			Thrown	Atbmpos	+11		1d4 + 0	20	/x2	20	p
			Chakram	Atbmpos	+9		1d8 + 0	20	/x2	30	s
			Dagger	Attmage	+9		1d4 + 0	19-20	/x2	10	p/s
2	1		Zellara's Harrow Deck	Atbmpos	+12		1d4 + 1	20	/x2	20	p
			Light Crossbow	Attrearm	+9		1d8 + 0	19-20	/x2	80	p

Attack Notes

Startoss Style: Swift action +2 to damage with cards

Combat Effect Quick Toggles - see Row 123

<input type="checkbox"/> Power Attack	<input type="checkbox"/> Rapid Shot
<input type="checkbox"/> Combat Expertise	<input type="checkbox"/> (Custom Effect 7)
<input type="checkbox"/> Deadly Aim	<input type="checkbox"/> (Custom Effect 8)
<input type="checkbox"/> Heroism	<input type="checkbox"/> (Custom Effect 9)
<input type="checkbox"/> Haste	<input type="checkbox"/> (Custom Effect 10)
<input type="checkbox"/> Entangled	<input type="checkbox"/> Dazzled
<input type="checkbox"/> Blinded	<input type="checkbox"/> Negative Levels

MOVEMENT

	Move	Charge	Run	Ignore Armor?	Flight Maneuverability	average
Climb						
Swim						
Fly	Base 30	60	120			
Burrow						

INITIATIVE

Total	DEX	Misc.	Temp.
4	4	0	0

ARMOR AND PROTECTIVES

mSkill	mDex	Enh.	Item	Material	AC	Skills	MaxDex	Spells	Magical Item or Feature	Target	Type	Value	
		1	Studded Leather		+1	4	0	5	15%	cloak of res +1	Saves	ance/Resist	1
					0	0		0%					

Armor Notes

B. SKILLS 14 / 14

	Total	Ranks	Ability	Class	Misc.	Temp.	Armor
Appraise	7	1	6				
Handle Animal	0	1	-1				
Kn. Engineering	7	1	6				
Kn. Geography	8	2	6				
Kn. History	8	2	6				
Kn. Nobility	7	1	6				
Linguistics	9	3	6				
Sleight of Hand	5	1	4				
 Lore: Harrow	11	2	6	3			
 Perform:	-3		-1		-2		
 Prof:			0		-2		

Languages: Common, Infernal, Abyssal, Draconic, Elven, Varisian, Shoanti, Undercommon, Necril

SPELLCASTING (To reveal this hidden section, click the arrows in the Row Numbers to the far left edge of the screen) (To hide this row completely, right-click the Row Number and select "Hide")

MAGUS			Cantrips/Orisons DC 16	1st Level 6/day DC 17	2nd Level 5/day DC 18	3rd Level 2/day DC 19	4th Level DC 20
Ability:	Intelligence	6	Acid Splash	x Burning Hands	Web	Fireball	
Level	Per Day	Known	Dancing Lights	Celestial Healing	Scorching Ray	Fly	
0	∞		Daze	Chill Touch	Invisibility		
1	6		x Detect Magic	Color Spray	Glitterdust		
2	5		Ghost Sound	Magic Missile	Flaming Sphere		
3	2		x Mage Hand	Ray of Enfeeblement	x Mirror Image		
4			Mending	x Shield			
5			x Prestidigitation	xx Shocking Grasp (Intensif)			
			x Ray of Frost	Snowball			
			see Magus spell list for other cantrips				
			5th Level DC 21	6th Level DC 22	7th Level DC 23	8th Level DC 24	9th Level DC 25



Art by Tyler Strahan

RESOURCES	
Uses / Max	Resource, Item, or Ability
102 108	Fortune-teller's cards
2	potion of cure light wounds
	vial of holy water
54 54	Harrow deck
	Magus's Kit
	Scholar's Outfit
	Eyeglasses
54 54	Zellara's harrow deck
--	dose of silversheen
18 50	wand of magic missile
18 20	crossbow bolts
10 50	wand of daze monster
	mwk thieves' tools
28	GP

MAGICAL ITEMS	
Slot	Item
head	
headband	
face/eyes	
throat	
shoulders	cloak of resistance +1
body	
torso	
arms	
hands	
waist	belt of dexterity +2
feet	
ring	
ring	

Row") (Tertiary casters can highlight and right-click to "Hide Rows 60-69" to remove 5th-9th level)

SPELL-LIKE ABILITIES

1/day Spell-Like Abilities	
x	Darkness
x	Major Image (deck)
3/day Spell-Like Abilities	
At-Will Spell-Like Abilities	

Spellcasting Notes

Arcane Spell Failure Chance: 15%

<-- Highlight range AY51:BO51 and drag the bottom-right corner down to wipe a region like this clean.-->

SUGGESTED PREPARED CASTER FORMAT

1ST LEVEL	4/day	DC 15
	Shield	
x	Magic Missile	
xx	Shocking Grasp	

This snippet would indicate that the Magus in question has 2 Grasps still prepared, but 0 Shields available. He "counts down" within each spell

SUGGESTED SPONTANEOUS CASTER FORMAT

1ST LEVEL	5/day	DC 17
2	Cure Light Wounds	

This snippet would indicate that the Flame Oracle has cast 2 total spells of