



Catalina
Character Name _____ **Player Name** _____
 XP: 1100; Sor2; Medium Female Human; Chaotic Good; Age: 34; 5'10"; 153lb.; Eyes: Blue; Hair: Long and wavy, Black; Skin: Pale; Build: Lithe

ABILITIES						SAVING THROWS							
Ability	Score	Modifier	Ability	Score	Modifier	Save	Total =	Base +	Mod +	Misc +	Magic +	Temp +	CONDITIONAL MODIFIERS
STR	8	-1	INT	12	+1	Ref (DEX)	+1	= +0	+ 1	+ 0	+ 0	+ ___	
DEX	16	+3	WIS	11	+0	Fort (CON)	+3	= +0	+ 3	+ 0	+ 0	+ ___	
CON	13	+1	CHA	17	+3	Will (WIS)	+3	= +3	+ 0	+ 0	+ 0	+ ___	
Initiative Modifier: +3 = +3 (DEX) + 0 (misc)													

ARMOR CLASS, HIT POINTS AND ARMOR										
AC	Armor Bonus	Shield Bonus	DEX Mod	Size Mod	Deflect. Mod	Misc Mod	Touch AC	Flat-footed	Armor Check Penalty: --	Speed: 30/60/120 ft.
13	= 10	+ 0	+ 0	+ 3	+ 0	+ 0	+ 0	13	10	Spell Failure Chance: --
										Armor Weight: 0
										Armor: None; Shield: None
11										
Hit Points	Wounds/Current Hit Points				Subdual Damage					

ATTACKS AND WEAPONS										FEATS	
Total Att Bonus	Base Att Bonus	STR/DEX Mod	Size Mod	Misc Mod	Temp Mod	Weapon Focus (Quarterstaff): +1 to attack rolls					
Base +1						Toughness: +3 hit points					
Melee 0	=	+1	- 1	+ 0	+ 0						
Ranged +0	=	+1	- 1	+ 0	+ 0						
Weapon	Attack	Damage	Critical	Rng Inc.	Wt	Type	DT				
Strike, Unarmed	+0	1d3-1	x2	--	--	UA	Sub, B				
Quarterstaff	+1	1d6-1/1d6-...	x2	--	4	TH	B				
Dagger	+0/+4	1d4-1	19-20/x2	10	1	Light	P, S				

SKILLS AND LANGUAGES						SPECIAL ABILITIES					
Skill (x cross-class)	Skill Mod	Abill Mod	Ranks	Misc Mod	Skill (x cross-class)	Skill Mod	Abill Mod	Ranks	Misc Mod	Summon Familiar	
Bluff (CHA)	+5	= +3	+ 2	+ +0						Familiar (Cat): Size: Tiny; HD: 1/2; Hit Points: 5; AC: 15; Attacks: 2 claws, +4	
Concentration (CON)	+2	= +1	+ 1	+ +0						melee (1d2-4); bite -1 melee (1d3-4);	
Craft (Alchemy)	+4	= +1	+ 3	+ +0						Initiative: 2; Speed: 30 ft.; Familiar Spell	
x Hide (DEX)	+5	= +3	+ 2	+ +0						Resistance: None at this level; Familiar	
Knowledge (Arcana)	+3	= +1	+ 2	+ +0						Abilities: Alertness, Improved Evasion,	
x Move Silently (DEX)	+7	= +3	+ 1	+ +3						Share Spells, Empathic Link; Special	
Profession (Apothecary)	+2	= +0	+ 2	+ +0						Abilities: Low-light vision (Ex); Scent	
x Search (INT)	+1	= +1	+ 0	+ +0						(Ex); Fort: +2; Ref: +4; Will: +3; STR: 3;	
Spellcraft (INT)	+3	= +1	+ 2	+ +0						DEX: 15; CON: 10; INT: 6; WIS: 12;	
x Spot (WIS)	+0	= +0	+ 0	+ +0						CHA: 7; Skills: Balance +10; Climb +6;	
Familiar (Cat): +2 Alertness if within arm's reach						Hide +14 (+18 in tall grass or heavy					
Languages: Common, Elven, Halfling						undergrowth); Jump +10; Listen +3; Move					
						Silently +6; Spot +3; Feats: Weapon					
						Finesse					

EQUIPMENT			SPELLS			
Total Money: 13.20gp	Oil (1 pt.), 1lb., 1sp	Spell Save DC Modifier: +3	<input type="checkbox"/>	Read Magic		
Load: 20.8lbs, Backpack:	Traveler's outfit, 5lb., 1gp		<input type="checkbox"/>	Ray of Frost		
21lbs	Waterskin, 8lb., 1gp		<input type="checkbox"/>	Daze		
Strike, Unarmed (1d3-1)	Water (1 half gal.), 4lb., 0gp		<input type="checkbox"/>	Resistance		
Quarterstaff (1d6-1/1d6-1), 4lb., 0gp	Magic Missile Scroll, 250gp.		<input type="checkbox"/>	Mage Armor		
	Caster Level: Sor 10,		<input type="checkbox"/>	Magic Missile		
Dagger (1d4-1, x3), 3lb., 6gp	Spell Level: 1					
Pouch, belt, 0.8lb., 1gp						
13 Gold Pieces, 0.26 lbs						
2 Silver pieces, 0.04 lbs						
Traveler's outfit, 5lb., 1gp						
Backpack, 21lb., 2gp						
Bedroll, 5lb., 1sp						
Rations, trail (7 dy.), 7lb., 35sp						
Flint and steel, 1gp						
Lamp, common, 1lb., 1sp						