

Trocaxa
 Character Name _____ Player Name _____
 Sor32; Medium Female Aasimar; Neutral; Age: 37; 5'7"; 141lb.; Eyes: Blue



ABILITY NAME	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR	14	+2	---	---
DEX	21	+5	---	---
CON	20	+5	---	---
INT	18	+4	---	---
WIS	16	+3	---	---
CHA	29	+9	---	---

HP 245 30/60/120 ft.
 TOTAL Wounds/Current HP Nonlethal Speed

AC 41 = 10 + 12 + 0 + 5 + 0 + 8 + 6 + 0 **Touch: 21**
 TOTAL Armor Shield DEX Size Natural Deflection Misc **Flat-footed: 36**

INITIATIVE +5 = +5 + 0
 TOTAL DEX Mod Misc Mod

SKILLS MAX RANKS 35 / 17

SKILL NAME	KEY ABILITY	SKILL MOD	ABILITY MOD	RANKS	MISC MOD
× Appraise	INT	+4	= +4	+ 0	+ +0
× Balance	DEX	+5	= +5	+ 0	+ +0
Bluff	CHA	+9	= +9	+ 0	+ +0
× Climb	STR	+2	= +2	+ 0	+ +0
Concentration	CON	+37	= +5	+ 32	+ +0
Combat Casting: +4					
Craft	INT	+4	= +4	+ 0	+ +0
× Diplomacy	CHA	+11	= +9	+ 2	+ +0
× Disguise	CHA	+9	= +9	+ 0	+ +0
× Escape Artist	DEX	+9	= +5	+ 4	+ +0
× Forgery	INT	+4	= +4	+ 0	+ +0
× Gather Information	CHA	+14	= +9	+ 5	+ +0
× Heal	WIS	+5	= +3	+ 2	+ +0
× Hide	DEX	+12	= +5	+ 7	+ +0
× Intimidate	CHA	+9	= +9	+ 0	+ +0
× Jump	STR	+2	= +2	+ 0	+ +0
Knowledge (Arcana)	INT	+39	= +4	+ 35	+ +0
× Knowledge (History)	INT	+8	= +4	+ 4	+ +0
× Knowledge (Nobility and Ro...	INT	+8	= +4	+ 4	+ +0
× Knowledge (The Planes)	INT	+9	= +4	+ 5	+ +0
× Listen	WIS	+5	= +3	+ 0	+ +2
Familiar (Pseudodragon): +2					Alertness if within arm's reach
× Move Silently	DEX	+10	= +5	+ 5	+ +0
× Perform	CHA	+9	= +9	+ 0	+ +0
Profession	WIS	--	= +3	+ 0	+ +0
× Ride	DEX	+5	= +5	+ 0	+ +0
× Search	INT	+6	= +4	+ 2	+ +0
× Sense Motive	WIS	+5	= +3	+ 2	+ +0
Spellcraft	INT	+43	= +4	+ 35	+ +4
× Spot	WIS	+5	= +3	+ 0	+ +2
Familiar (Pseudodragon): +2					Alertness if within arm's reach
× Survival	WIS	+3	= +3	+ 0	+ +0
Knowledge (The Planes): +2					on other planes
× Swim	STR	+2	= +2	+ 0	+ +0
× Use Rope	DEX	+5	= +5	+ 0	+ +0
Total Skill Points: 186/186					

SAVING THROWS

TOTAL	Base Save	Ability Mod	Misc Mod	Magic Mod	Temp Mod	CONDITIONAL MODIFIERS
FORTITUDE	+14	= +9	+ 5	+ 0	+ 0	+ _____
REFLEX	+14	= +9	+ 5	+ 0	+ 0	+ _____
WILL	+18	= +15	+ 3	+ 0	+ 0	+ _____

ATTACK

TOTAL	Base Attack Bonus	STR/DEX Mod	Size Mod	Misc Mod	Temp Mod
BASE	+13	+8			
GRAPPLE	+15		= +13	+ 2	+ 0 + 0 + _____
MELEE	+15	+10		= +13	+ 2 + 0 + 0 + _____
RANGED	+18	+13		= +13	+ 5 + 0 + 0 + _____

WEAPONS AND ARMOR

Cosmos Staff
 Spells: Chain Lightning (intensified, 1 charge, DC 29); Meteor Swarm (intensified, 1 charge, DC 34); Sunburst (intensified, 1 charge, DC 32);
 Charges: 50, Total Attack Bonus: +15/+10, Damage: 1d6+2/1d6+2, Critical: x2, Damage Type: Bludgeoning, Type: Two-handed, Size: Medium

Strike, Unarmed
 Total Attack Bonus: +15/+10, Damage: 1d3+2, Critical: x2, Damage Type: Subdual, Bludgeoning, Category: Unarmed

Bracers of Epic Armor +12
 Protective Bonuses: +12 AC

Cloak of Displacement, Major
 Protective Bonuses: Attacks miss 50%, Acts like displacement spell for 15 rounds/day

Ring of Protection +6
 Protective Bonuses: +6 AC

AMMUNITION

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Carrying Capacity
 Light: 58 lbs
 Medium: 116 lbs
 Heavy: 175 lbs
 Lift off Ground: 350 lbs
 Push or Drag: 875 lbs

Load Limits
 Weight carried: 21.24 lbs
 With Backpacks: 21.24 lbs
 Max. DEX Bonus: --
 Check Penalty: --
 Maximum Run: x4
 Speed Penalty: --

Campaign
 528,000 (Next: 561,000, Req.: 33,000)
 Experience

EQUIPMENT

Amulet of Epic Natural of 6 days to read the
 Armor +8, 128000gp book, Charisma is
 Amulet of Health +4, raised. After being read,
 16000gp the book loses its
 Bracers of Epic Armor +12, magic.
 1lb., 144000gp,
 Protective Bonus: +12
 AC
 Cloak of Displacement,
 Major, 1lb., 50000gp,
 Protective Bonus:
 Attacks miss 50%. Acts
 like displacement spell
 for 15 rounds/day
 Cosmos Staff, 4lb.,
 683437gp
 12 Gold Pieces, 0.24 lbs
 Manual of Quickness of
 Action +4, 5lb.,
 110000gp, Ability:
 DEX, Increase: +4,
 Book Read, Char Level:
 21. After taking 48
 hours over a minimum
 of 6 days to read the
 book, Dexterity is
 raised. After being read,
 the book loses its
 magic.
 Ring of Epic Wizardry V,
 250000gp, Bonus:
 Double 5th level spells
 per day
 Ring of Protection +6,
 720000gp, Protective
 Bonus: +6 AC
 Strike, Unarmed (1d3+2)
 Tome of Clear Thought +2,
 5lb., 55000gp, Ability:
 INT, Increase: +2, Book
 Read, Char Level: 21.
 After taking 48 hours
 over a minimum of 6
 days to read the book,
 Intelligence is raised.
 After being read, the
 book loses its magic.
 Tome of Leadership and
 Influence +4, 5lb.,
 110000gp, Ability:
 CHA, Increase: +4,
 Book Read, Char Level:
 21. After taking 48
 hours over a minimum
 Total Cost: 4,714,437gp
 Armor and Weapons on Person: 21.2lb.
 Total Gear in Backpacks: 0.0lb.
 Total Gear and Armor: 21.2lb.

MONEY

Total: 12gp
 12 gp

Spell Save DC Mod: +9

Arcane Spell Failure --

Spell Save DC	LEVEL	Spells per day	Bonus Spells
19	0	6	-
20	1	6	+3
21	2	6	+2
22	3	6	+2
23	4	6	+2
24	5	12	+2
25	6	6	+1
26	7	6	+1
27	8	6	+1
28	9	6	+1
29	Epic	3	-

LANGUAGES

Common, Celestial,
 Draconic, Dwarven,
 Elven

SPELLS

Number of Sorcerer spells known
 0: 9 1: 5 2: 5 3: 4 4: 4 5: 4 6: 3 7: 3 8: 3 9: 3

Detect Magic: Sor/Wiz 0
 Disrupt Undead: Sor/Wiz 0
 Light#: Sor/Wiz 0
 Mage Hand: Sor/Wiz 0
 Message: Sor/Wiz 0
 Ray of Frost#: Sor/Wiz 0
 Read Magic: Sor/Wiz 0
 Resistance: Sor/Wiz 0
 Touch of Fatigue: Sor/Wiz 0
 Charm Person: Sor/Wiz 1
 Identify: Sor/Wiz 1
 Mage Armor: Sor/Wiz 1
 Magic Missile#: Sor/Wiz 1
 Shocking Grasp#: Sor/Wiz 1
 Alter Self: Sor/Wiz 2
 Ghoul Touch: Sor/Wiz 2
 Spectral Hand: Sor/Wiz 2
 Touch of Idiocy: Sor/Wiz 2
 Web: Sor/Wiz 2
 Dispel Magic: Sor/Wiz 3
 Fireball#: Sor/Wiz 3
 Fly: Sor/Wiz 3
 Vampiric Touch: Sor/Wiz 3
 Charm Monster: Sor/Wiz 4
 Dimension Door: Sor/Wiz 4
 Invisibility, Greater: Sor/Wiz 4
 Polymorph: Sor/Wiz 4
 Hold Monster: Sor/Wiz 5
 Feeblemind: Sor/Wiz 5
 Cone of Cold#: Sor/Wiz 5
 Major Creation: Sor/Wiz 5
 Dispel Magic, Greater: Sor/Wiz 6
 Create Undead: Sor/Wiz 6
 Forceful Hand#: Sor/Wiz 6
 Mage's Sword#: Sor/Wiz 7
 Hold Person, Mass: Sor/Wiz 7
 Teleport Object: Sor/Wiz 7
 Iron Body: Sor/Wiz 8
 Charm Monster, Mass: Sor/Wiz 8
 Temporal Stasis: Sor/Wiz 8
 Meteor Swarm#: Sor/Wiz 9
 Hold Monster, Mass: Sor/Wiz 9
 Time Stop: Sor/Wiz 9
 Epic Mage Armor: Epic

Longevity: Epic
 # Spell Focus

SPECIAL ABILITIES/FEATS

Special Abilities
 Darkvision (Ex): 60 ft.
 Daylight (Ex)
 Racial Bonuses: Resistance: acid 5, cold 5,
 electricity 5
 Summon Familiar
 Familiar (Pseudodragon): Size: Tiny;
 Type: Dragon; HD: 2d12+2; Hit Points:
 122; Base AC: 18 (+2 size; +2 Dex; +4
 natural); touch 14; flat-footed 16; AC:
 34 (+2 size; +2 Dex; +20 natural); touch
 14; flat-footed 32; Base Attack: +13/+3;
 Attack: Sting +15 melee (1d3-2 plus
 poison); Full Attack: Sting +15 melee
 (1d3-2 plus poison) and Bite +10 melee
 (1); Space/Reach: 2-1/2 ft./0 ft. (5 ft.
 with tail); Initiative: +2; Speed: 15 ft.,
 fly 60 ft.; Familiar Spell Resistance: 37;
 Familiar Abilities: Alertness, Improved
 Evasion, Share Spells, Empathic Link;
 Touch; Speak with master; Scry on
 Familiar; Special Abilities: Poison (Ex);
 Blindsense 60 ft.; Darkvision 60 ft.;
 Immunities: sleep, paralysis; Low-light
 vision (Ex); Telepathy 60 ft.; Fort: +10;
 Ref: +11; Will: +16; STR: 6; DEX: 15;
 CON: 13; INT: 22; WIS: 12; CHA: 10;
 Skills: Diplomacy +2; Hide +20 (+24 in
 forests or overgrown areas); Listen +7;
 Search +6; Sense Motive +7; Spot +7;

NOTES

SPECIAL ABILITIES/FEATS

Survival +1 (+3 following tracks); Feats:
Weapon Finesse
Weapon Proficiencies: Simple
Feats
Additional Magic Item Space: Jewelry
Blind-Fight: Fight without seeing foes
Combat Casting: +4 bonus to Concentration checks made on defensive
Enlarge Spell: Alter a spell with a range of close, medium, or long to increase its range by 100%.; Slot Increase: 1
Epic Spellcasting: Cast epic spells; number/day = Knowledge (arcana, religion or nature)/10
Eschew Materials: Cast spells without materials if under 1gp
Familiar Spell (Fireball): Familiar can cast spell
Familiar Spell (Polymorph): Familiar can cast spell
Fire Resistance: 30
Improved Familiar: Acquire a new familiar from a nonstandard list
Maximize Spell: Yield maximum effect; Slot Increase: 3
Scribe Scroll: Create scrolls of any spell that you know
Silent Spell: Cast spells with no verbal component; Slot Increase: 1
Spell Focus (Evocation): +1 bonus on saving throw DC for spells from this school
Spell Penetration: +2 bonus on caster level checks to beat spell resistance