



**CHARACTER SHEET**

Ethera Starspire

CG

Matthias

CHARACTER NAME Oracle 1  
 ALIGNMENT  
 CHARACTER LEVEL  
 Human medium female 30  
 RACE SIZE GENDER AGE  
 PLAYER Desna (dreams, stars, travelers, luck) frontier  
 DEITY HOMELAND  
 160 cm 50 kg white brown  
 HEIGHT WEIGHT HAIR EYES

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP HIT POINTS	DR
<b>STR</b> STRENGTH	10				9	D8
<b>DEX</b> DEXTERITY	14	+2				
<b>CON</b> CONSTITUTION	13	+1				
<b>INT</b> INTELLIGENCE	12	+1				
<b>WIS</b> WISDOM	10					
<b>CHA</b> CHARISMA	18	+4				

**AC** ARMOR CLASS: 16 = 10 + 3 + 1 + 2 + [ ] + [ ] + [ ] + [ ]

TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER

**TOUCH** ARMOR CLASS: 12 **FLAT-FOOTED** ARMOR CLASS: 14

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER	MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)	+1	0	1				
<b>REFLEX</b> (DEXTERITY)	+2	0	2				
<b>WILL</b> (WISDOM)	+2	-2					

**BASE ATTACK BONUS** [ ] **SPELL RESISTANCE** [ ]

**CMB** [ ] = [ ] + [ ] + [ ] + [ ] + [ ] MODIFIERS

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER SIZE MODIFIER

**CMD** [ ] = [ ] + [ ] + 2 + [ ] + 10

TOTAL BASE ATTACK BONUS STRENGTH MODIFIER DEXTERITY MODIFIER SIZE MODIFIER

WEAPON		ATTACK BONUS	CRITICAL
Heavy Mace		+0	x2
TYPE	RANGE	AMMUNITION	DAMAGE
B	-	-	1D8

WEAPON		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE

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TYPE	RANGE	AMMUNITION	DAMAGE

**SPEED** LAND: 30 FT. SQ. 30 FT. SQ.

BASE SPEED WITH ARMOR

FLY MANEUVERABILITY SWIM CLIMB BURROW

**SKILLS**

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	+0	=DEX	2	+ 0/-2
<input type="checkbox"/> APPRAISE	+1	=INT	1	+ +
<input type="checkbox"/> BLUFF	+4	=CHA	4	+ +
<input type="checkbox"/> CLIMB	-2	=STR		+ 0/-2
<input checked="" type="checkbox"/> CRAFT	n.a.	=INT	1	+ +
<input checked="" type="checkbox"/> CRAFT	n.a.	=INT	1	+ +
<input checked="" type="checkbox"/> CRAFT any (untrained)	+1	=INT	1	+ +
<input checked="" type="checkbox"/> DIPLOMACY	+11	=CHA	4	+ 1 + 3
<input type="checkbox"/> DISABLE DEVICE*	n.a.	=DEX	2	+ + 0/-2
<input type="checkbox"/> DISGUISE	+4	=CHA	4	+ +
<input type="checkbox"/> ESCAPE ARTIST	+0	=DEX	2	+ + 0/-2
<input checked="" type="checkbox"/> FLY	+0	=DEX	2	+ + 0/-2
<input type="checkbox"/> HANDLE ANIMAL*	n.a.	=CHA	4	+ +
<input checked="" type="checkbox"/> HEAL	+7	=WIS		+ 1 + 3
<input type="checkbox"/> INTIMIDATE	+4	=CHA	4	+ +
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)*	n.a.	=INT	1	+ +
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	n.a.	=INT	1	+ +
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	n.a.	=INT	1	+ +
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	n.a.	=INT	1	+ +
<input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)*	n.a.	=INT	1	+ +
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	n.a.	=INT	1	+ +
<input type="checkbox"/> KNOWLEDGE (NATURE)*	n.a.	=INT	1	+ +
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	n.a.	=INT	1	+ +
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES)*	+8	=INT	1	+ 1 + 3
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)*	n.a.	=INT	1	+ +
<input type="checkbox"/> LINGUISTICS*	n.a.	=INT	1	+ +
<input checked="" type="checkbox"/> PERCEPTION	+7	=WIS		+ 1 + 3
<input type="checkbox"/> PERFORM	n.a.	=CHA	4	+ +
<input type="checkbox"/> PERFORM any (untrained)	+4	=CHA	4	+ +
<input checked="" type="checkbox"/> PROFESSION*	n.a.	=WIS		+ +
<input checked="" type="checkbox"/> PROFESSION*	n.a.	=WIS		+ +
<input type="checkbox"/> RIDE	+0	=DEX	2	+ + 0/-2
<input checked="" type="checkbox"/> SENSE MOTIVE	+0	=WIS		+ +
<input type="checkbox"/> SLEIGHT OF HAND*	n.a.	=DEX	2	+ + 0/-2
<input checked="" type="checkbox"/> SPELLCRAFT*	+8	=INT	1	+ 1 + 3
<input type="checkbox"/> STEALTH	+0	=DEX	2	+ + 0/-2
<input checked="" type="checkbox"/> SURVIVAL	+0	=WIS		+ +
<input type="checkbox"/> SWIM	-2	=STR		+ + 0/-2
<input type="checkbox"/> USE MAGIC DEVICE*	n.a.	=CHA	4	+ +

CONDITIONAL MODIFIERS:

LANGUAGES:  
Common

