

Damienn Cosmes		Chaotic Good	Tiefling	Desna	Medium
Character Name		Alignment	Race	Deity	XP Growth Rate
Medium	M	Adult	68	75k XP to next level	
Base/Current Size		Age Category		Experience Points	



Favored Class Bonuses

- 8 Bonus HP
- Bonus Skills
- Other Bonus

Category Filter	Class	HD	Skills	BAB	Fort	Reflex	Will	Level
Base	Magus	d8	8	+6	+6	+2	+6	8
Hyb								
Mor								
Totals		64	64	+6	+6	+2	+6	8

ABILITIES	Score	Modifier	Base	Inhance	herent	Temp.	Penalty
STRENGTH	10	0	10			0	
DEXTERITY	18	4	16	2		0	
CONSTITUTION	12	1	12			0	
INTELLIGENCE	23	6	19	2	2	0	
WISDOM	10	0	10			0	
CHARISMA	8	-1	8			0	

HIT POINTS HP Formula: Custom Rolled

Defenses

DR - SR -

64 / 64 Health

Resistances

Fire 5, Cold 5, Elect 5

Damage

Temp NonL

SAVES

Total	Base	Ability	Resist	Misc.	Temp.
FORTITUDE	8	+6	1	1	0
REFLEX	7	+2	4	1	0
WILL	7	+6	0	1	0

DEFENSES

Total	Armor	Shield	Dex	Size	Natural	Deflect	Dodge	Misc.	Temp.
ARMOR CLASS	20	5	0	4	0	0	1	0	0
FLAT-FOOTED	16	5	0	0	0	0	1	0	0
TOUCH	15	BAB	STR	4	0	0	1	0	0
CMD	21	+6	0	4	0	0	1	0	0

Saving Throw Notes

Armor Class Notes

mAtk	mDmg	Enh.	OFFENSES	Formula	Variables	Attacks	Dice	Damage	Crit	Mult	Range	Type
2			Throwing cards	jed	Atbmpos	+8 / +8 / +3		1d4 + 4	20	/x2	20	p
			Chakram	jed	Atbmpos	+6 / +6 / +1		1d8 + 4	20	/x2	30	s
			Dagger	lee	Attamage	+10 / +5		1d4 + 0	19-20	/x2	10	p/s
2	1		Zellara's Harrow Deck	jed	Atbmpos	+9 / +9 / +4		1d4 + 5	20	/x2	20	p
			Light Crossbow	jed	Atream	+6 / +6 / +1		1d8 + 4	19-20	/x2	80	p

Attack Notes

Startoss Style: Swift action +2 to damage with cards

Combat Effect Quick Toggles - see Row 123

- Power Attack
- Rapid Shot
- Combat Expertise
- (Custom Effect 7)
- Deadly Aim
- (Custom Effect 8)
- Heroism
- (Custom Effect 9)
- Haste
- (Custom Effect 10)
- Entangled
- Dazzled
- Blinded
- Negative Levels

MOVEMENT Enter base values in the Effects Table

Move	Charge	Run	Ignore Armor?
Base	30	60	120
Flight Maneuverability			average
Run Multiplier			Charge Bonus Distance

Climb Fly Burrow Swim

INITIATIVE

Total	DEX	Misc.	Temp.
4	4	0	0

mSkill	mDex	Enh.	ARMOR AND PROTECTIVES	Item	Material	AC	Skills	MaxDex	Spells
		1	Mithral Chain +1			5	0	6	10%
						0	0		0%

Armor Notes

Magical Item or Feature	Target	Type	Value
cloak of res +1	Saves	ance/Resist	1
ring of protection +	AC	Deflect/Enh	1

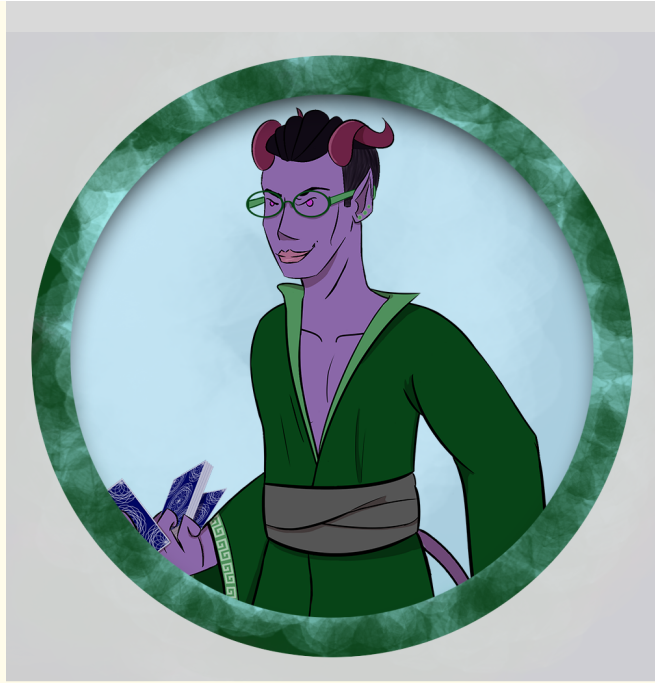
SKILLS 64 / 64

	Total	Ranks	Ability	Class	Misc.	Temp.	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	17	8	6	3			
Kn. Dungeoneering	13	4	6	3			
Kn. Local	10	1	6	3			
Kn. Nature	8	2	6				
Kn. Planes	10	1	6	3			
Kn. Religion	14	8	6				
Perception	10	8	0		2		
Ride	8	1	4	3			
Sense Motive	3	1	0		2		
Spellcraft	17	8	6	3			
Stealth	9	3	4		2		
Survival	1	1	0				
Swim	4	1	0	3			
Use Magic Device	5	3	-1	3			

B. SKILLS 16 / 16

	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	9	3	6				
Kn. Nobility	7	1	6				
Linguistics	10	4	6				
Sleight of Hand	5	1	4				
X Lore: Harrow	11	2	6	3			
Perform:	-3		-1		-2		
X Prof:		0			-2		

Languages: Common, Infernal, Abyssal, Draconic, Elven, Varisian, Shoanti, Undercommon, Necril, Thassilonian (Beginner)



Art by Tyler Strahan

RESOURCES

Uses / Max	Resource, Item, or Ability
102 / 108	Fortune-teller's cards
4	potion of cure light wounds
	vial of holy water
54 / 54	Harrow deck
	Magus's Kit
	Scholar's Outfit
	Eye-glasses
54 / 54	Zellara's harrow deck
	cure mad
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 of int +2
face/eyes	
throat	
shoulders	cloak of resistance +1
body	
torso	
arms	
hands	
waist	belt of dexterity +2
feet	
ring	ring of protection +1 (rolth)
ring	ring of wizardry 1

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

Magus	CANTRIPS/ORISONS DC 16	1ST LEVEL 10/day DC 17	2ND LEVEL 6/day DC 18	3RD LEVEL 3/day DC 19	4TH LEVEL DC 20	SPELL-LIKE ABILITIES	Spellcasting Notes
Ability: Intelligence 6	Acid Splash	I Burning Hands *	I Web *	Dispel Magic (Rolth)		1/day Spell-Like Abilities	Arcane Spell Failure Chance: 10%
	Dancing Lights	I Celestial Healing	I Scorching Ray (2) *	Displacement		x Darkness	
	Daze	I Chill Touch	I Invisibility *	I Fireball *		x Major Image (deck)	
	I Detect Magic	I Color Spray *	I Glitterdust *	I Fly *			
	I Ghost Sound	I Magic Missile (4) *	I Flaming Sphere *	Haste			
	I Mage Hand	I Ray of Enfeeblement *	I Mirror Image *	I Lightning Bolt (Rolth) *			
	Mending	I Shield *		I Ray of Exhaustion (Rolth) *			

SUGGESTED PREPARED CASTER FORMAT

1ST LEVEL 4/day DC 15

x	Shield
x	Magic Missile

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

