

Damienn Cosmes
Character Name

Chaotic Good
Alignment

Tiefling
Race

Desna
Deity

Medium
XP Growth Rate

Favored Class Bonuses

- 3 Bonus HP
- Bonus Skills
- Other Bonus

Medium M
Base/Current Size

Adult 68
Age Category



9k XP to next level
Experience Points

Category Filter	Class	HD	Skills	BAB	Fort	Reflex	Will	Level
Base	Magus	d8	6	+2	+3	+1	+3	3
Hyb								
Mor								
Totals			24	18	+2	+3	+1	+3
			HP	Ranks	BAB	Fort	Reflex	Will
								Level

ABILITIES

	Score	Modifier	Base	Inhance	herent	Temp.	Penalty
STRENGTH	10	0	10			0	
DEXTERITY	16	3	16			0	
CONSTITUTION	12	1	12			0	
INTELLIGENCE	19	4	19			0	
WISDOM	10	0	10			0	
CHARISMA	8	-1	8			0	

HIT POINTS

HP Formula: Custom Rolled

24 / 24 Health

Defenses

DR - SR -

Resistances

Fire 5, Cold 5, Elect 5

Damage

Temp NonL

SAVES

	Total	Base	Ability	Resist	Misc.	Temp.
FORTITUDE	4	+3	1	0		0
REFLEX	4	+1	3	0		0
WILL	3	+3	0	0		0

DEFENSES

	Total	Armor	Shield	Dex	Size	Natural	Deflect	Dodge	Misc.	Temp.
ARMOR CLASS	15	2	0	3	0	0	0	0		0
FLAT-FOOTED	12	2	0		0	0	0			0
TOUCH	13	BAB	STR	3	0		0	0		0
CMD	15	+2	0	3	0		0	0		0

SKILLS 18 / 18

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

Saving Throw Notes

Armor Class Notes

OFFENSES

mAtk	mDmg	Enh.	Formula	Variables	Attacks	Dice	Damage	Crit	Mult	Range	Type
1			Thrown	Atbmpos	+6		1d4 + 0	20	/x2	20	p
			Chakram	Atbmpos	+5		1d8 + 0	20	/x2	30	s
			Dagger	Attmage	+5		1d4 + 0	19-20	/x2	10	p/s
1			Zellara's Harrow Deck	Atbmpos	+6		1d4 + 0	20	/x2	20	p

Attack Notes

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

Enter base values in the Effects Table

	Move	Charge	Run	Ignore Armor?
Base	30	60	120	
Fly				Flight Maneuverability
Swim				Run Multiplier
Burrow				Charge Bonus Distance

INITIATIVE

Total = DEX Misc. Temp.

3 = **3** **0** **0**

ARMOR AND PROTECTIVES

mSkill	mDex	Enh.	Item	Material	AC	Skills	MaxDex	Spells	Magical Item or Feature	Target	Type	Value
1			Padded Armor		+1	2	0	8	5%			
					0	0		0%				

Armor Notes

B. SKILLS 6 / 6

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

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

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 14	1ST LEVEL	4/day	DC 15	2ND LEVEL	DC 16	3RD LEVEL	DC 17	4TH LEVEL	DC 18
Ability:	Intelligence	4	Acid Splash		Burning Hands								
Level	Per Day	Known	Dancing Lights		x Celestial Healing								
0	∞		Daze		Chill Touch								
1	4		x Detect Magic		x Color Spray								
2			Ghost Sound		Magic Missile								
3			x Mage Hand		x Ray of Enfeeblement								
4			Mending		Shield								
5			x Prestidigitation		Shocking Grasp								
			x Ray of Frost		Snowball								
			see Magus spell list for other cantrips										
			5TH LEVEL	DC 19	6TH LEVEL	DC 20	7TH LEVEL	DC 21	8TH LEVEL	DC 22	9TH LEVEL	DC 23	

