

Name: Inferno (Real name: Rosy Cheeks)
Class: Wizard
Sex: yes, please also female
Level: 5 wizard
Race: Unicorn
Age: 20

unicorn gets Int (+2) and Str (-2) +2willsave
<29> point buy

Str 10 (-2) [-1] = 7 and modifier: -2
Dex 10 [-2] = 8 and modifier: -1
Con 10 <+5> [+1] =16 and modifier: +3
Int 10 <+17> (+2) = 29 and modifier: +9
Wis 10 <+5> [+1] = 16 and modifier: +3
Chr 10 [+1] = 11 and modifier: 0

Feats

<http://www.d20srd.org/indexes/feats.htm>

Lvl Summon familiar, scribe scroll, quicken spell
2 Combat casting
3 spell penetration
4 Maximize spell or empower spell
5 Extended spell + bonus feat: Either widen or enlarge spell

Skills and skillpoints

<http://www.d20srd.org/srd/classes/sorcererWizard.htm#wizard>

Lvl(2+int modifier:+9)*4 =11*4=44 skillpoints
2 (+2+9=+11)
3 (+11)
4 (+11)
5 (+11) =88

Max out skill or spell? 8Points

Concentration (+8) is that the max?

Spellcraft (+8)

Decipher script (+8)

Knowledge, Arcana (+8)

Spellcraft (+8)

Speak language (+8) I guess?

I really don't care about any of the other skills. Can I put even higher ranks in some of these or is eight the highest I can go?

Handle animal for the familiar? (+8)

Spellbook and spells

0-level spells in spellbook

It says I start with all of them.

<http://www.d20srd.org/srd/spellLists/sorcererWizardSpells.htm#zeroLevelSorcererWizardSpells>

1-level

three spells from level one and +9 bonus spells

<http://www.d20srd.org/srd/classes/sorcererWizard.htm#wizard>

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Alarm

Grease

Comprehend language

Shocking grasp

Animate rope

Summon monster 1 (heighten spell)

Identify (I guess)

Disguise Self

Ventriloquism

Silent image (or burning hands?)

Chill touch (Two touch spells?)

Sleep (or perhaps I will go with Magic aura instead?)

2-level

Protection from arrows

Whispering wind

3-level

Fireball

Major image (or suggestion)

4-level

Srying

Dimension door (or stoneshape or illusionary wall)

5-level

major creation (Teleportation)

Telekensis (but really there are so many other alternativves I will have to check on what I want to play)

Spellslots

<http://www.d20srd.org/srd/classes/sorcererWizard.htm#wizard>

Base

0-lvl: 4, 1-lvl:3, 2-lvl:2, and 3-lvl:1

<http://www.d20srd.org/srd/theBasics.htm#intelligenceInt>

In addition bonus

1-lvl:3, 2,3,4,5-lvl:2, and 6,7,8,9-lvl:1

Which means I have: 3 zero-level spells, 6 level one spells, 4 level two spells, 3 level three spells, 2 level four spells, 2 level five spells, 1 level six spell, 1 level seven spell, 1 level eight spell, and 1 level nine spell or spell slots that I can use daily.

I don't get the chart for here <http://www.d20srd.org/srd/classes/sorcererWizard.htm#wizard> for throwing saves so I will just add the ability modifiers here.

For the fortitude saving throw one adds the Str modifier: -2

For reflex we have Dex modifier: -1

Will needs Wis modifier: +3

I will probably need help with these:

Hit points: hit die is d4 and I suppose the Con modifier adds to this as well.

Armor class: so like 10 + the size modifier (small) +1 and like I don't think a cloak even has like ac but I guess it could be like +1 again and then -1 for the dex modifier, which is = 11 in ac lol.

Okay, there is probably more that I forgot and I will need to clarify this sheet before its done but it least its a start.

Backstory

Rosy cheeks was the daughter to a prominate unicorn stallion mage who lived in the now occupied areas of Equestria. When the changelings attacked, her father was killed and her mother and her was taken prisoners in a hive. In the hive or somewhere on the way, she and her mother were raped by changelings. She and her mother were seperated later in the hive.

She lived there for a couple of years until one day she got angry at the changelings and threw a fireball at them. In that moment she gained her cutie mark, a swirling flame (which I might draw a picture of).

The changling hive she was kept in, was a smaller one or whatever it was and it was built on inflammable ground or partially by such material so it caught fire. The whole thing burnt down and most of the changelings in this minor hive died or whatever. Rosy escaped during this and took away from this experince that it was her destiny to destory the changelings so she changed her name to something that she hoped changlings would come to fear.

She was later found by a black hoof squad that were out on a mission. They had the mission of rescuing her father since he was great or maybe not regardless they see her potential or.... The point is she ends up in the Canterlot universitety as a student.

There she learns about how thsi all came to be and she comes to the conclusions that new mareland betrayed Equestria but that in this moment when half of Equestria is occupied it doesn't matter.

She is quickly notedby the university staff as a prodigy in magic but also hard to control. Many times she disobeys her teachers and wanders across the border into changling territory on "missions" of her own. After too many times of disobedince she is sent to New Mareland next to the griffin territory. This is done because they want her not to cause any more problems with the truce between the changelings and the ponies by causing trouble on their side.

The authorities of New Mareland let Inferno of the hook for a crime she did. Let's say she went over the border and killed a few changelings or something. They let her of the hook just because she is such a prodigy so they don't want her potential to go to waste. Therefore they moved her to the griffin border and sent a mage of their own to supervise her while she does missions for the black hooves.

So she starts this campagin by sitting on train in the company with her supervisor, a female wizard npc from the black hoofs, and her familar the snek, which is just a constrictor medium animal <http://www.d20srd.org/srd/monsters/snake.htm#viperSnake> .

Apperence.

Her mane is oak brown and goes back into a ponytail. Her fur is white and she got green eyes. She has a very small frame only her ass is wide and thick with fat nd her big head of course.

She wears a plain black cloak with a hoodie and large symbol of the sun on her back.

She also has two saddle bags on each side of her: One for her book and one for other things such as food, material components to her spells, and money purse.

I don't know how snek looks like yet.