

Harold

NAME

Point10

CLASS

EXPERIENCE

1

1000

Character Level

NEXT LEVEL

Matthew Napier

PLAYERNAME

Human

RACE

Medium

SIZE

6' 1"

HEIGHT

165 lbs.

WEIGHT

15

Male

GENDER

Brown

EYES

Red, Frazzled

HAIR

0

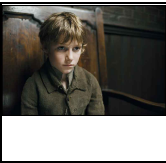
POINTS

Neutral Good

ALIGNMENT

VISION

0



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	12	+1	12	+1	12	+1
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	12	+1	12	+1	12	+1
CHA Charisma	14	+2	14	+2	14	+2

HP

hit points

9

AC

armor class

15

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

INITIATIVE

modifier

+3

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+1

REFLEX

(dexterity)

+5

WILL

(wisdom)

+1

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+3

RANGED

attack bonus

+4

GRAPPLE

attack bonus

+3

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3+2	20/x2	5 ft.

Crossbow, Light	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	19-20/x2	5 ft.
30 ft.	80 ft.	160 ft.	240 ft.	320 ft.	
TH	+4	+4	+2	+0	-2
Dam	1d8	1d8	1d8	1d8	1d8
Special Properties					

Dagger	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	PS	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam	To Hit	Dam
1H-P	+3	1d4+2	2W-P-(OH)	-3	1d4+2
1H-O	-1	1d4+1	2W-P-(OL)	-1	1d4+2
2H	+3	1d4+2	2W-OH	-5	1d4+1
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+4	+2	+0	-2	-4
Dam	1d4+2	1d4+2	1d4+2	1d4+2	1d4+2
Special Properties					

*Rapier	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	18-20/x2	5 ft.
To Hit	Dam	To Hit	Dam	To Hit	Dam
1H-P	+3	1d6+2	2W-P-(OH)	-3	1d6+2
1H-O	-1	1d6+1	2W-P-(OL)	-1	1d6+2
2H	+3	1d6+3	2W-OH	-7	1d6+1
Special Properties					

\*: weapon is equipped  
1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Leather	Light	+2	+6	+0	10

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	4/2
Acrobatics	DEX	8	= 3	+ 4.0	+ 1
Appraise	INT	3	= 3	+ +	
Athletics	STR	6	= 2	+ 4.0	+ +
Craft (Untrained)	INT	3	= 3	+ +	
Deception	CHA	7	= 2	+ 4.0	+ 1
Endurance	CON	1	= 1	+ +	
Gather Information	CHA	2	= 2	+ +	
Heal	WIS	1	= 1	+ +	
Linguistics	INT	7	= 3	+ 4.0	+ +
Perception	WIS	5	= 1	+ 4.0	+ +
Persuasion	CHA	2	= 2	+ +	
Ride	DEX	4	= 3	+ +	+ 1
Sense Motive	WIS	1	= 1	+ +	
Stealth	DEX	8	= 3	+ 4.0	+ 1
Survival	WIS	1	= 1	+ +	
Thievery	DEX	11	= 3	+ 4.0	+ 4
Use Rope	DEX	4	= 3	+ +	+ 1
			= +	+ +	
			= +	+ +	

✓: can be used untrained. X: exclusive skills. \*: Skill Mastery.

EQUIPMENT					
ITEM		LOCATION	QTY	WT	COST
Crossbow, Light		Carried	1	4.0	35.0
0 lbs.					
Dagger		Carried	1	1.0	2.0
Leather		Equipped	1	15.0	10.0
Rapier		Equipped	1	2.0	20.0
TOTAL WEIGHT CARRIED/VALUE				22 lbs.	67.0 gp

WEIGHT ALLOWANCE					
Light	58	Medium	116	Heavy	175
Lift over head	175	Lift off ground	350	Push / Drag	875

SPECIAL ATTACKS	
Warcraft	
+1 BAB	

SPECIAL QUALITIES	
<b>Augment Attack ~ Sneak Attack ( )</b> Sneak attack +1d8	
<b>Augment Attack ~ Sneak Attack Increased Damage d8</b>	
<b>Augment Bonus ~ Long Practice</b> may add (Con Mod) to his or her effective (Dex Mod) when using Dex-based skills	
<b>Awareness</b> (6 CP) You suffer no defensive penalties when you're surprised. You retain your Dexterity bonus when caught flat-footed or attacked by an invisible assailant and save without penalty against surprises.	
<b>Awareness ~ Danger Sense</b> (+1 CP) provides a +1 bonus on AC against trap attacks and on Reflex saves caused by traps. You may purchase this multiple times.	
<b>Awareness ~ Defensive</b> (+3 CP) permits you to take a defensive action when surprised. You may take a Free Action and activate any abilities used solely to defend yourself (such as Expertise or Dodge), but not those which affect anyone else or affect your combat abilities in other ways.	
<b>Contacts</b>	
<b>Disadvantage - Broke</b> You start with only a third of the usual cash and equipment you would be entitled to by your level. You may have continuing money problems as well if you add Obligations, Compulsive, or a similar flaw.	
<b>Disadvantage - History</b> The player has a few pages of notes for the GM about the character's history, personality, and goals. This should include some mention of friends and family, old enemies or allies, and where the character got his or her training or equipment. The GM should to allow the player several sessions to come up with it all.	
<b>Disadvantage - Irreverent</b> You are fundamentally unable to accept the "divinity" of gods. You recognize their might and may even see one as a patron, but worship just isn't part of your nature' they're just really powerful people to you. While gods generally forego directly smiting you, none of them will grant you divine magic and many clerics have a problem with you.	
<b>Duties (+2)</b> A character with Duties has extensive obligations. These restrict his or her time and freedom of action, as well as draining his or her resources, but also mean getting a lot of practice or extra training. This typically includes Druids, Clerics, and Paladins. Ignoring your duties brings on various penalties. Strangely, this continues until the GM feels you have enough penalties to equal the points you got from Duties.	
<b>Evasive</b>	
<b>Fast Learner (+1)</b> Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.	
<b>Immunity ~ Divination</b> Common, Minor, Minor/effects of up to level three, 4 CP	
<b>Restrictions (+1)</b>	
<b>Save ~ Reflex (, )</b> Increases the Reflex Save	
<b>Skill Focus +3 (Thievery)</b> +3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.	

FEATS	
<b>Feat Conversion to CP ~ 6 (, , )</b> Covert regular feat to Character Points	

PROFICIENCIES	
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halbspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Rapier, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike	

LANGUAGES	
Celestial, Common, Draconic, Telepathy	

TEMPLATES
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## Notes:

Character Sheet Notes: