

Felix Evander

NAME
Point2 1000
CLASS EXPERIENCE
2 3000
Character Level NEXT LEVEL

Matt Keffer

PLAYERNAME
Illan Medium
RACE SIZE
14 Male
AGE GENDER

DEITY
5' 3" 110 lbs.
HEIGHT WEIGHT
Brown Brown,
EYES HAIR

Neutral Good

ALIGNMENT

VISION

-1

POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED			
STR Strength	12	+1	12	+1	12	+1	17								Walk 30 ft.			
DEX Dexterity	12	+1	12	+1	12	+1	AC armor class	15	14	11	10	4	0	1	0	0	0	
CON Constitution	14	+2	14	+2	14	+2	TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	
INT Intelligence	16	+3	16	+3	16	+3	INITIATIVE modifier		+1	+1	+0	TOTAL		DEX MODIFIER	MISC MODIFIER	MISS CHANCE		
WIS Wisdom	16	+3	16	+3	16	+3	BASE ATTACK bonus		+1						ARCANE SPELL FAILURE		ARMOR CHECK PENALTY	SPELL RESIST
CHA Charisma	14	+2	14	+2	14	+2												

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	+1	+2	+0	+0	+0		
REFLEX (dexterity)	+4	+1	+1	+0	+2	+0		
WILL (wisdom)	+7	+4	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	+1	+1	+0	+0	+0	
RANGED attack bonus	+2	+1	+1	+0	+0	+0	
GRAPPLE attack bonus	+2	+1	+1	+0	+0	+0	

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

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+2	1d4+1	2W-P-(OH)	-4	1d4+1	
1H-O	-2	1d4	2W-P-(OL)	-2	1d4+1	
2H	+2	1d4+1	2W-OH	-6	1d4	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+2	+0	-2	-4	-6	
Dam	1d4+1	1d4+1	1d4+1	1d4+1	1d4+1	

Special Properties

*Quarterstaff		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+2		1d6+1				

*: 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
*Chain Shirt	Light	+4	+4	-2	20

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/2.5 MISC MODIFIER
✓ Acrobatics	DEX	-1	= 1	+	+	-2
✓ Appraise	INT	3	= 3	+	+	
✓ Athletics	STR	-1	= 1	+	+	-2
✓ Craft (Untrained)	INT	3	= 3	+	+	
✓ Deception	CHA	7	= 2	+	5.0	+
✓ Endurance	CON	0	= 2	+	+	-2
✓ Gather Information	CHA	2	= 2	+	+	
✓ Heal	WIS	3	= 3	+	+	
✓ Perception	WIS	8	= 3	+	5.0	+
✓ Persuasion	CHA	2	= 2	+	+	
× Psychic (Apport)	INT	9	= 3	+	6.0	+
× Psychic (Empathy)	WIS	4	= 3	+	1.0	+
× Psychic (Mental Contact)	CHA	10	= 2	+	6.0	2
× Psychic (Mind Reading)	CHA	8	= 2	+	6.0	+
× Psychic (Precognition)	WIS	3	= 3	+	+	
× Psychic (Psychic Blast)	CHA	8	= 2	+	6.0	+
× Psychic (Psychic Sense)	WIS	3	= 3	+	+	
× Psychic (Psychic Shield)	WIS	5	= 3	+	+	2
× Psychic (Remote Viewing)	WIS	5	= 3	+	2.0	+
× Psychic (Sense Minds)	WIS	4	= 3	+	1.0	+
× Psychic (Teleport)	INT	9	= 3	+	6.0	+
✓ Ride	DEX	1	= 1	+	+	
✓ Sense Motive	WIS	3	= 3	+	+	
✓ Stealth	DEX	-1	= 1	+	+	-2
✓ Survival	WIS	3	= 3	+	+	
✓ Thievery	DEX	1	= 1	+	+	
✓ Use Rope	DEX	1	= 1	+	+	
			=	+	+	
			=	+	+	

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Chain Shirt	Equipped	1	25.0	100.0	
Dagger	Carried	1	1.0	2.0	
Scholar's Outfit	Equipped	1	6.0	5.0	
Quarterstaff	Equipped	1	4.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			30 lbs. 107.0 gp		

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

SPECIAL ATTACKS	
Spirit Weapon ~ Damage Increase	Increases the damage as Martial Arts. Damage 1d6
Warcraft	+1 BAB

SPECIAL QUALITIES	
Ability Focus ~ Specific Ability (Telepathy Psychic Skills)	You add +2 to the DC of resisting one of your specific abilities, such as a breath weapon, special ability, particular spell, or specific poison.
Adept (Psychic (Mental Contact), Psychic (Mind Reading), Psychic (Psychic Blast), Psychic (Teleport))	Choose four related skills that only cost 1/2 a Character Point for each skill rank.
Armor Proficiency (Light)	Proficient with Light Armors
Disadvantage - Dependent	There is something you just have to have to function effectively. You could be addicted to a drug, rely on a special talisman, require constant support and encouragement, or simply be so confused that you need someone to tell you what to do. Unless there's a specific effect involved this defaults to a -3 penalty on your rolls.
Disadvantage - Hallucinations, Flashbacks, and Visions	Your version of reality doesn't always agree with that of those about you. While this is common enough with respect to details, in your case it may extend to things like whether it's daytime. More commonly, and most dangerously, you may simply see a distorted version of what everyone else sees. This is up to the GM, but the occasional Will save (DC 18) is suggested, or you may react in a radically different manner than those about you.
Disadvantage - Insane	You're out of your mind. This is usually limited to particular situations or subjects, leaving you sane enough most of the time, but when that trigger comes up you become completely irrational. This most commonly shows up as phobias (darkness or a class of creature are favorites), but there are innumerable ways to go a little off your rocker.
Duties (+2)	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.
Finesse (Wisdom replaces Dexterity for Reflex)	(6 CP). A character with Finesse may replace one attribute modifier with another in some fairly common situation, such as for a particular saving throw.
Fortune ~ Defiant	The ever-useful Fortune feat gives the character the ability to entirely ignore certain effects on a successful save. If a spell or effect has an entry such as "Fort Partial" or "Ref half," this feat works.
Journeyman ~ Skill	A Journeyman may purchase some type of ability (often skills or spellcasting) as if he or she were one level higher, increasing the usual (Level + 3) cap.
Mystic Link (Aleis's necklace)	A character with Mystic Link has an occult bond with someone or something. He or she may sense the target or the direction it lies in.
Occult Skill ~ Psychic Ability ~ Clairsentience	You have the potential to learn clairsentience skills.
Occult Skill ~ Psychic Ability ~ Psychoportation	You have the potential to learn psychoportation skills.
Save ~ Fortitude ()	Increases the Fortitude Save by +1
Save ~ Reflex ()	Increases the Reflex Save by +1
Save ~ Will (, ,)	Increases the Will Save by +4
Specialized ~ Half Cost (6 to 3) (Journeyman ~ Skill)	
Spirit Weapon ~ Exotic Appearance	(+3 CP) upgrades the Spirit Weapon to look like almost anything the user desires, such as #Bolts of Black Lighting# rather than a short bow.
Spirit Weapon ~ Ranged (Energy)	(6 CP for melee, 9 CP for ranged). With Spirit Weapon, the character may manifest a personal-use weapon which does subdual or lethal damage. The character picks either subdual or physical, not both, and the user also chooses slashing, piercing, crushing, a magical energy type, or a non-magical energy for the damage type. Most characters who take this also purchase Imbuement (page 53). The weapon may be any the user is proficient with including unarmed strikes. Unarmed strikes bought with the Spirit Weapon power are considered armed attacks. Spirit Weapon damage may be upgraded as per Martial Arts., Damage dealt 1d6
Weapon Prof ~ All Simple Weapons	Grants Proficiency with all simple weapons.
Illan Racial	+1 skill point per level for psychic abilities
Occult Skill ~ Psychic Ability	You have the potential to acquire psychic feats and skills.
Occult Skill ~ Psychic Ability ~ Telepathy	You have the potential to learn telepathy skills.

FEATS	
Feat Conversion to CP ~ 6 (, ,)	Covert regular feat to Character Points

PROFICIENCIES

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

LANGUAGES

Common, Elven, Gnomish, Low Common

TEMPLATES

Notes:

Character Sheet Notes: