

Dragonkin Reg1

NAME

Mon7 Ftr3

45000

CLASS

10

Character Level

NEXT LEVEL

PLAYERNAME

Dragonkin

Large

RACE

0

AGE

Male

GENDER

DEITY

0' 0"

0 lbs.

HEIGHT

WEIGHT

EYES

HAIR

Chaotic Evil

ALIGNMENT

Darkvision (60')

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

26

+8

26

+8

26

+8

DEX

Dexterity

18

+4

18

+4

18

+4

CON

Constitution

19

+4

19

+4

19

+4

INT

Intelligence

14

+2

14

+2

14

+2

WIS

Wisdom

16

+3

16

+3

16

+3

CHA

Charisma

13

+1

13

+1

13

+1

VP

Vitality

118

WOUNDS/CURRENT HP

WP

Wound Points

19

DAMAGE REDUCTION

SPEED

Walk 30 ft., Fly 30 ft.

AC

armor class

26

TOTAL

22

FLAT

15

TOUCH

10

BASE

5

ARMOR BONUS

0

SHIELD BONUS

4

STAT

-1

SIZE

8

NATURAL

0

MISC

MISS CHANCE

ARCANE SPELL FAILURE

-4

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

modifier

+8

TOTAL

+4

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

bonus

+10/+5

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+9

=

+5

+

+4

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+10

=

+6

+

+4

+

+0

+

+0

+

WILL

(wisdom)

+9

=

+6

+

+3

+

+0

+

+0

+

MELEE

attack bonus

+17/+12

=

+10/+5

+

+8

+

-1

+

+0

+

+0

+

RANGED

attack bonus

+13/+8

=

+10/+5

+

+4

+

-1

+

+0

+

+0

+

GRAPPLE

attack bonus

+22/+17

=

+10/+5

+

+8

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

+17/+12

DAMAGE

1d4+8

CRITICAL

20/x2

*Greatsword +2 (Large)

CURRENT HAND

Both

TYPE

S

SIZE

L

CRITICAL

17-20/x2

To Hit

Dam

2W-P-(OH)

N/A

2W-P-(OL)

N/A

2W-OH

N/A

1H-P

N/A

N/A

1H-O

N/A

N/A

2H

+20/+15

3d6+16

Special Properties

*Foreclaw

CURRENT HAND

Primary

TYPE

S

SIZE

L

CRITICAL

20/x2

TOTAL ATTACK BONUS

+17/+17

DAMAGE

1d6+8

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

*Chain Hauberk

Medium

+5

+4

-4

20

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	13/6.5	MISC MODIFIER
✓ Appraise	INT	2	=	2	+	+	
✓ Balance	DEX	0	=	4	+	+	-4
✓ Bluff	CHA	1	=	1	+	+	
✓ Climb	STR	4	=	8	+	+	-4
✓ Concentration	CON	4	=	4	+	+	
✓ Craft (Untrained)	INT	2	=	2	+	+	
✓ Diplomacy	CHA	1	=	1	+	+	
✓ Disguise	CHA	1	=	1	+	+	
✓ Escape Artist	DEX	0	=	4	+	+	-4
✓ Forgery	INT	2	=	2	+	+	
✓ Gather Information	CHA	1	=	1	+	+	
✓ Heal	WIS	3	=	3	+	+	
✓ Intimidate	CHA	14	=	1	+	13.0	+
✓ Jump	STR	4	=	8	+	+	-4
✓ Listen	WIS	3	=	3	+	+	
✓ Ride	DEX	4	=	4	+	+	
✓ Search	INT	2	=	2	+	+	
✓ Sense Motive	WIS	3	=	3	+	+	
✓ Sneak	DEX	4	=	4	+	+	
✓ Sneak (Hide)	DEX	-4	=	4	+	+	-8
✓ Spot	WIS	16	=	3	+	13.0	+
✓ Survival	WIS	7	=	3	+	4.0	+
✓ Survival (Tracking)	WIS	7	=	3	+	4.0	+
✓ Swim	STR	0	=	8	+	+	-8
✓ Use Rope	DEX	4	=	4	+	+	
			=		+	+	
			=		+	+	

✓: can be used untrained. X: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Chain Hauberk	Equipped	1	40.0	250.0	
Greatsword +2 (Large)	Equipped	1	16.0	8400.0	
Foreclaw	Equipped	1	0.0	0.0	
Outfit (Explorer's/Large)	Equipped	1	8.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			56 lbs.	8650.0 gp	

WEIGHT ALLOWANCE					
Light	613	Medium	1226	Heavy	1840
Lift over head	1840	Lift off ground	3680	Push / Drag	9200

SPECIAL ABILITIES	
Class Defense=4 (Armor)	
Detect Magic	
Monstrous Humanoid Traits	
Monstrous Humanoids eat/sleep/breathe	
Rake 1d6+2	
Touch AC+2	

FEATS	
Fleet of Foot - Malhavoc	+10 feet bonus to ground speed
Flyby Attack	When flying, the creature can take a move action (including a dive) and another standard action at any point during the move.
Improved Critical (Greatsword)	When using the weapon you selected, your threat range is doubled.
Improved Initiative	You get a +4 bonus on initiative checks.
Improved Natural Armor	creature's natural armor bonus increases by 1.
Improved Toughness	Gain hp equal to your current HD
Weapon Focus (Greatsword)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization* (Greatsword)	+2 bonus to damage rolls with one weapon
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Foreclaw, Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Draconic, Halfling

TEMPLATES
Truename

Notes:

Character Sheet Notes: