

Benley

NAME

Point1 Buy1

1000

CLASS

EXPERIENCE

2

3000

Character Level

NEXT LEVEL

Ian Stambaugh

PLAYERNAME

Human

Medium

6' 0"

175 lbs.

VISION

15

Male

AGE

GENDER

EYES

HAIR

POINTS

Neutral Good

ALIGNMENT

VISION

POINTS



ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

16

+3

16

+3

16

+3

DEX

Dexterity

16

+3

16

+3

16

+3

CON

Constitution

12

+1

12

+1

12

+1

INT

Intelligence

14

+2

14

+2

14

+2

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

14

+2

14

+2

14

+2

HP

hit points

11

WOUNDS/CURRENT HP

11

AC

armor class

15

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANGE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE

modifier

+3

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+4

SPEED

Walk 30 ft.

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+3

=

+2

+

+1

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+9

=

+4

+

+3

+

+0

+

+2

+

+0

+

RANGED

attack bonus

+9

=

+4

+

+3

+

+0

+

+2

+

+0

+

GRAPPLE

attack bonus

+9

=

+4

+

+3

+

+0

+

+2

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+9

1d8+3

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

+9

1d4+3

2W-P-(OH)

+3

1d4+3

1H-O

+5

1d4+1

2W-P-(OL)

+5

1d4+3

2H

+9

1d4+3

2W-OH

+1

1d4+1

10 ft.

20 ft.

30 ft.

40 ft.

50 ft.

TH

+9

+7

+5

+3

+1

Dam

1d4+3

1d4+3

1d4+3

1d4+3

1d4+3

Special Properties

*Scimitar

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

18-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+9

1d6+3

2W-P-(OH)

+3

1d6+3

1H-O

+5

1d6+1

2W-P-(OL)

+5

1d6+3

2H

+9

1d6+4

2W-OH

-1

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

5/2.5

Acrobatics

DEX

7

=

3

+

4.0

+

Appraise

INT

2

=

2

+

+

Athletics

STR

7

=

3

+

4.0

+

Craft (Untrained)

INT

2

=

2

+

+

Deception

CHA

2

=

2

+

+

Endurance

CON

1

=

1

+

+

Gather Information

CHA

2

=

2

+

+

Heal

WIS

1

=

1

+

+

Martial Arts

4

=

0

+

4.0

+

Perception

WIS

5

=

1

+

4.0

+

Persuasion

CHA

2

=

2

+

+

Ride

DEX

3

=

3

+

+

Sense Motive

WIS

1

=

1

+

+

Stealth

DEX

5

=

3

+

2.0

+

Survival

WIS

1

=

1

+

+

Thievery

DEX

3

=

3

+

+

Use Rope

DEX

3

=

3

+

+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Dagger	Carried	1	1.0	2.0	
Leather	Equipped	1	15.0	10.0	
Explorer's Outfit	Equipped	1	8.0	10.0	
Scimitar	Equipped	1	4.0	15.0	
TOTAL WEIGHT CARRIED/VALUE			20 lbs.	37.0 gp	

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

SPECIAL ATTACKS	
Augment Attack ~ Skirmish () Skirmish attack +1d6	
Martial Arts (, ,) Unarmed Damage 1d8, A character is considered armed when using unarmed combat so long as he or she places at least 3 CP in this ability. He or she gains a base damage of 1d4 with unarmed attacks. Each +3 CP invested after that increases the damage by one die type (d6/d8/d10/d12), up to a maximum of 1d12 at 15 CP.	
Warcraft +4 BAB	

SPECIAL QUALITIES	
Armor Proficiency (Light) Proficient with Light Armors	
Disadvantage - Broke 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.	
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 - History 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.	
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.	
Save ~ Will (,) Increases the Will Save by +2	
Weapon Prof ~ All Simple and Martial Weapons Grants Proficiency with all simple and martial weapons.	
Witchcraft (,) 14 Power Points	
Healing This accomplishes a full day's worth of healing in a mere hour at a cost of 1 Power and grants a +5 bonus on any relevant checks (against disease or toxins). This is also used to throw off the effects of drugs and intoxicants with a flat duration. In emergencies, Witches may simply heal 1d4 hit points per Power spent up to a maximum of 3d4 hit points per round.	
Shadowweave Shadowweave manipulates light and darkness to craft minor illusions. Normally 1 Power grants 10 minutes of activity. Effects include will-o-the-wisps, cloaking (+6 to stealth and disguise rolls), various apparitions, spheres of darkness, blinding rays of light and hiding small actions - such as slipping out a dagger, picking a pocket, or a strike in combat (offers a +3 circumstance bonus to the user's roll). For +6 CP the user may expand his or her repertoire to level 2 (2 power) and 3 (4 power) illusion-casting effects (compare to the Sorcerer/Wizard list).	
Witchsight Sharpening or expanding the user's senses is a simple trick. In general, this affects one sense at a time, providing either a +6 bonus on relevant checks or some special capability (Darksight, Scent, etc). As a rule this costs 1 Power and lasts for about an hour. Witches may triple the effect by reducing the duration to a single round, allowing effects such as checking a meal for poison with the slightest taste.	

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

PROFICIENCIES	
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer	

LANGUAGES	
Common, Elven, Gnome	

TEMPLATES	
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Notes:

Character Sheet Notes: