

Heinrick Duval the Third

NAME

Appr6

CLASS

6

Character Level

15000

EXPERIENCE

21000

NEXT LEVEL

PLAYERNAME

Human

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

5' 8"

HEIGHT

EYES

ALIGNMENT

150 lbs.

WEIGHT

HAIR

VISION

-89

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP		SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED												
STR Strength	7	-2	7	-2	7	-2	HP hit points	42									Walk 30 ft.												
DEX Dexterity	12	+1	12	+1	12	+1	AC armor class	14	13	14	10	0	0	1	0	0	0	0	0										
TOTAL									FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST								
CON Constitution	13	+1	13	+1	13	+1	INITIATIVE		+1	+1	+0																		
INT Intelligence	20	+5	20	+5	20	+5	TOTAL		DEX MODIFIER		MISC MODIFIER																		
WIS Wisdom	15	+2	15	+2	15	+2	BASE ATTACK		bonus		+3																		
CHA Charisma	12	+1	12	+1	12	+1																							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	+2	+1	+0	+0	+0		
REFLEX (dexterity)	+3	+2	+1	+0	+0	+0		
WILL (wisdom)	+7	+5	+2	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+1	+3	-2	+0	+0	+0	
RANGED attack bonus	+4	+3	+1	+0	+0	+0	
GRAPPLE attack bonus	+1	+3	-2	+0	+0	+0	

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

*Adams 1854 Revolver				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	Ba	M	20/x0	5 ft.
TH	30 ft.	60 ft.	90 ft.					
	+5	+2	+0				-2	-4
Dam	2d8+1	2d8	2d8				2d8	2d8
Special Properties	6 cyl							

Metal Baton				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	Bl	M	19-20/x2	5 ft.
	To Hit	Dam			To Hit			Dam
1H-P	+1	1d6-2	2W-P-(OH)		-5			1d6-2
1H-O	-3	1d6-2	2W-P-(OL)		-3			1d6-2
2H	+1	1d6-2	2W-OH		-9			1d6-2
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

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	9/4.5
					RANKS	MISC MODIFIER
✓ Acrobatics	DEX	1	=	1	+	+
✓ Athletics	STR	-2	=	-2	+	+
✓ Concentration	CON	10	=	1	+	9.0
✓ Craft (Chemical)	INT	14	=	5	+	9.0
✓ Deception	CHA	1	=	1	+	+
✓ Decipher Script	INT	14	=	5	+	9.0
✓ Escape Artist	DEX	1	=	1	+	+
✓ Forgery	INT	5	=	5	+	+
✓ Gamble	WIS	2	=	2	+	+
✓ Gather Information	CHA	1	=	1	+	+
Investigate	INT	14	=	5	+	9.0
Knowledge (Earth and Life Sciences)	INT	12	=	5	+	5.0
Knowledge (History)	INT	11	=	5	+	4.0
Knowledge (Technology)	INT	16	=	5	+	9.0
✓ Navigate	INT	5	=	5	+	+
✓ Notice	WIS	2	=	2	+	+
✓ Operate Vehicle (Aircraft)	DEX	1	=	1	+	+
✓ Operate Vehicle (Ground Vehicles)	DEX	1	=	1	+	+
✓ Operate Vehicle (Watercraft)	DEX	1	=	1	+	+
✓ Perform (Act)	CHA	1	=	1	+	+
✓ Perform (Dance)	CHA	1	=	1	+	+
✓ Perform (Keyboards)	CHA	1	=	1	+	+
✓ Perform (Percussion Instruments)	CHA	1	=	1	+	+
✓ Perform (Sing)	CHA	1	=	1	+	+
✓ Perform (Stand-Up)	CHA	1	=	1	+	+
✓ Perform (Stringed Instruments)	CHA	1	=	1	+	+
✓ Perform (Wind Instruments)	CHA	1	=	1	+	+
✓ Persuasion	CHA	10	=	1	+	9.0
✓ Profession	WIS	11	=	2	+	9.0
✓ Research	INT	16	=	5	+	9.0
✓ Ride	DEX	1	=	1	+	+
✓ Search	INT	5	=	5	+	+
✓ Sense Motive	WIS	2	=	2	+	+
✓ Stealth	DEX	1	=	1	+	+
✓ Survival	WIS	2	=	2	+	+
✓ Treat Injury	WIS	2	=	2	+	+
✓ Use Rope	DEX	1	=	1	+	+
			=	+	+	
			=	+	+	

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Adams 1854 Revolver 0 lbs. 6 cyl	Equipped	1	2.0	15.0	
Attache Case 0 lbs.	Equipped	1	2.0	7.0	
Backpack 0 lbs.	Equipped	1	3.0	10.0	
Fake ID	Equipped	1	0.0	0.0	
Metal Baton	Carried	1	2.0	8.0	
Overcoat (Cloth)	Equipped	1	10.0	12.0	
Shirt (Average)	Carried	1	0.0	5.0	
TOTAL WEIGHT CARRIED/VALUE			9 lbs.	57.0 gp	

WEIGHT ALLOWANCE					
Light	26	Medium	53	Heavy	80
Lift over head	80	Lift off ground	160	Push / Drag	400

SPECIAL QUALITIES	
Summon Familiar An Apprentice has the ability to obtain a familiar. A familiar is magically linked to its master. In some sense, the familiar and the Apprentice who controls it are practically one being. That's why, for example, the Apprentice can cast a personal range spell on a familiar even though normally he can only cast such a spell on himself. A familiar is a magical beast, similar physically to the normal creature it resembles. However, a familiar grants special abilities to its master, as described below. A special ability granted by a familiar only applies when the Apprentice and the familiar are within 1 mile of each other. For all familiar special abilities based on the master's level count only Apprentice levels. Any levels from classes other than Apprentice are not included in this calculation unless specifically stated otherwise	

TALENTS	
Hand of the Apprentice As a standard action, you can summon a ghostly hand to do your bidding. This functions like mage hand with the following changes. When summoned, the hand can draw a weapon on your person as a free action. The hand can be directed to make a single attack against a foe within 30 feet, using your base attack bonus plus your Intelligence modifier for both attack and damage. The hand does not threaten foes and does not make attacks of opportunity. You must concentrate on the hand each round or it winks out, returning any item held to you before it disappears.	
Metamagic Mastery You can apply any metamagic feat that you know to a spell you are about to cast. This does not alter the level of the spell or the casting time. You can use this ability once per day.	
Significant Other	

FEATS	
Brew Potion See Text	
Personal Firearms Proficiency The character can fire any personal firearm without penalty	
Photographic Memory You can recall everything you've seen, read, or experienced perfectly. If you forget some detail your character should remember, you can ask the GM to remind you. You get a +2 bonus to any skill rolls for which rote memorization is useful (at the GM's judgment). Knowledge skills and Research should both always gain this bonus.	
Point Blank Shot The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet	
Simple Weapons Proficiency The character makes attack rolls with simple weapons normally	

PROFICIENCIES	
Adams 1854 Revolver, Brass Knuckles, Brown Bess, Cleaver, Club, Colt Lightning, Colt New Model Army, Colt Peacemaker, Colt Thunderer, Colt Walker Dagoon, Crossbow, Henry Rifle, Javelin, Knife, M 1816 Flintlock Musket, M 1842 Percussion Musket, Martini-Henry Carbine, Martini-Henry Rifle, Metal Baton, Percussion Revolver 1856, Pistol Whip, Pocket Deringer, Quarterstaff, Remington Double Derringer, Remington Pocket Pistol, Remington Single-Barrel, Rifle Butt, S W Schofield, Sap, Sharps Carbine, Sharps Pepperbox, Sharps Rifle, Spencer Carbine, Stun Gun, Tonfa, Unarmed Strike, Volcanic Navy Pistol 1854, Webley Mark, Webley RIC, Whip, Winchester Lever-Action, Winchester Model 1873	

LANGUAGES	
Cantonese	

TEMPLATES	
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Apprentice Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	6	6	5	3	0	0	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Daze	10	Will negates	Attack action	1 round	Close (25 ft.)	V,S,M	Yes	Enchantment [Mind-Affecting]	MSRD: msrdspells.rtf
<i>Effect:</i> Subject takes no actions for 1 round.					<i>Target:</i> One person		<i>Caster Level:</i> 1		
□□□□□ Detect Magical Aura			Attack action	Concentration, up to 1 minutes [D]	60ft.	V,S		Universal	MSRD: msrdspells.rtf
<i>Effect:</i> Detects spells, magic items within 60 ft.					<i>Target:</i> Quarter-circle emanating from you to the extreme of the range		<i>Caster Level:</i> 1		
□□□□□ Light		None	Attack action	10 minutes [D]	Touch	V,M/DF	No	Evocation [Light]	MSRD: msrdspells.rtf
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched		<i>Caster Level:</i> 1		
□□□□□ Mage Hand		No	Attack action	Concentration	Close (25 ft.)	V,S	No	Transmutation	MSRD: msrdspells.rtf
<i>Effect:</i> 5-pound telekinesis.					<i>Target:</i> Nonmagical, unattended object weighing up to 5 lb.		<i>Caster Level:</i> 1		
□□□□□ Message		None	Attack action	10 minutes	Medium (110 ft.)	V,S,F	No	Transmutation [Language-Dependent]	MSRD: msrdspells.rtf
<i>Effect:</i> Whispered conversation at distance.					<i>Target:</i> 1 creatures		<i>Caster Level:</i> 1		
□□□□□ Prestidigitation	10	See text	Attack action	1 hour	10ft.	V,S	No	Universal	MSRD: msrdspells.rtf
<i>Effect:</i> Perform minor tricks.					<i>Target:</i> See text		<i>Caster Level:</i> 1		
□□□□□ Read Magic			Attack action	10 minutes	Personal	V,S,F		Universal	MSRD: msrdspells.rtf
<i>Effect:</i> Read scrolls, spellbooks, and magical writing.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Resistance	10	Will negates (harmless)	Attack action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration	MSRD: msrdspells.rtf
<i>Effect:</i> Subject gains +1 on saving throws.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Burning Hands	11	Reflex half	Attack action	Instantaneous	10 ft.	V,S	Yes	Transmutation [Fire]	MSRD: msrdspells.rtf
<i>Effect:</i> 1d4 fire damage					<i>Target:</i> Semicircular burst of flames 10 ft. long, centered on your hands		<i>Caster Level:</i> 1		
□□□□□ Cause Fear	11	Will negates	Attack action	1d4 rounds	Close (25 ft.)	V,S	Yes	Necromancy [Fear,MSRD: msrdspells.rtf Mind-Affecting]	MSRD: msrdspells.rtf
<i>Effect:</i> One creature flees for 1d4 rounds.					<i>Target:</i> One living creature		<i>Caster Level:</i> 1		
□□□□□ Change Self			Attack action	10 minutes [D]	Personal	V,S		Illusion	MSRD: msrdspells.rtf
<i>Effect:</i> Changes the caster's appearance.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Comprehend Languages			Attack action	10 minutes	Personal	V,S,M/DF		Divination	MSRD: msrdspells.rtf
<i>Effect:</i> Understands all spoken and written languages.					<i>Target:</i> You		<i>Caster Level:</i> 1		
□□□□□ Feather Fall	11	Will negates (harmless) or Will negates (object)	See text	Until landing or 1 rounds	Close (25 ft.)	V	Yes (object)	Transmutation [Fire]	MSRD: msrdspells.rtf
<i>Effect:</i> Objects or creatures fall slowly.					<i>Target:</i> Any free-falling objects or creatures in a 10-ft. radius whose weight does not total more than 300 lb.		<i>Caster Level:</i> 1		
□□□□□ Hold Portal		None	Attack action	1 minutes	Medium (110 ft.)	V	No	Abjuration	MSRD: msrdspells.rtf
<i>Effect:</i> Holds door shut.					<i>Target:</i> One portal, up to 20 sq. ft.		<i>Caster Level:</i> 1		
□□□□□ Jump	11	Will negates (harmless)	Attack action	1 minutes [D]	Touch	V,S,M	Yes	Transmutation	MSRD: msrdspells.rtf
<i>Effect:</i> Subject gets bonus on Jump checks.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Mage Armor	11	Will negates (harmless)	Attack action	1 hours [D]	Touch	V,S,F	Yes (harmless)	Conjuration (Creation) [Force]	MSRD: msrdspells.rtf
<i>Effect:</i> Gives subject +4 Defense bonus.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Magic Missile		No	Attack action	Instantaneous	Medium (110 ft.)	V,S	Yes	Evocation [Force]	MSRD: msrdspells.rtf
<i>Effect:</i> 1d4+1 damage; 0 missiles.					<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart		<i>Caster Level:</i> 1		
□□□□□ Sleep	11	Will negates	Attack action	1 minutes	Medium (110 ft.)	V,S,M	Yes	Enchantment [Mind-Affecting]	MSRD: msrdspells.rtf
<i>Effect:</i> Put 2d4 HD of creatures into comatose slumber.					<i>Target:</i> Several living creatures within a 15-ft.-radius burst		<i>Caster Level:</i> 1		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Arcane Lock		None	Attack action	Permanent	Touch	V,S,M	No	Abjuration	MSRD: msrdspells.rtf
<i>Effect:</i> Magically locks a portal or chest.					<i>Target:</i> One door, cabinet, chest, or portal touched, up to 30 sq. ft. in size		<i>Caster Level:</i> 1		
□□□□□ Darkvision	12	Will negates (harmless)	Attack action	1 hours	Touch	V,S,M	Yes (harmless)	Transmutation	MSRD: msrdspells.rtf
<i>Effect:</i> See 60 ft. in total darkness.					<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
□□□□□ Glitterdust	12	Will negates (blinding only)	Attack action	1 rounds	Medium (110 ft.)	V,S,M	Yes	Conjuration (Creation)	MSRD: msrdspells.rtf
<i>Effect:</i> Blinds creatures, outlines invisible creatures.					<i>Target:</i> Creatures and objects within 10-ft. spread		<i>Caster Level:</i> 1		
□□□□□ Invisibility	12	Will negates (harmless) or Will negates (harmless, object)	Attack action	1 minutes [D]	Personal or touch	V,S,M	Yes (harmless) or Yes (harmless, object)	Illusion	MSRD: msrdspells.rtf
<i>Effect:</i> Subject is invisible for 10 min. or until it attacks.					<i>Target:</i> You or a creature or object weighing no more than 100 lb.		<i>Caster Level:</i> 1		
□□□□□ Knock		None	Attack action	Instantaneous [see text]	Medium (110 ft.)	V	No	Transmutation	MSRD: msrdspells.rtf
<i>Effect:</i> Opens locked or magically sealed door.					<i>Target:</i> One door, box, or chest with an area of up to 10 sq. ft.		<i>Caster Level:</i> 1		
□□□□□ See Invisibility		None	Attack action	10 minutes [D]	Medium (110 ft.)	V,S,M	No	Divination	MSRD: msrdspells.rtf
<i>Effect:</i> Reveals invisible creatures or objects.					<i>Target:</i> Cone		<i>Caster Level:</i> 1		

* =Domain/Speciality Spell

Apprentice Spells

Spider Climb

12 Will negates (harmless)

Attack action

10 minutes

Touch

V,S,M

Yes (harmless)

Transmutation

MSRD: msrdspells.rtf

Effect:
Grants ability to travel on walls and ceilings.

Target: Creature touched

Caster Level: 1

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Displacement	13	Will negates (harmless)	Attack action	1 rounds [D]	Touch	V,M	Yes (harmless)	Illusion	MSRD: msrdspells.rtf
Effect: Attacks miss subject 50% of the time.									
Fireball	13	Reflex half	Attack action	Instantaneous	Long (440 ft.)	V,S,M	Yes	Evocation [Fire]	MSRD: msrdspells.rtf
Effect: 1d6 damage, 20-ft. radius.									
Flaming Projectiles		None	Attack action	10 minutes	Close (25 ft.)	V,S,M	No	Transmutation [Fire]	MSRD: msrdspells.rtf
Effect: Projectiles deal +1d6 fire damage.									
Greater Magic Weapon	13	Will negates (harmless, object)	Attack action	1 hours	Close (25 ft.)	V,S,M/DF	Yes (harmless, object)	Transmutation	MSRD: msrdspells.rtf
Effect: +0.									
Haste	13	Fortitude negates (harmless)	Attack action	1 rounds	Close (25 ft.)	V,S,M	Yes (harmless)	Transmutation	MSRD: msrdspells.rtf
Effect: Extra attack action, additional move, and +2 Defense.									

* =Domain/Specialty Spell

Notes:

Character Sheet Notes: