

Harold

NAME

Poi10

CLASS

EXPERIENCE

1

1000

Character Level

NEXT LEVEL

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

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE (constitution)	+1	=	+0	+	+1	+	+0	+	+0	+	+0	+		
REFLEX (dexterity)	+5	=	+2	+	+3	+	+0	+	+0	+	+0	+		
WILL (wisdom)	+1	=	+0	+	+1	+	+0	+	+0	+	+0	+		

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE attack bonus	+2	=	+0	+	+2	+	+0	+	+0	+	+0	+		
RANGED attack bonus	+3	=	+0	+	+3	+	+0	+	+0	+	+0	+		
GRAPPLE attack bonus	+2	=	+0	+	+2	+	+0	+	+0	+	+0	+		

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

Crossbow, Light		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
TH	30 ft.	80 ft.	160 ft.	240 ft.	320 ft.	
	+3	+3	+1	-1	-3	
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	
1H-P	+2	1d4+2	2W-P-(OH)	-4	1d4+2	
1H-O	-2	1d4+1	2W-P-(OL)	-2	1d4+2	
2H	+2	1d4+2	2W-OH	-6	1d4+1	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+3	+1	-1	-3	-5	
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	
1H-P	-2	1d6+2	2W-P-(OH)	-8	1d6+2	
1H-O	-6	1d6+1	2W-P-(OL)	-6	1d6+2	
2H	-2	1d6+3	2W-OH	-12	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
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Matt

PLAYERNAME

Human

Medium

6' 1"

165 lbs.

RACE

SIZE

HEIGHT

WEIGHT

VISION

15

Male

Brown

Red, Frazzled

0

AGE

GENDER

EYES

HAIR

POINTS

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

HP  
hit points

5

AC  
armor class

13

10

13

10

0

0

3

0

0

0

0

0

0

0

0

0

0

INITIATIVE

+3

+3

+0

BASE ATTACK

+0

SKILL NAME		KEY ABILITY	SKILLS				MAX RANKS	4/2
			SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓	Acrobatics	DEX	3	=	3	+	+	
✓	Appraise	INT	3	=	3	+	+	
✓	Athletics	STR	6	=	2	+	4.0	+
✓	Bluff	CHA	6	=	2	+	4.0	+
✓	Concentration	CON	1	=	1	+	+	
✓	Craft (Untrained)	INT	3	=	3	+	+	
✓	Diplomacy	CHA	2	=	2	+	+	
	Disable Device	INT	7	=	3	+	4.0	+
✓	Disguise	CHA	2	=	2	+	+	
✓	Escape Artist	DEX	3	=	3	+	+	
✓	Gather Information	CHA	2	=	2	+	+	
✓	Heal	WIS	1	=	1	+	+	
✓	Intimidate	CHA	6	=	2	+	4.0	+
	Linguistics	INT	7	=	3	+	4.0	+
	Open Lock	DEX	7	=	3	+	4.0	+
✓	Perception	WIS	5	=	1	+	4.0	+
✓	Ride	DEX	3	=	3	+	+	
✓	Sense Motive	WIS	1	=	1	+	+	
	Sleight of Hand	DEX	7	=	3	+	4.0	+
✓	Stealth	DEX	7	=	3	+	4.0	+
✓	Survival	WIS	1	=	1	+	+	
✓	Use Rope	DEX	3	=	3	+	+	
					=	+	+	
					=	+	+	
✓: 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	
Rapier	Equipped	1	2.0	20.0	
TOTAL WEIGHT CARRIED/VALUE			7 lbs.	57.0 gp	

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

SPECIAL ATTACKS	
<b>Warcraft</b> +0 BAB	

SPECIAL QUALITIES	
<b>Disadvantage - Broke</b>	
<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>Disadvantage - Poor Reputation</b>	
<b>Save ~ Reflex (, )</b>	
Increases the Reflex Save	

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, 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	

TEMPLATES	
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## Notes:

Character Sheet Notes: