

Benley

NAME
Point2 Buy1 3000
CLASS EXPERIENCE
3 6000
Character Level NEXT LEVEL

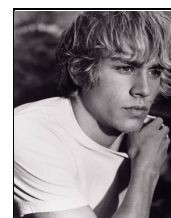
Ian Stambaugh

PLAYERNAME
Human Medium
RACE SIZE
15 Male
AGE GENDER

DEITY
6' 0" 175 lbs.
HEIGHT WEIGHT
Blue Blonde,
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	16	+3	16	+3	16	+3	21								Walk 30 ft.			
DEX Dexterity	16	+3	16	+3	16	+3	AC armor class	16	13	14	10	2	0	3	0	0	1	
CON Constitution	12	+1	12	+1	12	+1	TOTAL		FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	
INT Intelligence	14	+2	14	+2	14	+2	INITIATIVE modifier		+3	+3	+0	TOTAL		DEX MODIFIER	MISC MODIFIER			
WIS Wisdom	12	+1	12	+1	12	+1	BASE ATTACK bonus		+5									
CHA Charisma	14	+2	14	+2	14	+2												

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

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+10	+5	+3	+0	+2	+0	
RANGED attack bonus	+10	+5	+3	+0	+2	+0	
GRAPPLE attack bonus	+10	+5	+3	+0	+2	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+10	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	+10	1d4+3	2W-P-(OH)	+4		1d4+3		
1H-O	+6	1d4+1	2W-P-(OL)	+6		1d4+3		
2H	+10	1d4+3	2W-OH	+2		1d4+1		
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.			
TH	+10	+8	+6	+4	+2			
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	+10	1d6+3	2W-P-(OH)	+4		1d6+3		
1H-O	+6	1d6+1	2W-P-(OL)	+6		1d6+3		
2H	+10	1d6+4	2W-OH	+0		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	5/3
					RANKS	MISC MODIFIER
✓ Acrobatics	DEX	8	=	3	+ 5.0	+
✓ Appraise	INT	2	=	2	+	+
✓ Athletics	STR	8	=	3	+ 5.0	+
✓ Craft (Untrained)	INT	2	=	2	+	+
✓ Deception	CHA	2	=	2	+	+
✓ Endurance	CON	1	=	1	+	+
✓ Gather Information	CHA	2	=	2	+	+
✓ Heal	WIS	1	=	1	+	+
Martial Arts		5	=	0	+ 5.0	+
✓ Perception	WIS	6	=	1	+ 5.0	+
✓ Persuasion	CHA	2	=	2	+	+
✓ Ride	DEX	3	=	3	+	+
✓ Sense Motive	WIS	1	=	1	+	+
✓ Stealth	DEX	8	=	3	+ 5.0	+
✓ 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 Attack d6 ()	Skirmish attack +1d6
Augment Attack ~ Skirmish Attack d8 ()	Skirmish attack +1d8
Augment Attack ~ Sneak Attack d6 ()	Sneak 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	+5 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 ~ Fortitude ()	Increases the Fortitude Save by +1
Save ~ Reflex ()	Increases the Reflex Save by +1
Save ~ Will (, ,)	Increases the Will Save by +3
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: