

Arkansas Jones

NAME

Point3

CLASS

3/4

Character Level/ECL

7000

EXPERIENCE

10000

NEXT LEVEL

Max

PLAYERNAME

Illan

RACE

Medium

SIZE

6' 3"

HEIGHT

220 lbs.

WEIGHT

19

Male

GENDER

Blue

EYES

Brown,

HAIR

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

Low-light

VISION

-1

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
<b>STR</b> Strength	18	+4	18	+4	18	+4
<b>DEX</b> Dexterity	14	+2	14	+2	14	+2
<b>CON</b> Constitution	18	+4	18	+4	18	+4
<b>INT</b> Intelligence	12	+1	12	+1	12	+1
<b>WIS</b> Wisdom	14	+2	14	+2	14	+2
<b>CHA</b> Charisma	14	+2	14	+2	14	+2

WOUNDS/CURRENT HP

HP

66

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

AC

17

TOTAL

15

FLAT

13

TOUCH

10

BASE

4

ARMOR BONUS

0

SHIELD BONUS

2

STAT

0

SIZE

0

NATURAL

1

MISC

0

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

INITIATIVE

modifier

+2

TOTAL

+2

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+6/+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

**FORTITUDE**  
(constitution)

+4

=

+0

+

+4

+

+0

+

+0

+

+0

+

**REFLEX**  
(dexterity)

+2

=

+0

+

+2

+

+0

+

+0

+

**WILL**  
(wisdom)

+5

=

+3

+

+2

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

**MELEE**  
attack bonus

+8

=

+6

+

+4

+

+0

+

-2

+

+0

+

**RANGED**  
attack bonus

+6

=

+6

+

+2

+

+0

+

-2

+

+0

+

**GRAPPLE**  
attack bonus

+8

=

+6

+

+4

+

+0

+

-2

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8/+8	1d3+4	20/x2	5 ft.

*Keyblade +1 (Standard)		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
2H	+11/+11	1d10+7	2W-OH	N/A	N/A	
Special Properties						

*Claw		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+8/+8/+8		1d4+4				
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

\*Faerie Garb +3

TYPE

Light

AC

+4

MAXDEX

+8

CHECK

+0

SPELL FAILURE

0

SKILL NAME		KEY ABILITY	SKILLS				MAX RANKS	6/3
			SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER		
✓	Acrobatics	DEX	2	=	2	+	+	
✓	Appraise	INT	1	=	1	+	+	
✓	Athletics	STR	4	=	4	+	+	
✓	Craft (Untrained)	INT	1	=	1	+	+	
✓	Deception	CHA	2	=	2	+	+	
✓	Endurance	CON	4	=	4	+	+	
✓	Gather Information	CHA	2	=	2	+	+	
✓	Heal	WIS	2	=	2	+	+	
✓	Perception	WIS	8	=	2	+	4.0 + 2	
✓	Persuasion	CHA	2	=	2	+	+	
✗	Psychic (Apport)	INT	3	=	1	+	2.0 +	
✓ ✗	Psychic (Empathy)	WIS	2	=	2	+	+	
✓ ✗	Psychic (Mental Contact)	CHA	6	=	2	+	2.0 + 2	
✓ ✗	Psychic (Precognition)	WIS	2	=	2	+	+	
✓ ✗	Psychic (Psychic Sense)	WIS	2	=	2	+	+	
✓ ✗	Psychic (Psychic Shield)	WIS	4	=	2	+	+	2
✗	Psychic (Psychometry)	WIS	8	=	2	+	6.0 +	
✓	Ride	DEX	2	=	2	+	+	
✓	Sense Motive	WIS	2	=	2	+	+	
✓	Stealth	DEX	6	=	2	+	4.0 +	
✓	Survival	WIS	4	=	2	+	2.0 +	
✓	Thievery	DEX	6	=	2	+	4.0 +	
✓	Use Rope	DEX	2	=	2	+	+	
				=	+	+		
				=	+	+		
✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.								

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EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
<b>Faerie Garb +3</b>	Equipped	1	0.5	9151.0
<b>Keyblade +1 (Standard)</b>	Equipped	1	6.0	7300.0
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0
Special Backpack of Holding 0 lbs.	Equipped	1	0.0	0.0
Special Boots	Equipped	1	0.0	0.0
Claw	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			6.5 lbs.	16451.0 gp

WEIGHT ALLOWANCE			
Light	100	Medium	200
Lift over head	300	Lift off ground	600
		Heavy	300
		Push / Drag	1500

SPECIAL ATTACKS	
<b>Valor Form (Su)</b>	Valor Form is the first Drive that you become able to do. When you Drive into Valor Form, you gain numerous benefits. You gain a +4 bonus to both Strength and Dexterity, as well as a +4 bonus on Jump checks. In addition, if you own more than one keyblade or keychain, you are able to use both of them, gaining the benefit of the Two-Weapon Fighting feat even if you don't meet the prerequisites. If you don't have two keyblades, the Form creates a nonmagical, masterwork copy of the one you do have. When you Drive into Valor Form, you must have at least 30 points in your Drive Gauge. When you Drive into Valor Form, the Drive Gauge is reset to 30 points.
<b>Warcraft</b>	+6 BAB
<b>Keyblade</b>	Atk Penalty -0, Level Penalty -0, MP Loss -0, HP Loss -0

SPECIAL QUALITIES	
<b>Companion</b>	(6 CP). Used to gain familiars, psicrystals, animal companions, and sometimes mounts. Companion empowers a sidekick # usually an animal. You may choose to apply the standard d20 Druid#s Animal Companion bonuses, Wizard#s Familiar bonuses, Paladin#s Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.
<b>Corrupted ~ Decreased Cost ~ Six to Four (Equipage)</b>	
<b>Disadvantage - Hunted</b>	Someone's out to get you. You may be an outlaw, have personal enemies, or have been marked by some mystical entity. The nature of your foes should be decided in consultation with the GM. As a rule, you cannot simply confront your hunters and fight it out with them. They're either numerous, powerful, or secretive.
<b>Disadvantage - Obligations</b>	You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.
<b>Disadvantage - Unarmored</b>	You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.
<b>Duties (+2)</b>	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.
<b>Equipage ()</b>	A character with Equipage can always find minor items (With a maximum value of 2 gp per level per week) on his or her person. It does not matter if the character is locked naked in a dimensional vault; he or she can always locate the required goods. Sadly, all versions of Equipage are limited to things that the user can reasonable carry; normal humans cannot pull five tons of dirt out of their back pocket just because it's cheap.
<b>Equipage ~ Link</b>	(+3 CP) allows the user to bond with a specific item currently in his or her possession. From then on, the user may pull it out of nowhere on a moment#s notice.
<b>Equipage ~ Purchasing</b>	(+6 CP) allows the character to stuff money into his or her pockets and pull out gear in exchange. Availability is up to the GM, who may require Gather Information rolls or a similar check for exotic items.
<b>Fast Learner (+1)</b>	Actually purchased as a feat for 6 CP, this ability grants extra CP as the character rises in level. Specialized versions are available and encouraged. No one may take Fast Learner more than once unless it's been built into a template, race, or class by the Game Master.
<b>Occult Skill ~ Psychic Ability ~ Clairsentience</b>	You have the potential to learn clairsentience skills.
<b>Save ~ Will (, , )</b>	Increases the Will Save by +3
<b>Specialized ~ Half Cost ~ Six to Three (Companion)</b>	
<b>Weapon Prof ~ All Simple and Martial Weapons</b>	Grants Proficiency with all simple and martial weapons.
<b>Any Weapon Rod</b>	Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.
<b>Natural Weapon (Claw)</b>	You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.
<b>+4 racial bonus on saves against sleep and paralysis</b>	
<b>Familiar</b>	You have a familiar companion
<b>Illan Racial</b>	+1 skill point per level for psychic abilities
<b>Mental Link</b>	You are automatically in Mental Contact with your companions
<b>Occult Skill ~ Psychic Ability</b>	You have the potential to acquire psychic feats and skills.
<b>Occult Skill ~ Psychic Ability ~ Telepathy</b>	You have the potential to learn telepathy skills.

FEATS	
<b>Feat Conversion to CP ~ 6 (, , )</b>	Covert regular feat to six Character Points
<b>Wild Talent (Psychic (Apport), Psychic (Psychometry))</b>	You have the potential to learn the selected psychic skills.
<b>Dragonblood</b>	Sorcerer is a favored class for you. This is in addition to your favored class based on race.

### PROFICIENCIES

Axe (Throwing), Battleaxe, Chakram, Claw, 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, Draconic, Goblin

### TEMPLATES

## Notes:

Character Sheet Notes: