

NAME		PLAYERNAME		DEITY		ALIGNMENT
DKG4	6000	Human	Medium	6' 1"	165 lbs.	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
4	10000	17	Other			-1
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

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.

INDIVIDUAL DAMAGE				DAMAGE REDUCTION				SPEED				
0		WP Wound Points		14				Walk 30 ft.				
0	0	0	4	0	1	6		0	+0	0		
USE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST		
SKILLS							MAX RANKS		7/3.5			
SKILL NAME							KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER	
✓	Appraise						INT	2	= 2	+	+	
✓	Balance						DEX	4	= 4	+	+	
✓	Bluff						CHA	2	= 2	+	+	
✓	Climb						STR	4	= 4	+	+	
✓	Concentration						CON	9	= 2	+	7.0 +	
✓	Craft (Untrained)						INT	2	= 2	+	+	
✓	Diplomacy						CHA	7	= 2	+	5.0 +	
✓	Disguise						CHA	7	= 2	+	5.0 +	
✓	Escape Artist						DEX	4	= 4	+	+	
✓	Forgery						INT	2	= 2	+	+	
✓	Gather Information						CHA	2	= 2	+	+	
✓	Heal						WIS	0	= 0	+	+	
✓	Hide						DEX	4	= 4	+	+	
✓	Initiative						DEX	6	= 4	+	2.0 +	
✓	Intimidate						CHA	2	= 2	+	+	
✓	Jump						STR	4	= 4	+	+	
	Knowledge (Arcana)						INT	9	= 2	+	7.0 +	
✓	Listen						WIS	0	= 0	+	+	
✓	Move Silently						DEX	4	= 4	+	+	
✓	Perception						WIS	7	= 0	+	7.0 +	
✓ x	Psychic (Mental Contact)						CHA	9	= 2	+	+	7
✓	Ride						DEX	4	= 4	+	+	
✓	Sense Motive						WIS	2	= 0	+	2.0 +	
	Spellcraft						INT	11	= 2	+	7.0 +	2
	Spellcraft (Decipher spell on scroll)						INT	13	= 2	+	7.0 +	4
✓	Spot						WIS	0	= 0	+	+	
✓	Stealth						DEX	9	= 4	+	+	5
✓	Survival						WIS	0	= 0	+	+	
✓	Swim						STR	4	= 4	+	+	
✓	Use Computer						INT	2	= 2	+	+	
	Use Magic Device						CHA	9	= 2	+	7.0 +	
	Use Magic Device (Scroll)						CHA	11	= 2	+	7.0 +	2
✓	Use Rope						DEX	4	= 4	+	+	
									=	+	+	
										+	+	
✓: can be used untrained. x: exclusive skills												

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Longbow 0 lbs.	Carried	1	3.0	75.0	
Longsword	Equipped	1	4.0	15.0	
TOTAL WEIGHT CARRIED/VALUE			7 lbs.	90.0 gp	

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

SPECIAL ABILITIES	
Armored Dragon ~ May wear Light armor and bucklers with no arcane spell failure and is able to fly	
Breath Weapon ~ 1/day deal 4d6 fire damage DC 14 Reflex half, 30-foot cone	
Fire Resistance 5	

FEATS	
Improved Natural Armor	creature's natural armor bonus increases by 1.
Power Attack	You can subtract up to 4 from all melee attack rolls and apply same to all melee damage rolls.
Weapon Focus (Longsword)	+1 bonus on all attack rolls with selected weapon.
Weapon Specialization (Longsword)	+2 bonus on all damage rolls with selected weapon.
Your Sword With Power	When wielding a magical melee weapon, you may use that weapon to fire a magical force bolt as an attack action. In effect, your melee weapon can be used as a ranged weapon with a range increment of 30ft., using the normal rules for ranged weapons. Apply the weapon's magical enhancement as normal, but do not apply your Strength modifier or any bonuses or magical abilities which can only apply to melee weapons (such as Vorpal). You can only use this ability when your current hit point total is equal to at least fifty percent of your maximum.
Armor Proficiency (Heavy)	Armor Check Penalty applies normally.
Armor Proficiency (Light)	Armor Check Penalty applies normally.
Armor Proficiency (Medium)	Armor Check Penalty applies normally.
Martial Weapon Proficiency	Choose a type of martial weapon to be proficient.
Shield Proficiency	You can use a shield.
Simple Weapon Proficiency	Use simple weapons normally.
Tower Shield Proficiency	You can use a tower shield.

PROFICIENCIES

LANGUAGES
Common, Draconic, Orc

TEMPLATES
Truename

Rebalanced Dragon Knight Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	2	1	0	0	0	0
PER DAY	4	4	2	0	0	0	0

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Acid Splash	12	None	1 standard action	Instantaneous	Close (35 ft.)	V,S	No	Conjuration (Creation) [Acid]	PHB: pg.196
<i>Effect:</i> Orb deals 1d3 acid damage. <i>Target:</i> One missile of acid <i>Caster Level:</i> 4									
□□□□□ Caltrops	12	None	1 standard action	1 round/level	Close (35 ft.)	V,S	No	Conjuration (Creation)	SC: Pg.42
<i>Effect:</i> Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half. <i>Target:</i> See text <i>Caster Level:</i> 4									
□□□□□ Electric Jolt	12	None	1 standard action	Instantaneous	Close (35 ft.)	V,S	Yes	Evocation [Electricity]	SC: Pg.78
<i>Effect:</i> Ranged touch attack delivers 1d3 electric damage. <i>Target:</i> Ray <i>Caster Level:</i> 4									
□□□□□ Light	12	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
<i>Effect:</i> Object shines like a torch. <i>Target:</i> Object touched <i>Caster Level:</i> 4									
□□□□□ Message	12	None	1 standard action	10 minutes/level	Medium (140 ft.)	V,S,F	No	Transmutation [Language-Dependent]	PHB: pg.253
<i>Effect:</i> Whispered conversation at distance. <i>Target:</i> 1 creature/level <i>Caster Level:</i> 4									
□□□□□ Ray of Frost	12	None	1 standard action	Instantaneous	Close (35 ft.)	V,S	Yes	Evocation [Cold]	PHB: pg.269
<i>Effect:</i> Ray deals 1d3 cold damage. <i>Target:</i> Ray <i>Caster Level:</i> 4									

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Benign Transposition	13	None	1 standard action	Instantaneous	Medium (140 ft.)	V	No	Conjuration (Teleportation)	SC: Pg.27
<i>Effect:</i> Two target creatures instantly swap positions. <i>Target:</i> Two willing creatures of up to Large size <i>Caster Level:</i> 4									
□□□□□ Critical Strike	13	N/A	1 swift action	1 round	Personal	V	N/A	Divination	SC: Pg.56
<i>Effect:</i> If foe meets sneak attack criteria you deal an extra 1d6 points of damage and your weapon's threat range doubles, you gain +4 insight bonus to confirm critical hit. <i>Target:</i> You <i>Caster Level:</i> 4									

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animalistic Power	14	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution. <i>Target:</i> Creature touched <i>Caster Level:</i> 4									

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: