

Malcolm

NAME

Point3

CLASS

3/4

Character Level/ECL

10000

EXPERIENCE

10000

NEXT LEVEL

Mike

PLAYERNAME

Human

RACE

Medium

SIZE

5' 8"

HEIGHT

170 lbs.

WEIGHT

0

Male

GENDER

0

AGE

EYES

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
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	14	+2	14	+2	14	+2

HP

hit points

19

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

AC

armor class

18

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

15

14

10

4

0

3

0

0

1

0

0

0

INITIATIVE

modifier

+3

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK

bonus

+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+6

=

+4

+

+2

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

RANGED

attack bonus

+4

=

+1

+

+3

+

+0

+

+0

+

+0

+

GRAPPLE

attack bonus

+3

=

+1

+

+2

+

+0

+

+0

+

+0

+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3+2	20/x2	5 ft.

Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+3	1d3+2				
Special Properties					

*Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+3	1d6+3				
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
*Faerie Garb +3	Light	+4	+8	+0	0

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3
					RANKS	MISC MODIFIER
✓ Acrobatics	DEX	3	=	3	+	+
✓ Appraise	INT	3	=	3	+	+
✓ Athletics	STR	2	=	2	+	+
✓ Craft (Untrained)	INT	3	=	3	+	+
✓ Deception	CHA	5	=	2	+	3.0 +
✓ Endurance	CON	9	=	3	+	6.0 +
✓ Gather Information	CHA	2	=	2	+	+
✓ Heal	WIS	4	=	2	+	2.0 +
Knowledge (Arcana)	INT	9	=	3	+	6.0 +
Knowledge (Dungeoneering)	INT	5	=	3	+	2.0 +
✓ Perception	WIS	12	=	2	+	6.0 + 4
✓ Persuasion	CHA	8	=	2	+	6.0 +
✓ Ride	DEX	3	=	3	+	+
✓ Sense Motive	WIS	7	=	2	+	5.0 +
Speak Language(Abyssal, Dwarven)		2	=	0	+	2.0 +
Spellcraft	INT	11	=	3	+	6.0 + 2
✓ Stealth	DEX	3	=	3	+	+
✓ Survival	WIS	2	=	2	+	+
✓ Thievery	DEX	3	=	3	+	+
✓ Use Rope	DEX	3	=	3	+	+
			=	+	+	+
			=	+	+	+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Claw	Carried	1	0.0	0.0
Faerie Garb +3	Equipped	1	0.5	9151.0
Quarterstaff	Equipped	1	4.0	0.0
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0
Special Backpack of Holding	Equipped	1	0.0	0.0
Special Boots	Equipped	1	0.0	0.0
TOTAL WEIGHT CARRIED/VALUE			4.5 lbs.	9151.0 gp

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

DISADVANTAGES
Disadvantage - Hunted 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.
Disadvantage - Obligations 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.
Disadvantage - Unarmored You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.

TALENTS
Test Talent (Ex) Testing

SPECIAL ATTACKS
Extraordinary Ability (Ex) Testing
Psi Ability (Ps) Testing
Spell Like Ability (Sp) Testing
Supernatural Ability (Su) Testing
Warcraft +1 BAB

SPECIAL QUALITIES
Companion (6 CP). Used to gain familiars, psycrystals, 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.
Companion ~ Might (+6 CP) allows you to grant your companion the benefits of two Positive Levels (see page 86) or of a continuously active second level spell or psychic effect.
Companion ~ Storage (+6 CP) allows you to store a number of spell levels in the Companion equal to the Companion's Charisma. You may release the spells as if you were using a scroll, provided your Companion is touching or adjacent to you. For an additional +6 CP you or the companion may release a spell as if using a spell storing device.
Companion ~ Template (+6 CP) adds a template of up to +2 ECL to the companion. Only one Template can be applied to a given companion, but you may pay the cost multiple times to add a more powerful template. The ECL addition is cumulative up to a maximum of +6.
Corrupted ~ Decreased Cost ~ Six to Four (Companion, Companion ~ Might, Companion ~ Storage, Companion ~ Template)
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Disadvantage - Unarmored You refuse to use armor for some reason. Characters who already suffer major penalties for wearing armor can't take this disadvantage.
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.
Fast Learner (+1) 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.
Invocation Grants one bonus spell slot usable for any spell or power you can cast up to your current spell level limit in a particular progression. This goes up with the character, so it never becomes obsolete.
Restrictions
Save ~ Will (, ,) Increases the Will Save by +4
Specialist With Specialist, a character selects one magical specialty, usually an arcane school or a pair of divine domains. The character gains an extra spell slot of each spell level he or she can use of up to level 3. He or she may only memorize or cast spells using these slots with the chosen specialty. Characters may take this without selecting a magical specialty and put any spell in it, but this doubles the base cost as well as the cost of any improvements. Characters using Divine Magic need pay only half price for specialist.
Weapon Prof ~ A small group of Simple Weapons (Dagger, Quarterstaff, Dart, Sling) Grants Proficiency with selected weapons.
Wizard Spell Points (Total 26)
Any Weapon Rod 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.
Natural Weapon (Claw) 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.
+4 racial bonus on saves against sleep and paralysis
Earth Weightlessness You float approximately 1 inch off the ground. You will not set of weight based triggers.
Extraordinary Ability (Ex) Testing
Familiar You have a familiar companion
Mental Link You are automatically in Mental Contact with your companions
Psi Ability (Ps) Testing
Spell Like Ability (Sp) Testing

Familiar
You have the Spirit Elemental Familiar
Supernatural Ability (Su)
Testing
Wizard
Wizard Level 5, Casterlevel is 5

AT-WILL POWERS

At Will Power
Testing

Encounter Power
Testing

Daily Power
Testing

Utility Power
Testing

Feat Conversion to CP ~ 6 (, ,)
Covert regular feat to six Character Points
Dragonblood
Sorcerer is a favored class for you. This is in addition to your favored class based on race.
Alertness
You get a +2 bonus on all Listen checks and Spot checks.

Proficiencies
Claw, Dagger, Dart, Gauntlet, Grapple, Quarterstaff, Sling, Spells(Ray), Unarmed Strike

Languages
Abyssal, Common, Draconic, Dwarven, Elven, Giant, Terran

Templates

Point Buy 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	9	9	9	9	9	9	9	9	9	9

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 1	PHB: p.196
Amanuesis <i>Effect:</i> Copies 250 words per minute.	13	Will negates [object]	1 standard action	10 minute/level	Close (25 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 1	SC: p.9
Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].		None	1 standard action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level:</i> 1	PHB: p.201
Caltrop <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.		None	1 standard action	1 round/level	Close (25 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 1	SC: p.42
Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	1 standard action	1 minute/level [D]	Medium (110 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 1	PHB: p.216
Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	13	Will negates	1 standard action	1 round	Close (25 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 1	PHB: p.217
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level:</i> 1	PHB: p.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Divination <i>Caster Level:</i> 1	PHB: p.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 1	PHB: p.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 1	SC: p.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	13	Fortitude negates	1 standard action	Instantaneous	Close (25 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 1	PHB: p.232
Ghost Sound <i>Effect:</i> Figment sounds.	13	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (25 ft.)	V,S,M	No	Illusion (Figment) <i>Caster Level:</i> 1	PHB: p.235
Launch Bolt <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.		None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation <i>Caster Level:</i> 1	SC: p.130
Launch Item <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.		None	1 standard action	Instantaneous	Touch	S	No	Transmutation <i>Caster Level:</i> 1	SC: p.130
Light <i>Effect:</i> Object shines like a torch.		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 1	PHB: p.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	1 standard action	Concentration	Close (25 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 1	PHB: p.249
Mending <i>Effect:</i> Makes minor repairs on an object.	13	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 1	PHB: p.253
Message <i>Effect:</i> Whispered conversation at distance.		None	1 standard action	10 minutes/level	Medium (110 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 1	PHB: p.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	13	Will negates (object)	1 standard action	Instantaneous	Close (25 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 1	PHB: p.258
Prestidigitation <i>Effect:</i> Performs minor tricks.	13	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 1	PHB: p.264
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 1	PHB: p.269
Read Magic <i>Effect:</i> Read scrolls and spellbooks.		None	1 standard action	10 minutes/level	Personal	V,S,F	No	Divination <i>Caster Level:</i> 1	PHB: p.269
Repair Minor Damage <i>Effect:</i> Repair a construct 1 point of damage.		None	1 standard action	Instantaneous	Touch	V,S	No	Transmutation <i>Caster Level:</i> 1	SC: p.173
Resistance <i>Effect:</i> Subject gains +1 on saving throws.	13	Will negates (harmless)	1 standard action	1 minute	Touch	V,S,M/DF	Yes (harmless)	Abjuration <i>Caster Level:</i> 1	PHB: p.272
Silent Portal <i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].	13	Will negates [object]	1 standard action	1 minute/level [D]	Close (25 ft.)	S	Yes [object]	Illusion (Glamer) <i>Caster Level:</i> 1	SC: p.190
Sonic Snap <i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.	13	Will partial	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Sonic] <i>Caster Level:</i> 1	SC: p.195

* =Domain/Specialty Spell

Point Buy Spells

Stick	13	Will negates [object]	1 standard action	Instantaneous	Touch	V,S,M	Yes [object]	Transmutation	SC: p.206
<i>Effect:</i> Sticks one object to another; see text.									
Touch of Fatigue	13	Fortitude negates	1 standard action	1 round/level	Touch	V,S,M	Yes	Necromancy	PHB: p.294
<i>Effect:</i> Touch attack fatigues target.									
					Target: Creature touched		Caster Level: 1		

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Enlarge Person	14	Fortitude negates	1 round	1 minute/level [D]	Close (25 ft.)	V,S,M	Yes	Transmutation	PHB: p.226
<i>Effect:</i> Creatures size increases to next category									
Hail of Stone		None	1 round	Instantaneous	Medium (110 ft.)	V,S,M	No	Conjuration (Creation) [Earth]	SC: p.108
<i>Effect:</i> 1d4/caster level [max 5d4] damage.									
Inhibit	14	Will negates	1 standard action	Instantaneous	Medium (110 ft.)	V,S	Yes	Enchantment (Compulsion) [Mind-Affecting]	SC: p.123
<i>Effect:</i> Subject is forced to delay; see text.									
Light of Lunia		None	1 standard action	10 minutes/level [D]	Medium (110 ft.)	V,S	Yes; see text	Evocation [Good, Light]	SC: p.132
<i>Effect:</i> Light radiating 30-ft. and 20-ft further of dim light, next round you can use the light as a ray attack dealing 1d6 [double against undead and outsiders]; see text									
Mage Armor	14	Will negates (harmless)	1 standard action	1 hour/level [D]	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
<i>Effect:</i> Gives subject +4 armor bonus.									
Magic Missile		None	1 standard action	Instantaneous	Medium (110 ft.)	V,S	Yes	Evocation [Force]	PHB: p.251
<i>Effect:</i> 1 missile/2 levels [max 5] that do 1d4+1 damage each.									
Nerveskitter	14	None [harmless]	1 immediate action	1 round	Close (25 ft.)	V,S	Yes	Transmutation	SC: p.146
<i>Effect:</i> Grants +5 bonus on initiative checks.									
Ray of Flame	14	See text	1 standard action	Instantaneous	Close (25 ft.)	V,S,F	Yes	Evocation [Fire]	SC: p.167
<i>Effect:</i> Ranged touch attack deals 1d6 per two caster levels [max 5d6]; see text									
Summon Monster I		None	1 round	1 round/level [D]	Close (25 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.285
<i>Effect:</i> Calls extraplanar creature to fight for you.									
Wall of Smoke	14	Fortitude partial; see text	1 standard action	1 round/level	Close (25 ft.)	V,S	No	Conjuration (Creation)	SC: p.235
<i>Effect:</i> Makes a wall of black smoke, causes nausea; see text.									
					Target: A straight wall whose area is up to one 10-ft. square/level [S]		Caster Level: 1		

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Combust	15	Reflex partial	1 standard action	Instantaneous; see text	Touch	V,S,M	Yes	Evocation [Fire]	SC: p.50
<i>Effect:</i> Creature takes 1d8/level [Max 10d8] fire damage, object burns taking 1d6 fire round until extinguished.									
Dimension Hop	15	Will negates	1 standard action	Instantaneous	Touch	V	Yes	Conjuration (Teleportation)	PHB II: p.110
<i>Effect:</i> Teleport subject 5 feet per two caster levels. The destination must be an unoccupied space within line of sight.									
Electric Loop	15	Reflex half; see text	1 standard action	Instantaneous	Close (25 ft.)	V,S,M	Yes	Evocation [Electricity]	SC: p.78
<i>Effect:</i> One ray/3 caster levels deal 1d6/2 caster levels [max 5d6]; see text.									
Fly, Swift	15	N/A	1 swift action	1 round	Personal	V	N/A	Transmutation	SC: p.96
<i>Effect:</i> This spell functions like fly, except as noted.									
Scorching Ray		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Fire]	PHB: p.274
<i>Effect:</i> 0 rays, ranged touch attack deals 4d6 fire damage.									
Spider Climb	15	Will negates (harmless)	1 standard action	10 minutes/level	Touch	V,S,M	Yes (harmless)	Transmutation	PHB: p.283
<i>Effect:</i> Grants ability to walk on walls and ceilings.									
Summon Monster II		None	1 round	1 round/level [D]	Close (25 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.									
Summon Swarm		None	1 round	Concentration + 2 rounds	Close (25 ft.)	V,S,M/DF	No	Conjuration (Summoning)	PHB: p.289
<i>Effect:</i> Summons swarm of bats, rats, or spiders.									
					Target: One swarm of bats, rats, or spiders		Caster Level: 1		

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Haste	16	Fortitude negates (harmless)	1 standard action	1 round/level	Close (25 ft.)	V,S,M	Yes (harmless)	Transmutation	PHB: p.239
<i>Effect:</i> 1 creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.									
Servant Horde		None	1 standard action	1 hour/level	Close (25 ft.)	V,S,M	No	Conjuration (Creation)	SC: p.182
<i>Effect:</i> Creates 2d6 +1 per caster level [max +15] unseen servants.									
Snake's Swiftess, Mass	16	Will negates [harmless]	1 standard action	Instantaneous	Medium (110 ft.)	V,S,M/DF	Yes [harmless]	Transmutation	SC: p.193
<i>Effect:</i> Subjects may make another single attack melee or ranged; see text.									
Summon Monster III		None	1 round	1 round/level [D]	Close (25 ft.)	V,S,F/DF	No	Conjuration (Summoning)	PHB: p.286
<i>Effect:</i> Calls extraplanar creature to fight for you.									
Vampiric Touch		None	1 standard action	Instantaneous/1 hour; see text	Touch	V,S	Yes	Necromancy	PHB: p.298
<i>Effect:</i> Touch deals 1d6/2 levels [max 10d6] damage; caster gains damage as hp.									
					Target: Living creature touched		Caster Level: 1		

* =Domain/Speciality Spell

Notes:

Character Sheet Notes:

Missing Invocation