

Pip

NAME

Poi2

CLASS

2/3

Character Level/ECL

2000

EXPERIENCE

6000

NEXT LEVEL

Human

RACE

Medium

SIZE

5' 11"

HEIGHT

172 lbs.

WEIGHT

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

VISION

Low-light

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

18

+4

18

+4

18

+4

DEX

Dexterity

14

+2

14

+2

14

+2

CON

Constitution

18

+4

18

+4

18

+4

INT

Intelligence

14

+2

14

+2

14

+2

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

14

+2

14

+2

14

+2

HP

hit points

30

AC

armor class

16

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

INITIATIVE

modifier

+6

TOTAL

+2

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

bonus

+3

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+7

=

+3

+

+4

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+2

=

+0

+

+2

+

+0

+

+0

+

WILL

(wisdom)

+1

=

+0

+

+1

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE

attack bonus

+7

=

+3

+

+4

+

+0

+

+0

+

RANGED

attack bonus

+5

=

+3

+

+2

+

+0

+

+0

+

GRAPPLE

attack bonus

+7

=

+3

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+7/+7

1d3+4

20/x2

5 ft.

Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+7/+7/+7

1d4+4

Special Properties

*Longsword

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

19-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+7/+7

1d8+4

2W-P-(OH)

+1/+1

1d8+4

1H-O

+3/+3

1d8+2

2W-P-(OL)

+3/+3

1d8+4

2H

+7/+7

1d8+6

2W-OH

-3

1d8+2

Special Properties

*Sword, Short

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

P

M

19-20/x2

5 ft.

To Hit

Dam

To Hit

Dam

1H-P

+7

1d6+4

2W-P-(OH)

+1

1d6+4

1H-O

+3

1d6+2

2W-P-(OL)

+3

1d6+4

2H

+7

1d6+4

2W-OH

-1

1d6+2

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Faerie Garb +3

Light

+4

+8

+0

0

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

5/2.5

✓

Acrobatics

DEX

2

=

2

+

+

✓

Appraise

INT

2

=

2

+

+

✓

Athletics

STR

8

=

4

+

4.0

+

✓

Bluff

CHA

2

=

2

+

+

✓

Concentration

CON

4

=

4

+

+

✓

Craft (Untrained)

INT

2

=

2

+

+

✓

Diplomacy

CHA

2

=

2

+

+

✓

Disguise

CHA

2

=

2

+

+

✓

Escape Artist

DEX

2

=

2

+

+

✓

Gather Information

CHA

2

=

2

+

+

✓

Handle Animal

CHA

6

=

2

+

4.0

+

✓

Heal

WIS

5

=

1

+

4.0

+

✓

Intimidate

CHA

4

=

2

+

+

2

✓

Perception

WIS

8

=

1

+

5.0

+

2

✓

Ride

DEX

2

=

2

+

+

✓

Sense Motive

WIS

1

=

1

+

+

✓

Stealth

DEX

5

=

2

+

3.0

+

✓

Survival

WIS

5

=

1

+

4.0

+

✓

Survival (Find or follow tracks)

WIS

7

=

1

+

4.0

+

2

✓

Use Rope

DEX

2

=

2

+

+

=

+

+

=

+

+

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

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Created using PCGen 5.16.0

PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.

For suggestions please post to pccgen@yahoo.com with "OS Suggestion" in the subject line.

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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Carried	1	0.0	0.0	
Faerie Garb +3	Equipped	1	0.5	9151.0	
Longsword	Equipped	1	4.0	15.0	
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0	
Special Backpack of Holding 0 lbs.	Equipped	1	0.0	0.0	
Sword, Short	Equipped	1	2.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			6.5 lbs.	9176.0 gp	

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

SPECIAL ATTACKS	
Warcraft +3 BAB	

SPECIAL QUALITIES	
Bonus Attack () Grants an additional attack at highest attack bonus with a -2 penalty for all attacks	
Bonus Attack ~ Improved () Reduces the penalties for your normal attack sequence by -2.	
Companion Gain a companion of your choice	
Companion ~ Great Form Companion gains Righteous Might benefits up to 3/day at your caster level.	
Companion ~ Might Companion gains two positive levels	
Companion ~ Template () Apply a template to your companion[s] max of +2 ECL, may take more times to a max of +6.	
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 - Unarmored You refuse to use armor for some reason. Characters you already suffer major penalties for wearing armor can't take this disadvantage.	
Disadvantage - Uncivilized You do not fit into anything beyond a small tribe. Complex social situations, the sheer scale of cities and towns, and business and banking schemes (among other things) are all beyond your grasp. You stick out like a sore thumb in civilized areas and greatly prefer to stick with items, foods, and customs typical of your tribe. You start off with little or no access to advanced equipment or techniques for the setting, and often take a -4 penalty when dealing with civilized societies or technologies.	
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.	
Favored Enemy	
Improved Initiative (,) Improves your Initiative modifier by 2 each time it's taken.	
Save ~ Fortitude (, ,) Increases the Fortitude Save	
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	
Animal Companion You have the Raven Wolf Animal Companion	

FEATS	
Feat Conversion to CP ~ 6 (, , ,) Covert regular feat to Character Points	
Dragonblood 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, Ransour, 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, Elven, Orc	

TEMPLATES	
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Notes:

Character Sheet Notes: