

Iridius the Red

NAME

Point3

CLASS

3/4

Character Level/ECL

10000

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	14	+2	14	+2	14	+2
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	16	+3	16	+3	16	+3
CHA Charisma	14	+2	14	+2	14	+2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	= +0	+3	+0	+0	+0		
REFLEX (dexterity)	+3	= +1	+2	+0	+0	+0		
WILL (wisdom)	+5	= +2	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	= +2	+2	+0	+0	+0	
RANGED attack bonus	+4	= +2	+2	+0	+0	+0	
GRAPPLE attack bonus	+4	= +2	+2	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	1d3+2	20/x2	5 ft.

*Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+4	1d3+2				
Special Properties					

Dagger	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	PS	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam		
1H-P	+4	1d4+2	2W-P-(OH)	-2	1d4+2
1H-O	+0	1d4+1	2W-P-(OL)	+0	1d4+2
2H	+4	1d4+2	2W-OH	-4	1d4+1
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+4	+2	+0	-2	-4
Dam	1d4+2	1d4+2	1d4+2	1d4+2	1d4+2
Special Properties					

*Longsword	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	19-20/x2	5 ft.
To Hit	Dam	To Hit	Dam		
1H-P	+4	1d8+2	2W-P-(OH)	-2	1d8+2
1H-O	+0	1d8+1	2W-P-(OL)	+0	1d8+2
2H	+4	1d8+3	2W-OH	-6	1d8+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
*Faerie Garb +3	Light	+4	+8	+0	0

George Cool

PLAYERNAME

Human

RACE

20

AGE

Medium

SIZE

Male

GENDER

DEITY

5' 9"

HEIGHT

Blue

EYES

174 lbs.

WEIGHT

Light Brown; Small

Beard, Straight

HAIR

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

Low-light

VISION

-2

POINTS

HP		24		WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION		SPEED													
hit points														Walk 30 ft.													
AC		17		:	15	:	13	=	10	+	4	+	0	+	2	+	0	+	0	+	1						
armor class		TOTAL			FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC		MISS CHANCE		0	+0	0

INITIATIVE	modifier	+2	= +2	+ +0
	TOTAL	DEX MODIFIER	MISC MODIFIER	
BASE ATTACK	bonus	+2		

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	6/3
✓ Acrobatics	DEX	2	= 2	+ +	
✓ Appraise	INT	3	= 3	+ +	
✓ Athletics	STR	2	= 2	+ +	
✓ Craft (Untrained)	INT	3	= 3	+ +	
✓ Deception	CHA	2	= 2	+ +	
✓ Endurance	CON	8	= 3	+ 5.0	
✓ Gather Information	CHA	2	= 2	+ +	
✓ Heal	WIS	8	= 3	+ 5.0	
Knowledge (Arcana)	INT	8	= 3	+ 5.0	
Knowledge (Nature)	INT	7	= 3	+ 4.0	
Knowledge (Religion)	INT	5	= 3	+ 2.0	
Knowledge (The Planes)	INT	5	= 3	+ 2.0	
Linguistics	INT	5	= 3	+ 2.0	
✓ Perception	WIS	5	= 3	+ + 2	
✓ Persuasion	CHA	2	= 2	+ +	
Profession (Farmer)	WIS	5	= 3	+ 2.0	
✓ Ride	DEX	2	= 2	+ +	
✓ Sense Motive	WIS	3	= 3	+ +	
Spellcraft	INT	10	= 3	+ 5.0	
✓ Stealth	DEX	8	= 2	+ 6.0	
✓ Survival	WIS	7	= 3	+ 4.0	
✓ Thievery	DEX	2	= 2	+ +	
✓ Use Rope	DEX	2	= 2	+ +	
			= +	+ +	
			= +	+ +	

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

Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+4		1d6+3			
Special Properties					

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Equipped	1	0.0	0.0	
Dagger	Carried	1	1.0	2.0	
Faerie Garb +3	Equipped	1	0.5	9151.0	
Longsword	Equipped	1	4.0	15.0	
Quarterstaff	Carried	1	4.0	0.0	
Special Boots	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			9.5 lbs.	9168.0 gp	

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

DISADVANTAGES	
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.	
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.	
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.	

SPECIAL ATTACKS	
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.	
Warcraft +2 BAB	

SPECIAL QUALITIES	
Base Caster Level ~ Specialized ~ Wizard and Cleric (, , , ,) Cleric Spell Points (Need Spell Points)	
Companion (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.	
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.	
Save ~ Reflex () Increases the Reflex Save by +1	
Save ~ Will (,) Increases the Will Save by +2	
Weapon Prof ~ All Simple Weapons plus any one Martial Weapon (Longsword) Grants Proficiency with all simple weapons and selected weapons.	
Wizard Spell Points (Need Spell Points)	
Cleric Cleric Level 3, Casterlevel is 6	
+4 racial bonus on saves against sleep and paralysis	
Familiar You have a familiar companion	
Mental Link You are automatically in Mental Contact with your companions	
Wizard Wizard Level 3, Casterlevel is 6	

FEATS	
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.	
PROFICIENCIES	
Chakram, Claw, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halfspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike	
LANGUAGES	
Celestial, Common, Draconic, Elven, Sylvan	
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.	16	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
Caltrops <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
Create Water <i>Effect:</i> Creates 2 gallons/level of pure water.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Conjuration (Creation) [Water] <i>Caster Level:</i> 1	PHB: p.215
Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) <i>Caster Level:</i> 1	PHB: p.216
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.	16	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].	16	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.	16	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
Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	16	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V,S	Yes	Divination <i>Caster Level:</i> 1	PHB: p.238
Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	16	Will negates	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy <i>Caster Level:</i> 1	PHB: p.244
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.	16	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.	16	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.	16	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 1	PHB: p.264
Purify Food and Drink <i>Effect:</i> Purifies 1 cu. ft./level of food or water.	16	Will negates (object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation <i>Caster Level:</i> 1	PHB: p.267
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

* =Domain/Specialty Spell

Point Buy Spells

Read Magic	None	1 standard	10 minutes/level action	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.				<i>Target:</i> You		<i>Caster Level:</i> 1		
Repair Minor Damage	None	1 standard	Instantaneous action	Touch	V,S	No	Transmutation	SC: p.173
<i>Effect:</i> Repair a construct 1 point of damage.				<i>Target:</i> Construct touched		<i>Caster Level:</i> 1		
Resistance	16	Will negates (harmless)	1 standard 1 minute action	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Subject gains +1 on saving throws.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
Silent Portal	16	Will negates [object]	1 standard 1 minute/level [D] action	Close (25 ft.)	S	Yes [object]	Illusion (Glamour)	SC: p.190
<i>Effect:</i> Negates the sound of opening/closing any portal [door,window,etc.].				<i>Target:</i> One portal		<i>Caster Level:</i> 1		
Sonic Snap	16	Will partial	1 standard Instantaneous action	Close (25 ft.)	V,S	Yes	Evocation [Sonic]	SC: p.195
<i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.				<i>Target:</i> One creature or object		<i>Caster Level:</i> 1		
Stick	16	Will negates [object]	1 standard Instantaneous action	Touch	V,S,M	Yes [object]	Transmutation	SC: p.206
<i>Effect:</i> Sticks one object to another; see text.				<i>Target:</i> Nonmagical, unattended object weighing up to 5lbs		<i>Caster Level:</i> 1		
Touch of Fatigue	16	Fortitude negates	1 standard 1 round/level action	Touch	V,S,M	Yes	Necromancy	PHB: p.294
<i>Effect:</i> Touch attack fatigues target.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		
Virtue	16	Fortitude negates (harmless)	1 standard 1 min. action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
<i>Effect:</i> Subject gains 1 temporary hp.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 1		

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Alarm		None	1 standard	2 hours/level [D] action	Close (25 ft.)	V,S,F/DF	No	Abjuration	PHB: p.197
<i>Effect:</i> Wards an area for 2 hours/level.				<i>Target:</i> 20-ft.-radius emanation centered on a point in space		<i>Caster Level:</i> 1			
Color Spray	17	Will negates	1 standard	Instantaneous; see text action	15 ft.	V,S,M	Yes	Illusion (Pattern) [Mind-Affecting]	PHB: p.210
<i>Effect:</i> Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.				<i>Target:</i> Cone-shaped burst		<i>Caster Level:</i> 1			
Cure Light Wounds	17	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.215
<i>Effect:</i> Cures 1d8 +1/level [max +5] damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 1			
Divine Favor		None	1 standard	1 minute action	Personal	V,S, DF	No	Evocation	PHB: p.224
<i>Effect:</i> You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]				<i>Target:</i> You		<i>Caster Level:</i> 1			
Expeditious Retreat		None	1 standard	1 minute/level [D] action	Personal	V,S	No	Transmutation	PHB: p.228
<i>Effect:</i> Your speed increases by 30 ft.				<i>Target:</i> You		<i>Caster Level:</i> 1			
Feather Fall	17	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 1 round/level	Close (25 ft.)	V	Yes (object)	Transmutation	PHB: p.229
<i>Effect:</i> Objects or creatures fall slowly.				<i>Target:</i> One Medium or smaller freefalling object or creature/level, no two of which may be more than 20 ft. apart		<i>Caster Level:</i> 1			
Identify		None	1 hour	Instantaneous	Touch	V,S,M/DF	No	Divination	PHB: p.243
<i>Effect:</i> Determines properties of magic item.				<i>Target:</i> One touched object		<i>Caster Level:</i> 1			
Mage Armor	17	Will negates (harmless)	1 standard	1 hour/level [D] action	Touch	V,S,F	No	Conjuration (Creation) [Force]	PHB: p.249
<i>Effect:</i> Gives subject +4 armor bonus.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 1			
Magic Missile		None	1 standard	Instantaneous action	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.				<i>Target:</i> Up to five creatures, no two of which can be more than 15 ft. apart		<i>Caster Level:</i> 1			

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Cure Moderate Wounds	18	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<i>Effect:</i> Cures 2d8 +1/level [max +10] damage.				<i>Target:</i> Creature touched		<i>Caster Level:</i> 1			
Hold Person	18	Will negates; see text	1 standard	1 round/level [D]; see text action	Medium (110 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.241
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.				<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 1			

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Hold Person	19	Will negates; see text	1 standard	1 round/level [D]; see text action	Medium (110 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.241
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.				<i>Target:</i> One humanoid creature		<i>Caster Level:</i> 1			

* =Domain/Specialty Spell

Iridius the Red

HUMAN	Human
RACE	
AGE	20
AGE	
GENDER	Male
GENDER	
VISION	Darkvision (60 ft.), Low-light
VISION	
ALIGNMENT	Neutral Good
ALIGNMENT	
DOMINANT HAND	Right
DOMINANT HAND	
HEIGHT	5' 9"
HEIGHT	
WEIGHT	174 lbs.
WEIGHT	
EYE COLOUR	Blue
EYE COLOUR	
SKIN COLOUR	
HAIR	Light Brown; Small Beard, Straight
HAIR	
PHOBIAS	
PHOBIAS	
PERSONALITY TRAITS	
PERSONALITY TRAITS	
INTERESTS	
INTERESTS	
SPOKEN STYLE	
SPOKEN STYLE	
RESIDENCE	
RESIDENCE	
LOCATION	None
LOCATION	
REGION	
REGION	

Description:

Light Brown; Straight; Small Beard dressed in faded red robes

Biography:

Notes:

Character Sheet Notes: