

Caleb Beltaine

NAME

Poi2

CLASS

2/3

Character Level/ECL

3000

EXPERIENCE

6000

NEXT LEVEL

PLAYERNAME

Human

RACE

0

AGE

DEITY

Medium

SIZE

Male

GENDER

5' 8"

HEIGHT

150 lbs.

WEIGHT

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

16

+3

16

+3

16

+3

DEX

Dexterity

12

+1

12

+1

12

+1

CON

Constitution

16

+3

16

+3

16

+3

INT

Intelligence

16

+3

16

+3

16

+3

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

18

+4

18

+4

18

+4

HP

hit points

17

AC

armor class

15

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

INITIATIVE

modifier

+1

TOTAL

FLAT

14

TOUCH

11

BASE

10

ARMOR BONUS

4

SHIELD BONUS

0

STAT

1

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

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)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+2

=

+1

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

+4

RANGED

attack bonus

+2

GRAPPLE

attack bonus

+4

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+4

1d3+3

20/x2

5 ft.

Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+4/+4

1d4+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

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

5/2.5

✓ Acrobatics

DEX

1

=

1

+

+

✓ Appraise

INT

3

=

3

+

+

✓ Athletics

STR

3

=

3

+

+

✓ Bluff

CHA

7

=

4

+

3.0

+

✓ Concentration

CON

7

=

3

+

4.0

+

✓ Craft (Untrained)

INT

3

=

3

+

+

✓ Diplomacy

CHA

7

=

4

+

3.0

+

✓ Disguise

CHA

5

=

4

+

1.0

+

✓ Escape Artist

DEX

1

=

1

+

+

✓ Gather Information

CHA

6

=

4

+

2.0

+

✓ Heal

WIS

1

=

1

+

+

✓ Intimidate

CHA

6

=

4

+

+

2

Knowledge (Arcana)

INT

7

=

3

+

4.0

+

Knowledge (Religion)

INT

4

=

3

+

1.0

+

✓ Perception

WIS

6

=

1

+

1.0

+

4

Perform (Sing)

CHA

14

=

4

+

4.0

+

6

Perform (Wind Instruments)

CHA

12

=

4

+

2.0

+

6

✓ Ride

DEX

1

=

1

+

+

✓ Sense Motive

WIS

4

=

1

+

3.0

+

✓ Sleight of Hand

DEX

2

=

1

+

1.0

+

Spellcraft

INT

7

=

3

+

4.0

+

✓ Stealth

DEX

1

=

1

+

+

✓ Survival

WIS

1

=

1

+

+

✓ Use Rope

DEX

1

=

1

+

+

=

+

+

=

+

+

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

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Notes:

Character Sheet Notes: