

Harold

NAME
Point2 1000
CLASS EXPERIENCE
2 3000
Character Level NEXT LEVEL

Conor Rhone

PLAYERNAME
Human Medium
RACE SIZE
15 Male
AGE GENDER

DEITY
5' 8" 150 lbs.
HEIGHT WEIGHT
Brown Red, Frazzled
EYES HAIR

Neutral Good

ALIGNMENT
VISION
-1
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
STR Strength	14	+2	14	+2	14	+2	HP hit points	17							Walk 30 ft.	
DEX Dexterity	16	+3	16	+3	16	+3	AC armor class	15	12	13	10	2	0	3	0	0
CON Constitution	12	+1	12	+1	12	+1	TOTAL FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL MISC MISS CHANCE									
INT Intelligence	16	+3	16	+3	16	+3	INITIATIVE modifier +3 = +3 +0 TOTAL DEX MODIFIER MISC MODIFIER									
WIS Wisdom	12	+1	12	+1	12	+1	BASE ATTACK bonus +2									
CHA Charisma	14	+2	14	+2	14	+2										

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

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+2	+2	+2	+0	-2	+0	
RANGED attack bonus	+3	+2	+3	+0	-2	+0	
GRAPPLE attack bonus	+2	+2	+2	+0	-2	+0	

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

Crossbow, Light		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
	30 ft.	80 ft.	160 ft.	240 ft.	320 ft.	
TH	+3/+3	+3/+3	+1/+1	-1/-1	-3/-3	
Dam	1d8	1d8	1d8	1d8	1d8	

Dagger		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	PS	M	19-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+2/+2	1d4+2	2W-P-(OH)	-4/-4	1d4+2	
1H-O	-2/-2	1d4+1	2W-P-(OL)	-2/-2	1d4+2	
2H	+2/+2	1d4+2	2W-OH	-6	1d4+1	
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+3/+3	+1/+1	-1/-1	-3/-3	-5/-5	
Dam	1d4+2	1d4+2	1d4+2	1d4+2	1d4+2	

*Rapier		HAND	TYPE	SIZE	CRITICAL	REACH
		Primary	P	M	18-20/x2	5 ft.
	To Hit	Dam	To Hit	Dam		
1H-P	+2/+2	1d6+2	2W-P-(OH)	-4/-4	1d6+2	
1H-O	-2/-2	1d6+1	2W-P-(OL)	-2/-2	1d6+2	
2H	+2/+2	1d6+3	2W-OH	-8	1d6+1	

*: 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
*Leather	Light	+2	+6	+0	10

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/2.5 MISC MODIFIER
✓ Acrobatics	DEX	9	=	3	+ 5.0	+ 1
✓ Appraise	INT	3	=	3	+	+
✓ Athletics	STR	7	=	2	+ 5.0	+
✓ Craft (Untrained)	INT	3	=	3	+	+
✓ Deception	CHA	12	=	2	+ 5.0	+ 5
✓ Endurance	CON	1	=	1	+	+
✓ Gather Information	CHA	2	=	2	+	+
✓ Heal	WIS	1	=	1	+	+
Linguistics	INT	7	=	3	+ 4.0	+
✓ Perception	WIS	6	=	1	+ 5.0	+
✓ Persuasion	CHA	3	=	2	+ 1.0	+
✓ Ride	DEX	4	=	3	+	+ 1
✓ Sense Motive	WIS	3	=	1	+ 2.0	+
✓ Stealth	DEX	10	=	3	+ 5.0	+ 2
✓ Survival	WIS	1	=	1	+	+
✓ Thievery	DEX	11	=	3	+ 4.0	+ 4
✓ Use Rope	DEX	4	=	3	+	+ 1
			=	+	+	
			=	+	+	

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Crossbow, Light 0 lbs.	Carried	1	4.0	35.0	
Dagger	Carried	1	1.0	2.0	
Leather	Equipped	1	15.0	10.0	
Rapier	Equipped	1	2.0	20.0	
TOTAL WEIGHT CARRIED/VALUE			22 lbs. 67.0 gp		

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

SPECIAL ATTACKS	
Augment Attack ~ Sneak Attack d8 (, ,) Sneak attack +3d8	
Warcraft +2 BAB	

SPECIAL QUALITIES
Armor Proficiency (Light) Proficient with Light Armors
Augment Bonus ~ Long Practice may add (Con Mod) to his or her effective (Dex Mod) when using Dex-based skills
Awareness (6 CP) You suffer no defensive penalties when you're surprised. You retain your Dexterity bonus when caught flat-footed or attacked by an invisible assailant and save without penalty against surprises.
Awareness ~ Danger Sense (+1 CP) provides a +1 bonus on AC against trap attacks and on Reflex saves caused by traps. You may purchase this multiple times.
Awareness ~ Defensive (+3 CP) permits you to take a defensive action when surprised. You may take a Free Action and activate any abilities used solely to defend yourself (such as Expertise or Dodge), but not those which affect anyone else or affect your combat abilities in other ways.
Bonus Attack () Grants an additional attack at highest attack bonus with a -2 penalty for all attacks
Contacts () (1 CP each). Contacts are simply (reasonably) reliable individuals in particular businesses, or with a particular set of skills, which the character knows. For example, a character might know a reliable fence, a poison merchant, a skillful alchemist, and an expert appraiser. Another might know a wise old priest, a good scribe, and a translator of rare languages and inscriptions. A contact can be discarded and replaced (or regained later) in 1d4 weeks.
Disadvantage - Broke You start with only a third of the usual cash and equipment you would be entitled to by your level. You may have continuing money problems as well if you add Obligations, Compulsive, or a similar flaw.
Disadvantage - 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.
Disadvantage - Irreverent You are fundamentally unable to accept the "divinity" of gods. You recognize their might and may even see one as a patron, but worship just isn't part of your nature' they're just really powerful people to you. While gods generally forego directly smiting you, none of them will grant you divine magic and many clerics have a problem with you.
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.
Immunity ~ Divination Common, Minor, Minor/effects of up to level three, 4 CP
Restrictions (+1)
Save ~ Fortitude () Increases the Fortitude Save by +1
Save ~ Reflex (,) Increases the Reflex Save by +2
Skill Emphasis (Deception) This grants a +2 bonus on any single skill.
Skill Focus +3 (Thievery, Deception) +3 bonus to any single skill. Skill Focus stacks with Skill Emphasis.
Weapon Prof ~ All Simple Weapons Grants Proficiency with all simple weapons.
Weapon Prof ~ Any one Martial Weapon (Rapier) Grants Proficiency with selected weapons.

FEATS
Feat Conversion to CP ~ 6 (, , ,) Covert regular feat to Character Points

PROFICIENCIES
Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Halbspear, Hoopak, Javelin, Keyblade, Laser, Longspear, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Quarterstaff, Rapier, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike

LANGUAGES
Celestial, Common, Draconic, Telepathy

TEMPLATES

Notes:

Character Sheet Notes: