

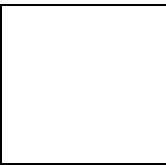
Liam Archon

NAME
Point2 Buy1 1000
CLASS EXPERIENCE
3/2 3000
Character Level/ECL NEXT LEVEL

Nick Fuller

PLAYERNAME DEITY
Human Medium 6' 0" 190 lbs.
RACE SIZE HEIGHT WEIGHT
16 Male Brown Blonde,
AGE GENDER EYES HAIR
POINTS

Neutral Good
ALIGNMENT



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	14	+2	14	+2	14	+2
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	16	+3	16	+3	16	+3
CHA Charisma	12	+1	12	+1	12	+1

HP hit points 22
AC armor class 17
WOUNDS/CURRENT HP
FLAT : 14 : TOUCH : 15 : BASE : 10
INITIATIVE modifier +3 = +3 + +0
TOTAL DEX MODIFIER MISC MODIFIER
BASE ATTACK bonus +2

SUBDUAL DAMAGE
DAMAGE REDUCTION
SPEED Walk 30 ft.
ARMOR BONUS 2 SHIELD BONUS 0 STAT 3 SIZE 0 NATURAL 0 MISC 2
MISS CHANCE
ARCANE SPELL FAILURE 10 ARMOR CHECK PENALTY +0 SPELL RESIST 0

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+4	= +2	+2	+0	+0	+0		
REFLEX (dexterity)	+6	= +3	+3	+0	+0	+0		
WILL (wisdom)	+5	= +2	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+5	= +2	+2	+0	+1	+0	
RANGED attack bonus	+6	= +2	+3	+0	+1	+0	
GRAPPLE attack bonus	+5	= +2	+2	+0	+1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5	2d10+2	20/x2	5 ft.

*: 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	5/3
✓ Acrobatics	DEX	8	= 3	+ 5.0	+
✓ Appraise	INT	1	= 1	+	+
✓ Athletics	STR	2	= 2	+	+
✓ Craft (Untrained)	INT	1	= 1	+	+
✓ Deception	CHA	1	= 1	+	+
✓ Endurance	CON	2	= 2	+	+
✓ Gather Information	CHA	1	= 1	+	+
✓ Heal	WIS	3	= 3	+	+
✓ Martial Arts		5	= 0	+ 5.0	+
✓ Perception	WIS	8	= 3	+ 5.0	+
✓ Persuasion	CHA	1	= 1	+	+
✓ Ride	DEX	3	= 3	+	+
✓ Sense Motive	WIS	3	= 3	+	+
✓ Spellcraft	INT	4	= 1	+ 3.0	+
✓ Stealth	DEX	8	= 3	+ 5.0	+
✓ Survival	WIS	3	= 3	+	+
✓ Thievery	DEX	3	= 3	+	+
✓ Use Rope	DEX	3	= 3	+	+
			=	+	+
			=	+	+

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

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Leather	Equipped	1	15.0	10.0
TOTAL WEIGHT CARRIED/VALUE			15 lbs.	10.0 gp

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

DISADVANTAGES	
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.
Disadvantage - Secret	There is something buried in your past which you must keep hidden. Your dark secret may range from your unpopular ancestry to being a mass murderer, but bad things happen if it is revealed (i.e., you will get two shiny new disadvantages). Characters most commonly get two from: Hunted, Outcast, Poor Reputation, or Valuable, but things like Accursed, Insane, Obligations, or Unluck may fit in some cases.

Spell Caster Levels	
Cleric	Cleric Level 3, Casterlevel is 0

SPECIAL ATTACKS	
Attack ()	You get a +1 bonus on rolls to Attack, Throw, Grapple, and Trip opponents.
Defenses (,)	You gain +1 bonus to AC when you are unarmored or lightly armored.
Martial Arts (, , ,)	A character is considered armed when using unarmed combat so long as he or she places at least 3 CP in this ability. He or she gains a base damage of 1d4 with unarmed attacks. Each +3 CP invested after that increases the damage by one die type (d6/d8/d10/d12), up to a maximum of 1d12 at 15 CP.
Martial Arts ~ Martial Arts Damage Cap (2d10)	
Warcraft	+2 BAB

SPECIAL QUALITIES	
Armor Proficiency (Light)	Proficient with Light Armors
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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.
Save ~ Fortitude (,)	Increases the Fortitude Save by +2
Save ~ Reflex (, ,)	Increases the Reflex Save by +3
Save ~ Will (, ,)	Increases the Will Save by +2
FEATS	
Feat Conversion to CP ~ 6 (, , ,)	Covert regular feat to six Character Points
PROFICIENCIES	
Gauntlet, Grapple, Spells(Ray), Unarmed Strike	
LANGUAGES	
Common, Sylvan	
TEMPLATES	

Notes:

Character Sheet Notes: