

NAME	
Point3	3000
CLASS	EXPERIENCE

PLAYERNAME	
Human	Medium
RACE	SIZE

DEITY	
5' 9"	174 lbs.
HEIGHT	WEIGHT

ALIGNMENT

VISION

Character Level	NEXT LEVEL
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AGE GENDER

EYES	HAIR	POINTS
Blue	Black	10
Brown	Brown	15
Green	Blond	20
Grey	Red	25
Yellow	Black	30
Orange	Brown	35
Pink	Blond	40
Purple	Red	45
White	Black	50
Black	Brown	55
Dark Blue	Blond	60
Dark Green	Red	65
Dark Purple	Black	70
Dark Yellow	Brown	75
Dark Orange	Blond	80
Dark Pink	Red	85
Dark Grey	Black	90
Dark Brown	Brown	95
Dark Red	Blond	100

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	12	+1	12	+1	12	+1
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	16	+3	16	+3	16	+3
WIS Wisdom	16	+3	16	+3	16	+3
CHA Charisma	12	+1	12	+1	12	+1

		WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION			SPEED												
<div>HP</div> <div>hit points</div>	21														Walk 30 ft.												
<div>AC</div> <div>armor class</div>	12	:	10	:	12	=	10	+	0	+	0	+	2	+	0	+	0	+	0								
TOTAL			FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC		MISS CHANCE		ARCANE SPELL RESIST		ARMOR CHECK PENALTY		SPELL RESIST

$$\boxed{\text{INITIATIVE}}_{\text{modifier}} = \boxed{+2}_{\text{TOTAL}} = \boxed{+2}_{\text{DEX MODIFIER}} + \boxed{+0}_{\text{MISC MODIFIER}}$$

BASE ATTACK bonus	+2
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+2	= +0	+ +2	+ +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	+3	=	+2	+1	+0	+0	+0	
RANGED attack bonus	+4	=	+2	+2	+0	+0	+0	
GRAPPLE attack bonus	+3	=	+2	+1	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3+1	20/x2	5 ft.

Dagger				HAND	TYPE	SIZE	CRITICAL	REACH
				Carried	PS	M	19-20/x2	5 ft.
	To Hit		Dam		To Hit		Dam	
1H-P	+3	1d4+1	2W-P-(OH)		-3		1d4+1	
1H-O	-1	1d4	2W-P-(OL)		-1		1d4+1	
2H	+3	1d4+1	2W-OH		-5		1d4	
	10 ft.	20 ft.	30 ft.		40 ft.	50 ft.		
TH	+4	+2	+0		-2	-4		
Dam	1d4+1	1d4+1	1d4+1		1d4+1	1d4+1		

*Longsword				HAND	TYPE	SIZE	CRITICAL	REACH
				Primary	S	M	19-20/x/2	5 ft.
	To Hit	Dam		To Hit			Dam	
1H-P	+3	1d8+1	2W-P-(OH)	-3			1d8+1	
1H-O	-1	1d8	2W-P-(OL)	-1			1d8+1	
2H	+3	1d8+1	2W-OH	-7			1d8	
Special Properties								

Quarterstaff	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+3		1d6+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
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SKILL NAME		KEY ABILITY	SKILLS				MAX RANKS		6/3
			SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER			
✓	Acrobatics	DEX	2	=	2	+	+		
✓	Appraise	INT	3	=	3	+	+		
✓	Athletics	STR	1	=	1	+	+		
✓	Craft (Untrained)	INT	3	=	3	+	+		
✓	Deception	CHA	1	=	1	+	+		
✓	Endurance	CON	2	=	2	+	+		
✓	Gather Information	CHA	1	=	1	+	+		
✓	Heal	WIS	3	=	3	+	+		
	Knowledge (Arcana)	INT	5	=	3	+	2.0	+	
	Knowledge (Nature)	INT	5	=	3	+	2.0	+	
	Knowledge (Religion)	INT	4	=	3	+	1.0	+	
	Knowledge (The Planes)	INT	4	=	3	+	1.0	+	
	Linguistics	INT	5	=	3	+	2.0	+	
✓	Perception	WIS	3	=	3	+	+		
✓	Persuasion	CHA	1	=	1	+	+		
	Profession (Farmer)	WIS	4	=	3	+	1.0	+	
✓	Ride	DEX	2	=	2	+	+		
✓	Sense Motive	WIS	3	=	3	+	+		
	Spellcraft	INT	6	=	3	+	3.0	+	
✓	Stealth	DEX	2	=	2	+	+		
✓	Survival	WIS	6	=	3	+	3.0	+	
✓	Thievery	DEX	2	=	2	+	+		
✓	Use Rope	DEX	2	=	2	+	+		
				=		+	+		
				=		+	+		

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Dagger	Carried	1	1.0	2.0	
Longsword	Equipped	1	4.0	15.0	
Quarterstaff	Carried	1	4.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			9 lbs.	17.0 gp	

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

SPECIAL ATTACKS	
Warcraft	
+2 BAB	

SPECIAL QUALITIES	
Base Caster Level ~ Specialized ~ Wizard and Cleric (, , , ,)	
Companion	
Gain a companion of your choice	
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 - 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.	
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.	
Cleric	
Cleric Level 3, Casterlevel is 6	
Summon Familiar	
Wizard	
Wizard Level 2, Casterlevel is 6	

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, 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, Elven, Sylvan	

Iridius the Red

HUMAN	Human
RACE	
AGE	20
AGE	
GENDER	Male
GENDER	
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; Straight; Small Beard, Straight
HAIR	
PHOBIAS	
PHOBIAS	
PERSONALITY TRAITS	
PERSONALITY TRAITS	
INTERESTS	
INTERESTS	
SPOKEN STYLE	
SPOKEN STYLE	
RESIDENCE	
RESIDENCE	
LOCATION	
LOCATION	None
REGION	
REGION	

Description:

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

Biography:

Notes:

Character Sheet Notes: