

## Felix Evander

NAME  
Point1 0  
CLASS EXPERIENCE  
1 1000  
Character Level NEXT LEVEL

## Matt Keffer

PLAYERNAME  
Illan Medium  
RACE SIZE  
14 Male  
AGE GENDER

DEITY  
5' 3" 110 lbs.  
HEIGHT WEIGHT  
Brown Brown,  
EYES HAIR

Neutral Good

ALIGNMENT  
VISION  
0  
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP		WOUNDS/CURRENT HP		SUBDUAL DAMAGE		DAMAGE REDUCTION		SPEED	
<b>STR</b> Strength	12	+1	12	+1	12	+1	10								Walk 30 ft.	
<b>DEX</b> Dexterity	12	+1	12	+1	12	+1	<b>AC</b> armor class	15	14	11	10	4	0	1	0	0
<b>CON</b> Constitution	14	+2	14	+2	14	+2	TOTAL FLAT TOUCH BASE ARMOR BONUS SHIELD BONUS STAT SIZE NATURAL MISC MISS CHANCE									
<b>INT</b> Intelligence	16	+3	16	+3	16	+3	INITIATIVE modifier +1 = +1 + +0 TOTAL DEX MODIFIER MISC MODIFIER									
<b>WIS</b> Wisdom	16	+3	16	+3	16	+3	BASE ATTACK bonus +0									
<b>CHA</b> Charisma	14	+2	14	+2	14	+2										

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+3	+1	+2	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+4	+1	+1	+0	+2	+0		
<b>WILL</b> (wisdom)	+6	+3	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+1	+0	+1	+0	+0	+0	
<b>RANGED</b> attack bonus	+1	+0	+1	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+1	+0	+1	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+1	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	+1	1d4+1	2W-P-(OH)		-5	1d4+1
1H-O	-3	1d4	2W-P-(OL)		-3	1d4+1
2H	+1	1d4+1	2W-OH		-7	1d4
10 ft.		20 ft.	30 ft.		40 ft.	50 ft.
TH	+1	-1	-3		-5	-7
Dam	1d4+1	1d4+1	1d4+1		1d4+1	1d4+1

Special Properties

*Quarterstaff		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	B/B	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+1		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
*Chain Shirt	Light	+4	+4	-2	20

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/2
					RANKS	MISC MODIFIER
✓	Acrobatics	DEX	-1		1	+ -2
✓	Appraise	INT	3		3	+ +
✓	Athletics	STR	-1		1	+ + -2
✓	Craft (Untrained)	INT	3		3	+ +
✓	Deception	CHA	6		2	+ 4.0 +
✓	Endurance	CON	0		2	+ + -2
✓	Gather Information	CHA	2		2	+ +
✓	Heal	WIS	3		3	+ +
✓	Perception	WIS	7		3	+ 4.0 +
✓	Persuasion	CHA	2		2	+ +
✓	Psychic (Apport)	INT	8		3	+ 5.0 +
✓	Psychic (Empathy)	WIS	4		3	+ 1.0 +
✓	Psychic (Mental Contact)	CHA	9		2	+ 5.0 + 2
✓	Psychic (Mind Reading)	CHA	7		2	+ 5.0 +
✓	Psychic (Precognition)	WIS	3		3	+ +
✓	Psychic (Psychic Blast)	CHA	7		2	+ 5.0 +
✓	Psychic (Psychic Sense)	WIS	3		3	+ +
✓	Psychic (Psychic Shield)	WIS	5		3	+ + 2
✓	Psychic (Remote Viewing)	WIS	5		3	+ 2.0 +
✓	Psychic (Teleport)	INT	8		3	+ 5.0 +
✓	Ride	DEX	1		1	+ +
✓	Sense Motive	WIS	3		3	+ +
✓	Stealth	DEX	-1		1	+ + -2
✓	Survival	WIS	3		3	+ +
✓	Thievery	DEX	1		1	+ +
✓	Use Rope	DEX	1		1	+ +
						+ +
						+ +

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Chain Shirt	Equipped	1	25.0	100.0	
Dagger	Carried	1	1.0	2.0	
Scholar's Outfit	Equipped	1	6.0	5.0	
Quarterstaff	Equipped	1	4.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			30 lbs.107.0 gp		

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

SPECIAL ATTACKS	
<b>Warcraft</b> +0 BAB	

SPECIAL QUALITIES	
<b>Ability Focus ~ Specific Ability (Telepathy Psychic Skills)</b> You add +2 to the DC of resisting one of your specific abilities, such as a breath weapon, special ability, particular spell, or specific poison.	
<b>Adept (Psychic (Mental Contact), Psychic (Mind Reading), Psychic (Psychic Blast), Psychic (Teleport))</b> Choose four related skills that only cost 1/2 a Character Point for each skill rank.	
<b>Armor Proficiency (Light)</b> Proficient with Light Armors	
<b>Disadvantage - Dependent</b> There is something you just have to have to function effectively. You could be addicted to a drug, rely on a special talisman, require constant support and encouragement, or simply be so confused that you need someone to tell you what to do. Unless there's a specific effect involved this defaults to a -3 penalty on your rolls.	
<b>Disadvantage - Hallucinations, Flashbacks, and Visions</b> Your version of reality doesn't always agree with that of those about you. While this is common enough with respect to details, in your case it may extend to things like whether it's daytime. More commonly, and most dangerously, you may simply see a distorted version of what everyone else sees. This is up to the GM, but the occasional Will save (DC 18) is suggested, or you may react in a radically different manner than those about you.	
<b>Disadvantage - Insane</b> You're out of your mind. This is usually limited to particular situations or subjects, leaving you sane enough most of the time, but when that trigger comes up you become completely irrational. This most commonly shows up as phobias (darkness or a class of creature are favorites), but there are innumerable ways to go a little off your rocker.	
<b>Duties (+2)</b> 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.	
<b>Finesse (Wisdom replaces Dexterity for Reflex)</b> (6 CP). A character with Finesse may replace one attribute modifier with another in some fairly common situation, such as for a particular saving throw.	
<b>Fortune ~ Defiant</b> The ever-useful Fortune feat gives the character the ability to entirely ignore certain effects on a successful save. If a spell or effect has an entry such as "Fort Partial" or "Ref half," this feat works.	
<b>Journeyman ~ Skill</b> A Journeyman may purchase some type of ability (often skills or spellcasting) as if he or she were one level higher, increasing the usual (Level + 3) cap.	
<b>Mystic Link (Aleis's necklace)</b> A character with Mystic Link has an occult bond with someone or something. He or she may sense the target or the direction it lies in.	
<b>Occult Skill ~ Psychic Ability ~ Clairsentience</b> You have the potential to learn clairsentience skills.	
<b>Occult Skill ~ Psychic Ability ~ Psychoportation</b> You have the potential to learn psychoportation skills.	
<b>Save ~ Fortitude ()</b> Increases the Fortitude Save by +1	
<b>Save ~ Reflex ()</b> Increases the Reflex Save by +1	
<b>Save ~ Will (, , )</b> Increases the Will Save by +3	
<b>Specialized ~ Half Cost (6 to 3) (Journeyman ~ Skill)</b>	
<b>Weapon Prof ~ All Simple Weapons</b> Grants Proficiency with all simple weapons.	
<b>Illan Racial</b> +1 skill point per level for psychic abilities	
<b>Occult Skill ~ Psychic Ability</b> You have the potential to acquire psychic feats and skills.	
<b>Occult Skill ~ Psychic Ability ~ Telepathy</b> You have the potential to learn telepathy skills.	

FEATS	
<b>Feat Conversion to CP ~ 6 (, )</b> 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, Scourge, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Sword Staff, Unarmed, Unarmed Strike	

LANGUAGES	
Common, Elven, Gnoll, Low Common	

TEMPLATES	
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## Notes:

Character Sheet Notes: