

NAME	
Point1 Buy1	0
CLASS	EXPERIENCE
2/1	1000
Character Level/ECL	NEXT LEVEL

PLAYERNAME	
Human	Medium
RACE	SIZE
16	Male
AGE	GENDER

DEITY	
6' 0"	190 lbs.
HEIGHT	WEIGHT
Brown	Blonde,
EYES	HAIR

ALIGNMENT

VISION

-1

POINTS

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

WOUNDS/CURRENT HP

HP hit points	12				
AC armor class	16	13	14	10	+
	TOTAL	FLAT	TOUCH	BASE	

INITIATIVE
modifier

+3	=	+3	+	+0
TOTAL		DEX MODIFIER		MISC MODIFIER

BASE ATTACK
bonus

+1

SUBDUAL DAMAGE				DAMAGE REDUCTION			SPEED									
							Walk 30 ft.									
2	+	0	+	3	+	0	+	0	+	1		MISS CHANCE	10	+	0	0
ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL		MISC		MISS CHANCE	ARCANE SPELL FAIRPLAY		ARMOR CHECK PENALTY	SPELL RESIST

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

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+4	=	+1	+2	+0	+1	+0	
RANGED attack bonus	+5	=	+1	+3	+0	+1	+0	
GRAPPLE attack bonus	+4	=	+1	+2	+0	+1	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+4	1d8+2	20/x2	5 ft.

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	RANKS	MISC MODIFIER
✓	Acrobatics	DEX	7	= 3	+ 4.0	+
✓	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 Art		4	= 0	+ 4.0	+
✓	Perception	WIS	7	= 3	+ 4.0	+
✓	Persuasion	CHA	1	= 1	+	+
✓	Ride	DEX	3	= 3	+	+
✓	Sense Motive	WIS	3	= 3	+	+
	Spellcraft	INT	3	= 1	+ 2.0	+
✓	Stealth	DEX	7	= 3	+ 4.0	+
✓	Survival	WIS	3	= 3	+	+
✓	Thievery	DEX	3	= 3	+	+
✓	Use Rope	DEX	3	= 3	+	+
				=	+	+
				=	+	+
				=	+	+

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

SPECIAL ATTACKS	
Martial Arts (, ,)	
Unarmed Damage 1d8, 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.	
Warcraft	
+1 BAB	

SPECIAL QUALITIES	
Cleric No Package Magic Level (,)	
Cleric Level 2, Casterlevel is 2	
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.	
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	
Save ~ Reflex (,)	
Increases the Reflex Save	
Save ~ Will (,)	
Increases the Will Save	
Shaping	
Shaping allows you to channel ambient magical energy into Prestidigitation at will. This is the first step along the Path of the Dragon, as presented on page 92, and is explained further there.	

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

PROFICIENCIES	
Gauntlet, Grapple, Spells(Ray), Unarmed Strike	

LANGUAGES	
Common, Sylvan	

TEMPLATES	
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Notes:

Character Sheet Notes: