

New1

NAME

Psc1

CLASS

1

Character Level

0

EXPERIENCE

1000

NEXT LEVEL

PLAYERNAME

Half-Elf

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

0' 0"

HEIGHT

EYES

0 lbs.

WEIGHT

HAIR

Neutral Good

ALIGNMENT

Low-light

VISION

0

POINTS

| ABILITY NAME | BASE SCORE | BASE MOD | ABILITY SCORE | ABILITY MOD | TEMP SCORE | TEMP MOD |
|---------------------|------------|----------|---------------|-------------|------------|----------|
| STR Strength | 19 | +4 | 19 | +4 | 19 | +4 |
| DEX Dexterity | 19 | +4 | 19 | +4 | 19 | +4 |
| CON Constitution | 19 | +4 | 19 | +4 | 19 | +4 |
| INT Intelligence | 19 | +4 | 19 | +4 | 19 | +4 |
| WIS Wisdom | 19 | +4 | 19 | +4 | 19 | +4 |
| CHA Charisma | 19 | +4 | 19 | +4 | 19 | +4 |

VP
Vitality

10

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

WP
Wound Points

19

DAMAGE REDUCTION

SPEED

Walk 30 ft.

AC
armor class

14

TOTAL

10

FLAT

10

TOUCH

14

BASE

10

ARMOR BONUS

0

SHIELD BONUS

0

STAT

4

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

ARCANE SPELL FAILURE

0

ARMOR CHECK PENALTY

+0

SPELL RESIST

0

INITIATIVE

modifier

+4

TOTAL

+4

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+0

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+4

=

+0

+

+4

+

+0

+

+0

+

+0

+

REFLEX
(dexterity)

+4

=

+0

+

+4

+

+0

+

+0

+

+0

+

WILL
(wisdom)

+6

=

+2

+

+4

+

+0

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+4

=

+0

+

+4

+

+0

+

+0

+

+0

+

RANGED
attack bonus

+4

=

+0

+

+4

+

+0

+

+0

+

+0

+

GRAPPLE
attack bonus

+4

=

+0

+

+4

+

+0

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

+4

1d3+4

20/x2

*: 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 |
|-------|------|----|--------|-------|---------------|
|-------|------|----|--------|-------|---------------|

| SKILL NAME | | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 4/2 |
|------------|---------------------------------|-------------|----------------|------------------|-----------|---------------|
| | | | | | RANKS | MISC MODIFIER |
| ✓ | Appraise | INT | 4 | = | 4 | + |
| ✓ | Balance | DEX | 4 | = | 4 | + |
| ✓ | Bluff | CHA | 4 | = | 4 | + |
| ✓ | Body Control | WIS | 4 | = | 4 | + |
| ✓ | Climb | STR | 4 | = | 4 | + |
| ✓ | Combat Sense | WIS | 6 | = | 4 | 2.0 |
| ✓ | Concentration | CON | 4 | = | 4 | + |
| ✓ | Craft (Untrained) | INT | 4 | = | 4 | + |
| ✓ | Diplomacy | CHA | 6 | = | 4 | 2 |
| ✓ | Disguise | CHA | 4 | = | 4 | + |
| ✓ | Empathy | WIS | 4 | = | 4 | + |
| ✓ | Escape Artist | DEX | 4 | = | 4 | + |
| ✓ | Forgery | INT | 4 | = | 4 | + |
| ✓ | Gather Information | CHA | 6 | = | 4 | 2 |
| ✓ | Heal | WIS | 4 | = | 4 | + |
| ✓ | Hide | DEX | 4 | = | 4 | + |
| ✓ | Intimidate | CHA | 4 | = | 4 | + |
| ✓ | Jump | STR | 4 | = | 4 | + |
| ✓ | Listen | WIS | 5 | = | 4 | 1 |
| ✓ | Mental Contact | CHA | 4 | = | 4 | + |
| ✓ | Precognition | WIS | 4 | = | 4 | + |
| ✓ | Psychic Sense | WIS | 4 | = | 4 | + |
| ✓ | Ride | DEX | 4 | = | 4 | + |
| ✓ | Search | INT | 5 | = | 4 | 1 |
| ✓ | Sense Motive | WIS | 4 | = | 4 | + |
| ✓ | Sneak | DEX | 4 | = | 4 | + |
| ✓ | Spot | WIS | 5 | = | 4 | 1 |
| ✓ | Survival | WIS | 4 | = | 4 | + |
| ✓ | Survival (Lost/Natural hazards) | WIS | 4 | = | 4 | + |
| ✓ | Survival (The Planes) | WIS | 4 | = | 4 | + |
| ✓ | Survival (Tracking) | WIS | 4 | = | 4 | + |
| ✓ | Survival (Underground) | WIS | 4 | = | 4 | + |
| ✓ | Swim | STR | 4 | = | 4 | + |
| ✓ | Use Rope | DEX | 4 | = | 4 | + |
| | | | | = | + | + |
| | | | | = | + | + |

✓: can be used untrained. X: exclusive skills

| EQUIPMENT | | | | |
|----------------------------|----------|-----|--------|--------|
| ITEM | LOCATION | QTY | WT | COST |
| TOTAL WEIGHT CARRIED/VALUE | | | 0 lbs. | 0.0 gp |

| WEIGHT ALLOWANCE | | | | | |
|------------------|-----|-----------------|-----|-------------|------|
| Light | 116 | Medium | 233 | Heavy | 350 |
| Lift over head | 350 | Lift off ground | 700 | Push / Drag | 1750 |

| SPECIAL ABILITIES | |
|---|--|
| +2 racial bonus on saving throws against enchantment spells or effects. | |
| Elven Blood | |
| Immunity to sleep spells and similar magical effects. | |

| FEATS | |
|---------------------------|---|
| Clairsentience | |
| Psychic Ability | |
| Simple Weapon Proficiency | You make attack rolls with simple weapons normally. |

| PROFICIENCIES | |
|---|--|
| Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortsppear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike | |

| LANGUAGES | |
|---------------|--|
| Common, Elven | |

Notes:

Character Sheet Notes: