

Iridius the Red

NAME

Point3

CLASS

3000

EXPERIENCE

3

Character Level

George Cool

PLAYERNAME

Human

RACE

Medium

SIZE

20

AGE

Neutral Good

ALIGNMENT

5' 9"

HEIGHT

174 lbs.

WEIGHT

Light Brown; Small Beard, Straight

HAIR

VISION

-2

POINTS

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

HP

hit points

21

AC

armor class

12

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

INITIATIVE

modifier

+2

TOTAL

+2

DEX MODIFIER

+2

MISC MODIFIER

+0

BASE ATTACK

bonus

+2

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

+

MELEE

attack bonus

+3

RANGED

attack bonus

+4

GRAPPLE

attack bonus

+3

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

1H-P

1H-O

2H

+3

1d4+1

-1

1d4

+3

1d4+1

2W-P-(OH)

2W-P-(OL)

2W-OH

-3

-1

-5

1d4+1

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

Special Properties

*Longsword

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

19-20/x2

5 ft.

To Hit

Dam

1H-P

1H-O

2H

+3

1d8+1

-1

1d8

+3

1d8+1

2W-P-(OH)

2W-P-(OL)

2W-OH

-3

-1

-7

1d8+1

1d8+1

1d8

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

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

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

6/3

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

7

=

2

+

5.0

+

✓ Gather Information

CHA

1

=

1

+

+

✓ Heal

WIS

8

=

3

+

5.0

+

Knowledge (Arcana)

INT

8

=

3

+

5.0

+

Knowledge (Nature)

INT

7

=

3

+

4.0

+

Knowledge (Religion)

INT

5

=

3

+

2.0

+

Knowledge (The Planes)

INT

5

=

3

+

2.0

+

Linguistics

INT

5

=

3

+

2.0

+

✓ Perception

WIS

3

=

3

+

+

✓ Persuasion

CHA

1

=

1

+

+

✓ Profession (Farmer)

WIS

5

=

3

+

2.0

+

✓ Ride

DEX

2

=

2

+

+

✓ Sense Motive

WIS

3

=

3

+

+

✓ Spellcraft

INT

10

=

3

+

5.0

+

2

✓ Stealth

DEX

8

=

2

+

6.0

+

✓ Survival

WIS

7

=

3

+

4.0

+

✓ Thievery

DEX

2

=

2

+

+

✓ Use Rope

DEX

2

=

2

+

+

=

+

+

=

+

+

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

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker. For suggestions please post to pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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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	
(6 CP). Used to gain familiars, psicrystals, animal companions, and sometimes mounts. Companion empowers a sidekick # usually an animal. You may choose to apply the standard d20 Druid's Animal Companion bonuses, Wizard's Familiar bonuses, Paladin's Mount bonuses, get a Psi-Crystal, or use any similar progression. The base creature may not have an ECL of more than 1/3 your character level.	
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 who 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 9	
Familiar	
You have a familiar companion	
Mental Link	
You are automatically in Mental Contact with your companions	
Wizard	
Wizard Level 3, Casterlevel is 6	

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

TEMPLATES	
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Point Buy Spells

LEVEL	0	1	2	3	4	5	6	7	8	9
KNOWN	0	0	0	0	0	0	0	0	0	0
PER DAY	9	9	9	9	9	9	9	9	9	9

LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Acid Splash <i>Effect:</i> Orb deals 1d3 acid damage.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Conjuration (Creation) [Acid] <i>Caster Level:</i> 1	PHB: p.196
Amanuesis <i>Effect:</i> Copies 250 words per minute.	16	Will negates [object]	1 standard action	10 minute/level	Close (25 ft.)	V,S	Yes [object]	Transmutation <i>Caster Level:</i> 1	SC: p.9
Arcane Mark <i>Effect:</i> Inscribes a personal rune [visible or invisible].		None	1 standard action	Permanent	0 ft.	V,S	No	Universal <i>Caster Level:</i> 1	PHB: p.201
Caltrops <i>Effect:</i> Caltrops cover one 5-foot-by-5-foot square, attack roll +0 for all creatures moving in the square [Creatures AC is Base + Dex + [Foot Wear +2] for purpose of the caltrop attack] dealing 1 pt of damage and land speed reduced by half.		None	1 standard action	1 round/level	Close (25 ft.)	V,S	No	Conjuration (Creation) <i>Caster Level:</i> 1	SC: p.42
Create Water <i>Effect:</i> Creates 2 gallons/level of pure water.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Conjuration (Creation) [Water] <i>Caster Level:</i> 1	PHB: p.215
Cure Minor Wounds <i>Effect:</i> Cures 1 point of damage.	16	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) <i>Caster Level:</i> 1	PHB: p.216
Dancing Lights <i>Effect:</i> Creates torches or other lights.		None	1 standard action	1 minute/level [D]	Medium (110 ft.)	V,S	No	Evocation [Light] <i>Caster Level:</i> 1	PHB: p.216
Daze <i>Effect:</i> Humanoid creature of 4 HD or less loses next action.	16	Will negates	1 standard action	1 round	Close (25 ft.)	V,S,M	Yes	Enchantment (Compulsion) [Mind-Affecting] <i>Caster Level:</i> 1	PHB: p.217
Detect Magic <i>Effect:</i> Detects spells and magic items within 60 ft.		None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination <i>Caster Level:</i> 1	PHB: p.219
Detect Poison <i>Effect:</i> Detects poison in one creature or small object.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	No	Divination <i>Caster Level:</i> 1	PHB: p.219
Disrupt Undead <i>Effect:</i> Deals 1d6 damage to one undead.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Necromancy <i>Caster Level:</i> 1	PHB: p.223
Electric Jolt <i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Electricity] <i>Caster Level:</i> 1	SC: p.78
Flare <i>Effect:</i> Dazzles one creature [-1 on attack rolls].	16	Fortitude negates	1 standard action	Instantaneous	Close (25 ft.)	V	Yes	Evocation [Light] <i>Caster Level:</i> 1	PHB: p.232
Ghost Sound <i>Effect:</i> Figment sounds.	16	Will disbelief (if interacted with)	1 standard action	1 round/level [D]	Close (25 ft.)	V,S,M	No	Illusion (Figment) <i>Caster Level:</i> 1	PHB: p.235
Guidance <i>Effect:</i> +1 on one attack roll, saving throw, or skill check.	16	Will negates (harmless)	1 standard action	1 minute or until discharged	Touch	V,S	Yes	Divination <i>Caster Level:</i> 1	PHB: p.238
Inflict Minor Wounds <i>Effect:</i> Touch attack, 1 point of damage.	16	Will negates	1 standard action	Instantaneous	Touch	V,S	Yes	Necromancy <i>Caster Level:</i> 1	PHB: p.244
Launch Bolt <i>Effect:</i> Treat bolt as if fired from a light crossbow, including any bonuses, feats or enchantments.		None	1 standard action	Instantaneous	Touch	V,S,M	No	Transmutation <i>Caster Level:</i> 1	SC: p.130
Launch Item <i>Effect:</i> Launch an item safely to the target you specify where it will act normally upon impact.		None	1 standard action	Instantaneous	Touch	S	No	Transmutation <i>Caster Level:</i> 1	SC: p.130
Light <i>Effect:</i> Object shines like a torch.		None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light] <i>Caster Level:</i> 1	PHB: p.248
Mage Hand <i>Effect:</i> 5-pound telekinesis.		None	1 standard action	Concentration	Close (25 ft.)	V,S	No	Transmutation <i>Caster Level:</i> 1	PHB: p.249
Mending <i>Effect:</i> Makes minor repairs on an object.	16	Will negates (harmless, object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (harmless, object)	Transmutation <i>Caster Level:</i> 1	PHB: p.253
Message <i>Effect:</i> Whispered conversation at distance.		None	1 standard action	10 minutes/level	Medium (110 ft.)	V,S,F	No	Transmutation [Language-Dependent] <i>Caster Level:</i> 1	PHB: p.253
Open/Close <i>Effect:</i> Opens or closes small or light things.	16	Will negates (object)	1 standard action	Instantaneous	Close (25 ft.)	V,S,F	Yes (object)	Transmutation <i>Caster Level:</i> 1	PHB: p.258
Prestidigitation <i>Effect:</i> Performs minor tricks.	16	See text	1 standard action	1 hour	10 ft.	V,S	No	Universal <i>Caster Level:</i> 1	PHB: p.264
Purify Food and Drink <i>Effect:</i> Purifies 1 cu. ft./level of food or water.	16	Will negates (object)	1 standard action	Instantaneous	10 ft.	V,S	Yes (object)	Transmutation <i>Caster Level:</i> 1	PHB: p.267
Ray of Frost <i>Effect:</i> Ray deals 1d3 cold damage.		None	1 standard action	Instantaneous	Close (25 ft.)	V,S	Yes	Evocation [Cold] <i>Caster Level:</i> 1	PHB: p.269

* =Domain/Specialty Spell

Point Buy Spells

Read Magic	None	1 standard	10 minutes/level action	Personal	V,S,F	No	Divination	PHB: p.269
<i>Effect:</i> Read scrolls and spellbooks.								
Repair Minor Damage	None	1 standard	Instantaneous action	Touch	V,S	No	Transmutation	SC: p.173
<i>Effect:</i> Repair a construct 1 point of damage.								
Resistance	16	Will negates (harmless)	1 standard 1 minute action	Touch	V,S,M/DF	Yes (harmless)	Abjuration	PHB: p.272
<i>Effect:</i> Subject gains +1 on saving throws.								
Silent Portal	16	Will negates [object]	1 standard 1 minute/level [D] action	Close (25 ft.)	S	Yes [object]	Illusion (Glamour)	SC: p.190
<i>Effect:</i> Negates the sound of opening/closing any portal [door>window,etc.].								
Sonic Snap	16	Will partial	1 standard Instantaneous action	Close (25 ft.)	V,S	Yes	Evocation [Sonic]	SC: p.195
<i>Effect:</i> Deal 1 pt of damage and target must save or be deafened for 1 round.								
Stick	16	Will negates [object]	1 standard Instantaneous action	Touch	V,S,M	Yes [object]	Transmutation	SC: p.206
<i>Effect:</i> Sticks one object to another; see text.								
Touch of Fatigue	16	Fortitude negates	1 standard 1 round/level action	Touch	V,S,M	Yes	Necromancy	PHB: p.294
<i>Effect:</i> Touch attack fatigues target.								
Virtue	16	Fortitude negates (harmless)	1 standard 1 min. action	Touch	V,S, DF	Yes (harmless)	Transmutation	PHB: p.298
<i>Effect:</i> Subject gains 1 temporary hp.								

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div>Alarm</div> <div>Effect: Wards an area for 2 hours/level.</div>		None	1 standard	2 hours/level [D] action	Close (25 ft.)	V,S,F/DF	No	Abjuration	PHB: p.197
<div>Color Spray</div> <div>Effect: Knocks unconscious, blinds, and/or stuns 1d6 weak creatures.</div>	17	Will negates	1 standard	Instantaneous; see text action	15 ft.	V,S,M	Yes	Illusion (Pattern) [Mind-Affecting] Caster Level: 1	PHB: p.210
<div>Cure Light Wounds</div> <div>Effect: Cures 1d8 +1/level [max +5] damage.</div>	17	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing) Caster Level: 1	PHB: p.215
<div>Divine Favor</div> <div>Effect: You gain +1 on attack and damage rolls. [Every three caster levels, MAX +6]</div>		None	1 standard	1 minute action	Personal	V,S, DF	No	Evocation	PHB: p.224
<div>Expeditious Retreat</div> <div>Effect: Your speed increases by 30 ft.</div>		None	1 standard	1 minute/level [D] action	Personal	V,S	No	Transmutation	PHB: p.228
<div>Feather Fall</div> <div>Effect: Objects or creatures fall slowly.</div>	17	Will negates (harmless) or Will negates (object)	1 free action	Until landing or 1 round/level	Close (25 ft.)	V	Yes (object)	Transmutation	PHB: p.229
<div>Identify</div> <div>Effect: Determines properties of magic item.</div>		None	1 hour	Instantaneous	Touch	V,S,M/DF	No	Divination	PHB: p.243
<div>Mage Armor</div> <div>Effect: Gives subject +4 armor bonus.</div>	17	Will negates (harmless)	1 standard	1 hour/level [D] action	Touch	V,S,F	No	Conjuration (Creation) [Force] Caster Level: 1	PHB: p.249
<div>Magic Missile</div> <div>Effect: 1 missile/2 levels [max 5] that do 1d4+1 damage each.</div>		None	1 standard	Instantaneous action	Medium (110 ft.)	V,S	Yes	Evocation [Force]	PHB: p.251

LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
<div><div></div><div></div><div></div><div></div><div></div></div> Cure Moderate Wounds	18	Will half (harmless); see text	1 standard	Instantaneous action	Touch	V,S	Yes (harmless); see text	Conjuration (Healing)	PHB: p.216
<div>Effect:</div> <div>Cures 2d8 +1/level [max +10] damage.</div>									
<div><div></div><div></div><div></div><div></div><div></div></div> Hold Person	18	Will negates; see text	1 standard	1 round/level [D]; see text action	Medium (110 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.241
<div>Effect:</div> <div>Paralyzes one humanoid for 1 round/level.</div>									
<div>Target: Creature touched</div> <div>Caster Level: 1</div>									
<div>Target: One humanoid creature</div> <div>Caster Level: 1</div>									

LEVEL 3

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Hold Person	19	Will negates; see text	1 standard action	1 round/level [D]; see text	Medium (110 ft.)	V,S,F/DF	Yes	Enchantment (Compulsion) [Mind-Affecting]	PHB: p.241
<i>Effect:</i> Paralyzes one humanoid for 1 round/level.					<i>Target:</i> One humanoid creature			<i>Caster Level:</i> 1	

* =Domain/Specialty Spell

Iridius the Red

RACE	Human
AGE	20
GENDER	Male
VISION	
ALIGNMENT	Neutral Good
DOMINANT HAND	Right
HEIGHT	5' 9"
WEIGHT	174 lbs.
EYE COLOUR	Blue
SKIN COLOUR	
HAIR	Light Brown; Small Beard, Straight
PHOBIAS	
PERSONALITY TRAITS	
INTERESTS	
SPOKEN STYLE	
RESIDENCE	
LOCATION	None
REGION	

Description:

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

Biography:

Notes:

Character Sheet Notes: