

# Newton,

NAME	PLAYERNAME	DEITY	ALIGNMENT
DKG5	Human	6' 1"	Neutral Good
CLASS	Medium	165 lbs.	
5	RACE	HEIGHT	VISION
15000	17	Blue	-1
Character Level	AGE	EYES	POINTS
NEXT LEVEL	GENDER	HAIR	

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP										SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED			
<b>STR</b> Strength	18	+4	18	+4	18	+4	<b>VP</b> Vitality	78					<b>WP</b> Wound Points	14			Walk 30 ft., Fly 30 ft.											
<b>DEX</b> Dexterity	18	+4	18	+4	18	+4	<b>AC</b> armor class	22	18	21	10	0	0	4	0	1	7		0	+0	0							
								TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST							
<b>CON</b> Constitution	14	+2	14	+2	14	+2	<b>INITIATIVE</b> modifier	+6	+4	+2	<b>SKILLS</b>																	
								TOTAL	DEX MODIFIER	MISC MODIFIER	SKILL NAME																	
<b>INT</b> Intelligence	14	+2	14	+2	14	+2	<b>BASE ATTACK</b> bonus	+5			KEY ABILITY																	
											SKILL MODIFIER																	
<b>WIS</b> Wisdom	10	+0	10	+0	10	+0					ABILITY MODIFIER																	
											RANKS																	
<b>CHA</b> Charisma	14	+2	14	+2	14	+2					8/4 MISC MODIFIER																	
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SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+6	+4	+2	+0	+0	+0		
REFLEX (dexterity)	+5	+1	+4	+0	+0	+0		
WILL (wisdom)	+4	+4	+0	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+9	+5	+4	+0	+0	+0	
RANGED attack bonus	+9	+5	+4	+0	+0	+0	
GRAPPLE attack bonus	+9	+5	+4	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9	1d3+4	20/x2	5 ft.

*Dragon Blade	HAND	TYPE	SIZE	CRITICAL	REACH
	Off-hand	S	M	19-20/x2	5 ft.

	To Hit	Dam		To Hit	Dam
1H-P	+10	1d8+8	2W-P-(OH)	+6	1d8+8
1H-O	+10	1d8+8	2W-P-(OL)	+8	1d8+8
2H	+10	1d8+10	2W-OH	+6	1d8+8

Special Properties	Longsword
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Longbow	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	20/x3	5 ft.

	30 ft.	100 ft.	200 ft.	300 ft.	400 ft.
TH	+9	+9	+7	+5	+3
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2

Special Properties	
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\*: 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		SKILLS					FAILURE	PENALTY
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MAX RANKS	8/4 MISC MODIFIER	
✓	Appraise	INT	2	= 2	+	+		
✓	Balance	DEX	4	= 4	+	+		
✓	Bluff	CHA	2	= 2	+	+		
✓	Climb	STR	4	= 4	+	+		
✓	Concentration	CON	9	= 2	+	7.0	+	
✓	Craft (Untrained)	INT	2	= 2	+	+		
✓	Diplomacy	CHA	7	= 2	+	5.0	+	
✓	Disguise	CHA	7	= 2	+	5.0	+	
✓	Escape Artist	DEX	4	= 4	+	+		
✓	Forgery	INT	2	= 2	+	+		
✓	Gather Information	CHA	2	= 2	+	+		
✓	Heal	WIS	0	= 0	+	+		
✓	Hide	DEX	4	= 4	+	+		
✓	Initiative	DEX	6	= 4	+	2.0	+	
✓	Intimidate	CHA	2	= 2	+	+		
✓	Jump	STR	4	= 4	+	+		
	Knowledge (Arcana)	INT	10	= 2	+	8.0	+	
✓	Listen	WIS	0	= 0	+	+		
✓	Move Silently	DEX	4	= 4	+	+		
✓	Perception	WIS	8	= 0	+	8.0	+	
✓ X	Psychic (Mental Contact)	CHA	10	= 2	+	+	8	
✓	Ride	DEX	4	= 4	+	+		
✓	Sense Motive	WIS	2	= 0	+	2.0	+	
	Spellcraft	INT	11	= 2	+	7.0	+	
	Spellcraft (Decipher spell on scroll)	INT	13	= 2	+	7.0	+	
✓	Spot	WIS	0	= 0	+	+		
✓	Stealth	DEX	13	= 4	+	4.0	+	
✓	Survival	WIS	0	= 0	+	+		
✓	Swim	STR	4	= 4	+	+		
✓	Use Computer	INT	3	= 2	+	1.0	+	
	Use Magic Device	CHA	9	= 2	+	7.0	+	
	Use Magic Device (Scroll)	CHA	11	= 2	+	7.0	+	
✓	Use Rope	DEX	4	= 4	+	+		
				=	+	+		
					=	+	+	
✓: can be used untrained, X: exclusive skills								

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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Dragon Blade Longsword	Equipped	1	2.0	50335.0	
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Longbow 0 lbs.	Carried	1	3.0	75.0	
Stealth Suit Outfit	Equipped	1	2.0	5.0	
TOTAL WEIGHT CARRIED/VALUE			7 lbs.	100750.0 gp	

WEIGHT ALLOWANCE					
Light 100	Medium 200	Heavy 300			
Lift over head 300	Lift off ground 600	Push / Drag 1500			

SPECIAL ABILITIES	
Armored Dragon ~ May wear Light armor and bucklers with no arcane spell failure and is able to fly	
Breath Weapon ~ 1/day deal 5d6 fire damage DC 14 Reflex half, 30-foot cone	
Fire Resistance 5	
Team Bond ~ You have been bonded to your team members in a psychic and magical ritual. You cannot betray your team. Gain Psychic (Mental Contact) usable only on fellow team members.	

FEATS	
Power Attack	You can subtract up to 5 from all melee attack rolls and apply same to all melee damage rolls.
Powerful Two-Weapon Fighting	You are able to use a one-handed weapon in your off-hand as if it were a light weapon. Also, you may apply your Strength bonus instead of 1/2 your Strength bonus to weapon damage with an off-hand weapon, whether it is a light weapon, one-handed weapon, or part of a double weapon.
Two-Weapon Fighting	You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.
Weapon Focus (Longsword)	+1 bonus on all attack rolls with selected weapon.
Weapon Specialization (Longsword)	+2 bonus on all damage rolls with selected weapon.
Your Sword With Power	When wielding a magical melee weapon, you may use that weapon to fire a magical force bolt as an attack action. In effect, your melee weapon can be used as a ranged weapon with a range increment of 30ft., using the normal rules for ranged weapons. Apply the weapon's magical enhancement as normal, but do not apply your Strength modifier or any bonuses or magical abilities which can only apply to melee weapons (such as Vorpal). You can only use this ability when your current hit point total is equal to at least fifty percent of your maximum.
Armor Proficiency (Heavy)	Armor Check Penalty applies normally.
Armor Proficiency (Light)	Armor Check Penalty applies normally.
Armor Proficiency (Medium)	Armor Check Penalty applies normally.
Martial Weapon Proficiency	Choose a type of martial weapon to be proficient.
Shield Proficiency	You can use a shield.
Simple Weapon Proficiency	Use simple weapons normally.
Tower Shield Proficiency	You can use a tower shield.

PROFICIENCIES
Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Draconic, Orc

TEMPLATES
Truename

# Rebalanced Dragon Knight Spells

LEVEL	0	1	2	3	4	5	6
KNOWN	6	3	2	0	0	0	0
PER DAY	4	5	3	0	0	0	0

## LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Acid Splash	12	None	1 standard action	Instantaneous	Close (35 ft.)	V,S	No	Conjuration (Creation) [Acid]	PHB: pg.196
<i>Effect:</i> Orb deals 1d3 acid damage.					<i>Target:</i> One missile of acid			<i>Caster Level:</i> 5	
□□□□□ Caltrops	12	None	1 standard action	1 round/level	Close (35 ft.)	V,S	No	Conjuration (Creation)	SC: Pg.42
<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.					<i>Target:</i> See text			<i>Caster Level:</i> 5	
□□□□□ Detect Magic	12	None	1 standard action	Concentration, up to 1 minutes/level [D]	60 ft.	V,S	No	Divination	PHB: pg.219
<i>Effect:</i> Detects spells and magic items within 60 ft.					<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
□□□□□ Electric Jolt	12	None	1 standard action	Instantaneous	Close (35 ft.)	V,S	Yes	Evocation [Electricity]	SC: Pg.78
<i>Effect:</i> Ranged touch attack delivers 1d3 electric damage.					<i>Target:</i> Ray			<i>Caster Level:</i> 5	
□□□□□ Light	12	None	1 standard action	10 minutes/level [D]	Touch	V, M/DF	No	Evocation [Light]	PHB: pg.248
<i>Effect:</i> Object shines like a torch.					<i>Target:</i> Object touched			<i>Caster Level:</i> 5	
□□□□□ Message	12	None	1 standard action	10 minutes/level	Medium (150 ft.)	V,S,F	No	Transmutation [Language-Dependent]	PHB: pg.253
<i>Effect:</i> Whispered conversation at distance.					<i>Target:</i> 1 creature/level			<i>Caster Level:</i> 5	
□□□□□ Ray of Frost	12	None	1 standard action	Instantaneous	Close (35 ft.)	V,S	Yes	Evocation [Cold]	PHB: pg.269
<i>Effect:</i> Ray deals 1d3 cold damage.					<i>Target:</i> Ray			<i>Caster Level:</i> 5	

## LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Benign Transposition	13	None	1 standard action	Instantaneous	Medium (150 ft.)	V	No	Conjuration (Teleportation)	SC: Pg.27
<i>Effect:</i> Two target creatures instantly swap positions.					<i>Target:</i> Two willing creatures of up to Large size			<i>Caster Level:</i> 5	
□□□□□ Blades of Fire	13	None	1 swift action	1 round	Touch	V	No	Conjuration (Creation) [Fire]	SC: Pg.31
<i>Effect:</i> Adds 1d8 fire damage to your held weapons.					<i>Target:</i> Up to two melee weapons you are wielding			<i>Caster Level:</i> 5	
□□□□□ Nerveskitter	13	None [harmless]	1 immediate action	1 round	Close (35 ft.)	V,S	Yes	Transmutation	SC: Pg.146
<i>Effect:</i> Grants +5 bonus on initiative checks.					<i>Target:</i> One creature			<i>Caster Level:</i> 5	

## LEVEL 2

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Animalistic Power	14	Will negates [harmless]	1 standard action	1 minute/level	Touch	V,S,M	Yes [harmless]	Transmutation	PHB II: pg.101
<i>Effect:</i> Subject is imbued with +2 to Strength, Dexterity and Constitution.					<i>Target:</i> Creature touched			<i>Caster Level:</i> 5	
□□□□□ Deflect	14		1 immediate action	1 round or until discharged	Personal	V		Abjuration [Force]	PHB II: pg.109
<i>Effect:</i> Gain shield bonus to AC against one attack. Bonus is equal to +1 per two caster levels.					<i>Target:</i> You			<i>Caster Level:</i> 5	

\* =Domain/Specialty Spell

## Notes:

Character Sheet Notes: