

Newton,

NAME
DKG4
CLASS
4
Character Level

6000
EXPERIENCE
10000
NEXT LEVEL

DK

PLAYERNAME
Human
RACE
17
AGE

Medium
SIZE
Other
GENDER

DEITY
6' 1"
HEIGHT
Blue
EYES

165 lbs.
WEIGHT
Blond,
HAIR

Neutral Good

ALIGNMENT
VISION
-1
POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	20	+5	20	+5	20	+5
DEX Dexterity	18	+4	18	+4	18	+4
CON Constitution	14	+2	14	+2	14	+2
INT Intelligence	14	+2	14	+2	14	+2
WIS Wisdom	10	+0	10	+0	10	+0
CHA Charisma	14	+2	14	+2	14	+2

VP Vitality		67		WOUNDS/CURRENT HP		SUBDUAL DAMAGE				WP Wound Points		14		DAMAGE REDUCTION		SPEED Walk 30 ft.										
AC armor class		20		:	16	:	19	=	10	+	0	+	0	+	4	+	0	+	1	+	5		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

INITIATIVE modifier	+6	=	+4	+2
TOTAL		DEX MODIFIER	MISC MODIFIER	
BASE ATTACK bonus	+4			

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	+4	+5	+0	+0	+0	
RANGED attack bonus	+8	+4	+4	+0	+0	+0	
GRAPPLE attack bonus	+9	+4	+5	+0	+0	+0	

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

Dragon Blade		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE				
+10		1d8+9				
Special Properties		Longsword				

Longbow		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
30 ft.	100 ft.	200 ft.	300 ft.	400 ft.		
TH	+8	+8	+6	+4	+2	
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2	
Special Properties						

Sword, Short		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+9	1d6+7	2W-P-(OH)	+5	1d6+7	
1H-O	+9	1d6+4	2W-P-(OL)	+7	1d6+7	
2H	+9	1d6+7	2W-OH	+7	1d6+4	
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
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SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3.5
✓ Appraise	INT	2	= 2	+	+
✓ Balance	DEX	4	= 4	+	+
✓ Bluff	CHA	2	= 2	+	+
✓ Climb	STR	5	= 5	+	+
✓ 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	5	= 5	+	+
Knowledge (Arcana)	INT	9	= 2	+	7.0 +
✓ Listen	WIS	0	= 0	+	+
✓ Move Silently	DEX	4	= 4	+	+
✓ Perception	WIS	7	= 0	+	7.0 +
✓ x Psychic (Mental Contact)	CHA	9	= 2	+	7
✓ Ride	DEX	4	= 4	+	+
✓ Sense Motive	WIS	2	= 0	+	2.0 +
Spellcraft	INT	11	= 2	+	7.0 + 2
Spellcraft (Decipher spell on scroll)	INT	13	= 2	+	7.0 + 4
✓ Spot	WIS	0	= 0	+	+
✓ Stealth	DEX	9	= 4	+	5
✓ Survival	WIS	0	= 0	+	+
✓ Swim	STR	5	= 5	+	+
✓ Use Computer	INT	2	= 2	+	+
Use Magic Device	CHA	9	= 2	+	7.0 +
Use Magic Device (Scroll)	CHA	11	= 2	+	7.0 + 2
✓ Use Rope	DEX	4	= 4	+	+
			=	+	+
			=	+	+

✓: can be used untrained. x: exclusive skills

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Dragon Blade Longsword	Carried	1	2.0	50335.0	
Longbow 0 lbs.	Carried	1	3.0	75.0	
Stealth Suit Outfit	Equipped	1	2.0	5.0	
Sword, Short	Carried	1	2.0	10.0	
TOTAL WEIGHT CARRIED/VALUE			9 lbs.	50425.0 gp	

WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

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 4d6 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 4 from all melee attack rolls and apply same to all melee damage rolls.
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	2	1	0	0	0	0
PER DAY	4	4	2	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> 4		
□□□□□ 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> 4		
□□□□□ 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> 4		
□□□□□ 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> 4		
□□□□□ 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> 4		
□□□□□ Message	12	None	1 standard action	10 minutes/level	Medium (140 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> 4		
□□□□□ 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> 4		

LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
□□□□□ Benign Transposition	13	None	1 standard action	Instantaneous	Medium (140 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> 4		
□□□□□ 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> 4		

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> 4		

* =Domain/Speciality Spell

Notes:

Character Sheet Notes: