

## Yon Yonsin

NAME  
Point2 1000  
CLASS EXPERIENCE  
2 3000  
Character Level NEXT LEVEL

## Mike Mason

PLAYERNAME  
Human Medium  
RACE SIZE  
16 Male  
AGE GENDER

DEITY  
6' 1" 165 lbs.  
HEIGHT WEIGHT  
Blue Blonde,  
EYES HAIR

Lawful Good

ALIGNMENT



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	HP hit points	20	WOUNDS/CURRENT HP					SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED Walk 20 ft.		
STR Strength	16	+3	16	+3	16	+3	AC armor class	19	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST				
DEX Dexterity	14	+2	14	+2	14	+2																				
CON Constitution	14	+2	14	+2	14	+2																				
INT Intelligence	12	+1	12	+1	12	+1																				
WIS Wisdom	12	+1	12	+1	12	+1																				
CHA Charisma	16	+3	16	+3	16	+3																				

INITIATIVE modifier	+2	-	+2	+	+0	TOTAL	DEX MODIFIER	MISC MODIFIER
BASE ATTACK bonus	+2							

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers					
FORTITUDE (constitution)	+8	=	+3	+	+2	+	+0	+	+3	+	+0	+	
REFLEX (dexterity)	+5	=	+0	+	+2	+	+0	+	+3	+	+0	+	
WILL (wisdom)	+4	=	+0	+	+1	+	+0	+	+3	+	+0	+	

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

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+5	1d3+3	20/x2	5 ft.

*Sword, Bastard		HAND	TYPE	SIZE	CRITICAL	REACH
		Both	S	M	19-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+5	1d10+3	2W-P-(OH)	-1	1d10+3	
1H-O	+1	1d10+1	2W-P-(OL)	+1	1d10+3	
2H	+5	1d10+4	2W-OH	-5	1d10+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
*Breastplate	Medium	+5	+3	-4	25
*Shield, Heavy	Heavy	+2		-2	15

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/2.5
					RANKS	MISC MODIFIER
✓ Acrobatics	DEX	-4	=	2	+	+ -6
✓ Appraise	INT	1	=	1	+	+
✓ Athletics	STR	-1	=	3	+	2.0 + -6
✓ Craft (Untrained)	INT	1	=	1	+	+
✓ Deception	CHA	3	=	3	+	+
✓ Endurance	CON	-3	=	2	+	1.0 + -6
✓ Gather Information	CHA	3	=	3	+	+
Handle Animal	CHA	4	=	3	+	1.0 +
✓ Heal	WIS	5	=	1	+	4.0 +
Knowledge (Nobility and Royalty)	INT	2	=	1	+	1.0 +
Knowledge (Religion)	INT	2	=	1	+	1.0 +
✓ Perception	WIS	3	=	1	+	2.0 +
✓ Persuasion	CHA	8	=	3	+	5.0 +
✓ Ride	DEX	2	=	2	+	+
✓ Sense Motive	WIS	4	=	1	+	3.0 +
✓ Stealth	DEX	-4	=	2	+	+
✓ Survival	WIS	1	=	1	+	+
✓ Thievery	DEX	2	=	2	+	+
✓ Use Rope	DEX	2	=	2	+	+
			=	+	+	+
			=	+	+	+

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

EQUIPMENT					
ITEM		LOCATION	QTY	WT	COST
Breastplate		Equipped	1	30.0	200.0
Shield, Heavy		Equipped	1	15.0	20.0
Sword, Bastard		Equipped	1	6.0	35.0
TOTAL WEIGHT CARRIED/VALUE				51 lbs.255.0 gp	

WEIGHT ALLOWANCE					
Light	76	Medium	153	Heavy	230
Lift over head	230	Lift off ground	460	Push / Drag	1150

SPECIAL ATTACKS	
<b>Smite</b>	The character adds his or her Charisma Modifier [+3] to Hit, and level [+2] to damage, against a chosen type of foe 1/day. Most characters take this with Bonus Uses. See page 52 for some possible enemy types.
<b>Warcraft</b>	+2 BAB

SPECIAL QUALITIES	
<b>Armor Proficiency (Heavy)</b>	Proficient with Heavy Armors
<b>Armor Proficiency (Light)</b>	Proficient with Light Armors
<b>Armor Proficiency (Medium)</b>	Proficient with Medium Armors
<b>Armor Proficiency (Shields)</b>	Proficient with Shields
<b>Augment Bonus ~ Paladin Grace</b>	+ Cha bonus to all saves
<b>Corrupted ~ Decreased Cost (6 to 4) (Healing Touch)</b>	
<b>Disadvantage - Compulsive</b>	You have some particular mania or "code of conduct" which influences everything you do. Likely compulsions include the classic manias (like Pyro- or Klepto-), an overwhelming love or hatred, greed, dedication to some peculiar goal, truthfulness, extravagant spending, or even virtue. Codes include things like Hippocratic Oaths or Chivalry. Characters that ignore their compulsions take a 20% experience penalty.
<b>Disadvantage - History</b>	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.
<b>Disadvantage - Vows</b>	While closely related to Compulsive, Vows are generally more restrictive. They're also far more dangerous; those who fail to live up to their vows face some form of retribution. On the other hand, they also get some support; characters gain a +/- 3 bonus (as needed) against attempts to make them break their vows.
<b>Duties (+2)</b>	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.
<b>Fast Learner (+1)</b>	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.
<b>Healing Touch</b>	Healing Touch allows characters to heal themselves or another by touch for ([Cha Mod] x [character level]) 6 points per day. The healing may be split up rather than used all at once.
<b>Occult Sense ~ Detect Evil</b>	Detect the presence of evil, as the spell at will, within 60 ft.
<b>Save ~ Fortitude (, , )</b>	Increases the Fortitude Save by +3
<b>Weapon Prof ~ All Simple and Martial plus any one Exotic Weapon</b>	Grants Proficiency with all simple and martial weapons and selected weapons.

FEATS	
<b>Exotic Weapon Proficiency (Sword (Bastard))</b>	Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
<b>Feat Conversion to CP ~ 6 (, , , )</b>	Covert regular feat to Character Points

PROFICIENCIES
Axe (Throwing), Battleaxe, Chakram, Club, Crossbow (Heavy), Crossbow (Light), Cutlass, Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Grapple, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Halfspear, Hammer (Light), Handaxe, Hoopak, Javelin, Keyblade, Kukri, Lance, Laser, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Magister's Staff, Maul, Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scourge, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Skirt Blades, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Sword Staff, Trident, Unarmed, Unarmed Strike, Waraxe (Dwarven), Warhammer

LANGUAGES
Common, Goblin

TEMPLATES
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## Notes:

Character Sheet Notes: