

Jason of Hulberg

NAME
CoM11 Sor
CLASS
11
Character Level

55000
EXPERIENCE
66000
NEXT LEVEL

Tim

PLAYERNAME
Human
RACE
29
AGE

Medium
SIZE
Male
GENDER

Mystra

DEITY
6' 4"
HEIGHT
EYES

242 lbs.
WEIGHT
HAIR

Lawful Good

ALIGNMENT
VISION
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	VP Vitality	113	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	WP Wound Points	16	DAMAGE REDUCTION	SPEED								
STR Strength	23	+6	23	+6	23	+6	AC armor class	30	TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
DEX Dexterity	16	+3	18	+4	18	+4	INITIATIVE modifier	+8	TOTAL	+4	+4	DEX MODIFIER	MISC MODIFIER							40	-4	0
CON Constitution	16	+3	16	+3	16	+3	BASE ATTACK bonus	+11/+6/+1														
INT Intelligence	16	+3	16	+3	16	+3																
WIS Wisdom	15	+2	15	+2	15	+2																
CHA Charisma	18	+4	22	+6	22	+6																

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+19	= +7	+3	+3	+6	+0		
REFLEX (dexterity)	+16	= +3	+4	+3	+6	+0		
WILL (wisdom)	+18	= +7	+2	+3	+6	+0		

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
	+17/+12/+7	= +11/+6/+1	+6	+0	+0	+0	
RANGED attack bonus	+15/+10/+5	= +11/+6/+1	+4	+0	+0	+0	
GRAPPLE attack bonus	+17/+12/+7	= +11/+6/+1	+6	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+17/+12/+7	1d3+6	20/x2	5 ft.

Auric 'Farandol		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	S	M	17-20/x2	5 ft.
	To Hit	Dam		To Hit	Dam	
1H-P	+24/+19/+14	1d10+14	2W-P-(OH)	+18/+13/+8	1d10+14	
1H-O	+20/+15/+10	1d10+11	2W-P-(OL)	+20/+15/+10	1d10+14	
2H	+24/+19/+14	1d10+17	2W-OH	+14	1d10+11	
Special Properties	(Sword +4 (Bastard/Adamantine/Bonded/Dispelling/Holy/Icy Burst)), Ignore 20 hardness, Bonded Weapon: +2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., Targeted Dispel Magic 3/day upon successful hit, good-aligned, +2d6 holy damage vs. evil, 1 negative level bestowed to evil wielder, +1d6 cold damage. On a critical hit deals +1d10 additional cold damage					

Crossbow +2 (Light)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	19-20/x2	5 ft.
	30 ft.	80 ft.	160 ft.	240 ft.	320 ft.	
TH	+17/+12/+7	+17/+12/+7	+15/+10/+5	+13/+8/+3	+11/+6/+1	
Dam	1d8+2	1d8+2	1d8+2	1d8+2	1d8+2	
Special Properties						

Longbow +3 (Distant Shot/Ironwood)		HAND	TYPE	SIZE	CRITICAL	REACH
		Carried	P	M	20/x3	5 ft.
	30 ft.	20000 ft.	40000 ft.	60000 ft.	80000 ft.	
TH	+20/+15/+10	+20/+15/+10	+18/+13/+8	+16/+11/+6	+14/+9/+4	
Dam	1d8+4	1d8+4	1d8+4	1d8+4	1d8+4	
Special Properties	weapon can be used against any target within line of sight at no penalty for range., Wooden but functions as steel, does not burn					

*: 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
*Mithral Full Plate +2	Light	+10	+3	-3	25
(Light Full Plate +2), 30hp/inch and 15 hardness					
*Mystic Shield	Heavy	+4		-1	15
(Shield +2 (Heavy/Metal))					
*Ring of Protection +3		+3		+0	0

LAY ON HANDS

HP per day

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SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	14/7 MISC MODIFIER
✓ Appraise	INT	3	= 3	+	+	
✓ Balance	DEX	0	= 4	+	+	-4
✓ Bluff	CHA	11	= 6	+	5.0	+
✓ Climb	STR	2	= 6	+	+	-4
✓ Concentration	CON	7	= 3	+	4.0	+
✓ Craft (Untrained)	INT	3	= 3	+	+	
✓ Diplomacy	CHA	24	= 6	+	14.0	+
✓ Disguise	CHA	6	= 6	+	+	
✓ Escape Artist	DEX	0	= 4	+	+	-4
✓ Forgery	INT	3	= 3	+	+	
✓ Gather Information	CHA	6	= 6	+	+	
✓ Handle Animal	CHA	11	= 6	+	5.0	+
✓ Heal	WIS	2	= 2	+	+	
✓ Hide	DEX	0	= 4	+	+	-4
✓ Intimidate	CHA	8	= 6	+	+	2
✓ Jump	STR	6	= 6	+	+	
✓ Knowledge (Religion)	INT	18	= 3	+	5.0	+
✓ Listen	WIS	8	= 2	+	6.0	+
✓ Move Silently	DEX	0	= 4	+	+	-4
✓ Profession (Hunter)	WIS	7	= 2	+	5.0	+
✓ Ride	DEX	18	= 4	+	12.0	+
✓ Search	INT	9	= 3	+	6.0	+
✓ Sense Motive	WIS	13	= 2	+	11.0	+
✓ Spellcraft	INT	9	= 3	+	6.0	+
✓ Spot	WIS	8	= 2	+	6.0	+
✓ Survival	WIS	2	= 2	+	+	
✓ Swim	STR	-2	= 6	+	+	-8
✓ Use Rope	DEX	9	= 4	+	5.0	+
			=	+	+	
			=	+	+	

✓: can be used untrained. X: exclusive skills

TURN UNDEAD		TURNING CHECK RESULT	UNDEAD AFFECTED (MAXIMUM HIT DICE)	Turning Check	1d20+8
		Up to 0	4	Turn level	8
		1 - 3	5	Turn damage	2d6 +14
		4 - 6	6		
		7 - 9	7		
		10 - 12	8		
		13 - 15	9		
		16 - 18	10		
		19 - 21	11		
		22+	12		
TURN/DAY		□□□□ □□□□			

EQUIPMENT					FEATS	
ITEM	LOCATION	QTY	WT	COST		
Auric 'Farandol (Sword +4 (Bastard/Adamantine/Bonded/Dispelling/Holy/Icy Burst)), Ignore 20 hardness, Bonded Weapon:+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken, cannot be disarmed., Targeted Dispel Magic 3/day upon successful hit, good-aligned,+2d6 holy damage vs. evil,1 negative level bestowed to evil wielder, +1d6 cold damage. On a critical hit deals +1d10 additional cold damage	Carried	1	6.0	165035.0	Blind-Fight	In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.
Bag of Holding (Type 4) 3 lbs., 1 Book of Magic - found in tomb	Equipped	1	60.0	10000.0	Cleave	Get an immediate, extra melee attack if you drop opponent.
Book of Magic - found in tomb (Spellbook (Wizard's/Blank))	Bag of Holding (Type 4)	1	3.0	0.0	Exotic Weapon Proficiency (Sword (Bastard))	Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Boots of Swiftmess and Blinking	Equipped	1	1.0	240000.0	Improved Critical (Sword (Bastard))	Threat range is doubled with selected weapon.
Cloak of Charisma +4	Equipped	1	2.0	16000.0	Improved Initiative	+4 bonus on initiative checks.
Crossbow +2 (Light) 0 lbs.	Carried	1	4.0	8335.0	Power Attack	You can subtract up to 11 from all melee attack rolls and apply same to all melee damage rolls.
Crystal of Empowerment ~ Auric	Equipped	1	0.0	0.0	Speed Burst	You can take an extra move action 5 times per day [once per day per two levels]
Dwarven Bracers of Archery (Greater) (Bracers of Archery (Greater))	Equipped	1	1.0	25000.0	Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.
Longbow +3 (Distant Shot/Ironwood) 0 lbs. weapon can be used against any target within line of sight at no penalty for range., Wooden but functions as steel, does not burn	Carried	1	3.0	162375.0	Weapon Focus (Sword (Bastard))	+1 bonus on all attack rolls with selected weapon.
Mithral Full Plate +2 (Light Full Plate +2), 30hp/inch and 15 hardness	Equipped	1	25.0	14500.0	Weapon Specialization (Sword (Bastard))	+2 bonus on all damage rolls with selected weapon.
Mystic Shield (Shield +2 (Heavy/Metal))	Equipped	1	15.0	4170.0	Armor Proficiency (Heavy)	Armor Check Penalty applies normally.
Mystra's Blessed Amulet of Life (Amulet Save Bonus (Sacred) (+3/Skill Bonus (Competence) (Knowledge (Religion) +10)/Crystal (Deep)/Raise Dead//Cleric/20th)), 30hp/inch and 10 hardness, Sacred bonus to all saving throws of +3, Competence bonus to selected skill of Knowledge (Religion)+10 □□□□□□	Equipped	1	0.0	104000.0	Armor Proficiency (Light)	Armor Check Penalty applies normally.
Traveler's Outfit	Equipped	1	5.0	0.0	Armor Proficiency (Medium)	Armor Check Penalty applies normally.
Ring of Protection +3	Equipped	1	0.0	18000.0	Martial Weapon Proficiency	Choose a type of martial weapon to be proficient.
Ring of Fire and Ice When worn, the ring offers a limited immunity to Fire or Cold energy attacks by absorbing up to 10 spell levels (10d6) of Fire and Cold energy. It can then discharge that same energy as a beam (range touch) upon command as a standard action as either Fire or Cold., 30hp/inch and 10 hardness	Equipped	1	0.0	0.0	Shield Proficiency	You can use a shield.
TOTAL WEIGHT CARRIED/VALUE			117 lbs.	767415.0 gp	Simple Weapon Proficiency	Use simple weapons normally.
					Tower Shield Proficiency	You can use a tower shield.
					Leadership	Benefits: Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you.
					Mounted Combat	Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.
					Ride-By Attack	When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again.
PROFICIENCIES						

WEIGHT ALLOWANCE					
Light	200	Medium	400	Heavy	600
Lift over head	600	Lift off ground	1200	Push / Drag	3000

SPECIAL ABILITIES
.Champion of Mystra spell points 33, max spell level of 3. Caster Level=6
Aura of Courage (Su): Immune to fear (magical or otherwise). Allies within 10' gain +4 morale bonus on saves against fear effects.
Aura of Good (Ex): Overwhelming
Blink for 10 rounds 3 times/day
Detect Evil (Sp): At will, detect evil as the spell.
Divine Grace (Su): Charisma bonus of +6 to all saving throws.
Divine Health (Ex): Immunity to all diseases, including supernatural and magical.
Lay on Hands (Su): 66 hp/day
Literacy: Character is able to read & write in any language he can speak.
MYSTIC SHIELD (Su): At will, as a move equivalent action that does not provoke an attack of opportunity you may summon a Heavy Shield of +2 Enhancement [AC +4]. 1/day the Shield's protection may be increased by 3 [+1 point per 3 character levels] for 1 round/level. At the end of this duration you lose 3 [+1 point per 3 character levels] CON damage, it takes 8 hours to recover the loss. [This may not be recovered by any magic means, like restoration]. This shield cannot be disarmed, removed or put down, it's attached to the arm. [Cost Permanent Loss of 9 Spell Points and 9 Health Points]
Remove Disease (Sp): 2/week
Smite Evil (Su): 3/day - One attack adds +6 (Charisma bonus) to hit and deals +11 (1 point of damage for each level)
Special Mount (Sp)
Turn Undead (Su) 9/day (turn level 8) (turn damage 2d6+14)

FEATS	
Blind-Fight	In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit.
Cleave	Get an immediate, extra melee attack if you drop opponent.
Exotic Weapon Proficiency (Sword (Bastard))	Choose a type of exotic weapon. You understand how to use that type of exotic weapon in combat.
Improved Critical (Sword (Bastard))	Threat range is doubled with selected weapon.
Improved Initiative	+4 bonus on initiative checks.
Power Attack	You can subtract up to 11 from all melee attack rolls and apply same to all melee damage rolls.
Speed Burst	You can take an extra move action 5 times per day [once per day per two levels]
Track	To find tracks or to follow them for 1 mile requires a successful Survival check. You must make another Survival check every time the tracks become difficult to follow.
Weapon Focus (Sword (Bastard))	+1 bonus on all attack rolls with selected weapon.
Weapon Specialization (Sword (Bastard))	+2 bonus on all damage rolls with selected weapon.
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.
Leadership	Benefits: Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you.
Mounted Combat	Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.
Ride-By Attack	When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again.

PROFICIENCIES

LANGUAGES
Common, Draconic, Dwarven, Elven

TEMPLATES
Truename

Notes:

Character Sheet Notes:

Spell Points:13

[3+3+5+5+6-9]

Can cast 3rd level Paladin Spells