

Arkansas Jones

NAME

Poi2 2000

CLASS EXPERIENCE

2/3 6000

Character Level/ECL NEXT LEVEL

Max

PLAYERNAME

Illan Medium

RACE SIZE

0 Male

AGE GENDER

DEITY

0' 0" 0 lbs.

HEIGHT WEIGHT

EYES HAIR

Neutral Good

ALIGNMENT

Darkvision (60 ft.), Low-light

VISION

-1

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	18	+4	18	+4	18	+4
DEX Dexterity	14	+2	14	+2	14	+2
CON Constitution	18	+4	18	+4	18	+4
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	14	+2	14	+2	14	+2

HP hit points	44	WOUNDS/CURRENT HP				SUBDUAL DAMAGE				DAMAGE REDUCTION				SPEED Walk 30 ft.															
AC armor class	16	TOTAL	14	FLAT	12	TOUCH	10	BASE	4	ARMOR BONUS	0	SHIELD BONUS	2	STAT	0	SIZE	0	NATURAL	0	MISC		MISS CHANCE	0	ARCANE SPELL FAILURE	+0	ARMOR CHECK PENALTY	+0	SPELL RESIST	0

INITIATIVE modifier	+2	TOTAL	+2	DEX MODIFIER	+0	MISC MODIFIER
BASE ATTACK bonus	+5					

SKILL NAME		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/2.5
					RANKS	MISC MODIFIER
✓ Acrobatics	DEX	2	=	2	+	+
✓ Appraise	INT	1	=	1	+	+
✓ Athletics	STR	4	=	4	+	+
✓ Bluff	CHA	2	=	2	+	+
✓ Concentration	CON	4	=	4	+	+
✓ Craft (Untrained)	INT	1	=	1	+	+
✓ Diplomacy	CHA	2	=	2	+	+
✓ Disable Device	INT	2	=	1	+ 1.0	+
✓ Disguise	CHA	2	=	2	+	+
✓ Escape Artist	DEX	2	=	2	+	+
✓ Gather Information	CHA	2	=	2	+	+
✓ Heal	WIS	2	=	2	+	+
✓ Intimidate	CHA	4	=	2	+	+ 2
✓ Open Lock	DEX	3	=	2	+	+ 1.0
✓ Perception	WIS	6	=	2	+ 2.0	+ 2
✗ Psychic (Apport)	INT	3	=	1	+ 2.0	+
✓ ✗ Psychic (Empathy)	WIS	2	=	2	+	+
✓ ✗ Psychic (Mental Contact)	CHA	6	=	2	+ 2.0	+ 2
✓ ✗ Psychic (Psychic Sense)	WIS	2	=	2	+	+
✓ ✗ Psychic (Psychic Shield)	WIS	4	=	2	+	+ 2
✗ Psychic (Psychometry)	WIS	4	=	2	+	+ 2.0
✓ Ride	DEX	2	=	2	+	+
✓ Sense Motive	WIS	2	=	2	+	+
✓ Stealth	DEX	4	=	2	+ 2.0	+
✓ Survival	WIS	4	=	2	+ 2.0	+
✓ Use Rope	DEX	2	=	2	+	+
			=	+	+	
			=	+	+	

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

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+9	=	+5	+4	+0	+0	+0
RANGED attack bonus	+7	=	+5	+2	+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.

Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+9/+9	1d4+4				
Special Properties					

*Keyblade +1 (Standard)	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	19-20/x2	5 ft.
TOTAL ATTACK BONUS	DAMAGE				
+10	1d10+5				
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
*Faerie Garb +3	Light	+4	+8	+0	0

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Carried	1	0.0	0.0	
Faerie Garb +3	Equipped	1	0.5	9151.0	
Keyblade +1 (Standard)	Equipped	1	0.0	7300.0	
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0	
Special Backpack of Holding 0 lbs.	Equipped	1	0.0	0.0	
Special Boots	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0.5 lbs.	16451.0 gp	

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

SPECIAL ABILITIES	
+1 skill point per level for psychic abilities	

SPECIAL ATTACKS	
Warcraft +5 BAB	
Keyblade Atk Penalty -0, Level Penalty -0, MP Loss -0, HP Loss -0	

SPECIAL QUALITIES	
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 - Obligations You have responsibilities which you cannot easily discharge. You may have dependents, debts, a geas, massive tithes, oaths to fulfill, a job which you cannot readily leave, be sworn to the service of a lord or ruler, or just have friends who need looking after. This is a wonderful way to get dragged into adventures.	
Disadvantage - Unarmored You refuse to use armor for some reason. Characters you 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.	
Equipage A character with Equipage can always find minor items (With a maximum value of 2 gp per level per week) on his or her person. It does not matter if the character is locked naked in a dimensional vault; he or she can always locate the required goods. Sadly, all versions of Equipage are limited to things that the user can reasonably carry; normal humans cannot pull five tons of dirt out of their back pocket just because it's cheap.	
Equipage ~ Link Allows the user to bond with a specific item currently in his or her possession. From then on, the user may pull it out of nowhere on a moment's notice.	
Equipage ~ Purchasing Allows the character to stuff money into his or her pockets and pull out gear in exchange. Availability is up to the GM, who may require Gather Information rolls or a similar check for exotic items.	
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 ~ Will (,) Increases the Will Save	
Any Weapon Rod Quicksilver metal rod can become any weapon of a non-complex nature, up to a crossbow. It will form the desired weapon as a Free Action. May have other properties that as of yet are undiscovered.	
Natural Weapon (Claw) You can use your sharp claws to deal lethal (slashing) damage instead of nonlethal damage with an unarmed attack. Attacks made with natural weapons do not provide attacks of opportunity. The damage of this attack is the base creature's normal unarmed combat damage.	
+4 racial bonus on saves against sleep and paralysis	

FEATS	
Feat Conversion to CP ~ 6 (, ,) Covert regular feat to Character Points	
Wild Talent (Psychic (Psychometry), Psychic (Apport)) You have the potential to learn the selected psychic skills.	
Dragonblood Sorcerer is a favored class for you. This is in addition to your favored class based on race.	
Psychic Ability You have the potential to acquire psychic feats and skills.	
Telepathy You have the potential to learn telepathy skills.	

PROFICIENCIES	
Axe (Throwing), Battleaxe, Chakram, Claw, 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, Draconic, Goblin	

TEMPLATES	
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Notes:

Character Sheet Notes: