

Arkansas Jones

NAME

Cla1 Wic Sor Wiz

CLASS

1/2

Character Level/ECL

1000

EXPERIENCE

3000

NEXT LEVEL

Max Johnson

PLAYERNAME

Illan

RACE

0

AGE

Medium

SIZE

Male

GENDER

DEITY

0' 0"

HEIGHT

0 lbs.

WEIGHT

EYES

HAIR

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

Low-light

VISION

0

POINTS

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	16	+3	16	+3	16	+3
DEX Dexterity	12	+1	12	+1	12	+1
CON Constitution	16	+3	16	+3	16	+3
INT Intelligence	12	+1	12	+1	12	+1
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	14	+2	14	+2	14	+2

WOUNDS/CURRENT HP

HP

15

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

AC

11

TOTAL

10

FLAT

11

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

1

STAT

0

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

INITIATIVE

modifier

+1

TOTAL

+1

DEX MODIFIER

+0

MISC MODIFIER

BASE ATTACK

bonus

+4

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE
(constitution)

+3

=

+0

+3

+0

+0

+0

+0

REFLEX
(dexterity)

+1

=

+0

+1

+0

+0

+0

WILL
(wisdom)

+4

=

+0

+2

+0

+2

+0

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

MELEE
attack bonus

+7

=

+4

+3

+0

+0

+0

RANGED
attack bonus

+5

=

+4

+1

+0

+0

+0

GRAPPLE
attack bonus

+7

=

+4

+3

+0

+0

+0

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

Claw	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	S	M	20/x2	5 ft.
TOTAL ATTACK BONUS		DAMAGE			
+3/+3		1d4+3			
Special Properties					

*Shortspear	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	P	M	20/x3	5 ft.
	To Hit	Dam		To Hit	Dam
1H-P	+7	1d6+3	2W-P-(OH)	+1	1d6+3
1H-O	+3	1d6+1	2W-P-(OL)	+3	1d6+3
2H	+7	1d6+4	2W-OH	-3	1d6+1
	20 ft.	30 ft.	40 ft.	60 ft.	80 ft.
TH	+5	+3	+3	+1	-1
Dam	1d6+3	1d6+3	1d6+3	1d6+3	1d6+3
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.

SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS		4/2 MISC MODIFIER
			ABILITY MODIFIER	RANKS	
✓ Appraise	INT	1	= 1	+	+
✓ Balance	DEX	1	= 1	+	+
✓ X Base Attack		4	= 0	+	4.0 +
✓ Bluff	CHA	2	= 2	+	+
✓ Climb	STR	3	= 3	+	+
✓ Concentration	CON	3	= 3	+	+
✓ Craft (Untrained)	INT	1	= 1	+	+
✓ Diplomacy	CHA	2	= 2	+	+
✓ Disguise	CHA	2	= 2	+	+
✓ Escape Artist	DEX	1	= 1	+	+
✓ Forgery	INT	1	= 1	+	+
✓ Gather Information	CHA	2	= 2	+	+
✓ Heal	WIS	2	= 2	+	+
✓ Hide	DEX	3	= 1	+	2.0 +
✓ Intimidate	CHA	4	= 2	+	+
✓ Jump	STR	3	= 3	+	+
✓ Listen	WIS	4	= 2	+	2.0 +
✓ Move Silently	DEX	3	= 1	+	2.0 +
✓ Psychic (Apport)	INT	3	= 1	+	2.0 +
✓ X Psychic (Empathy)	WIS	2	= 2	+	+
✓ X Psychic (Mental Contact)	CHA	4	= 2	+	+
✓ X Psychic (Psychic Sense)	WIS	2	= 2	+	+
✓ X Psychic (Psychic Shield)	WIS	4	= 2	+	+
✓ Ride	DEX	1	= 1	+	+
✓ Search	INT	1	= 1	+	+
✓ Sense Motive	WIS	2	= 2	+	+
✓ Spot	WIS	6	= 2	+	2.0 +
✓ Survival	WIS	4	= 2	+	2.0 +
✓ Swim	STR	3	= 3	+	+
✓ Use Rope	DEX	1	= 1	+	+
✓ X Weapon Proficiency		1	= 0	+	1.0 +
			=	+	+
			=	+	+

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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Carried	1	0.0	0.0	
Faerie Garb (Legacy)	Equipped	1	0.0	0.0	
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0	
Shortspear	Equipped	1	3.0	1.0	
Special Backpack of Holding	Equipped	1	0.0	0.0	
Special Boots	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			3 lbs.	1.0 gp	

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

SPECIAL ABILITIES	
+1 skill point per level for psychic abilities	

SPECIAL QUALITIES	
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	
Disarm Magical Traps	
Hit Die Upgrade (, ,)	
Iron Will	
You get a +2 bonus on all Will saving throws.	
Psychoportation	
You have the potential to learn psychoportation skills.	
Skill Training ~ Singles (,)	
Skill Training SS 1 (Base Attack)	
Skill Training SS 2 (Base Attack)	
Skill Training Tier 1 (Weapon Proficiency)	
Trap Search	
Weapon Group Aptitude (Broad)	
Weapon Group Aptitude (Local)	
Dragonblood	
Psychic Ability	
You have the potential to acquire psychic feats and skills.	
Telepathy	
You have the potential to learn telepathy skills.	

PROFICIENCIES	
Glaive, Guisarme, Halberd, Halfspear, Javelin, Lance, Longspear, Ranseur, Shortspear, Trident	

LANGUAGES	
Common, Draconic, Elven	

TEMPLATES	
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