

Lelia

NAME

Poi2

CLASS

2/3

Character Level/ECL

2000

EXPERIENCE

6000

NEXT LEVEL

Human

RACE

Medium

SIZE

6' 3"

HEIGHT

205 lbs.

WEIGHT

Neutral Good

ALIGNMENT

Darkvision (60 ft.),

VISION

Low-light

POINTS

Rebekah

PLAYERNAME

DEITY

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

16

+3

16

+3

16

+3

DEX

Dexterity

16

+3

16

+3

16

+3

CON

Constitution

14

+2

14

+2

14

+2

INT

Intelligence

12

+1

12

+1

12

+1

WIS

Wisdom

16

+3

16

+3

16

+3

CHA

Charisma

16

+3

16

+3

16

+3

HP

hit points

24

AC

armor class

17

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

INITIATIVE

modifier

+7

TOTAL

+3

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

bonus

+5

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+2

=

+0

+

+2

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+0

+

+3

+

+0

+

+0

+

WILL

(wisdom)

+5

=

+2

+

+3

+

+0

+

+0

+

MELEE

attack bonus

+8

BASE ATTACK BONUS

+5

STAT

+3

SIZE

+0

MISC

+0

EPIC

+0

TEMP

RANGED

attack bonus

+8

BASE ATTACK BONUS

+5

STAT

+3

SIZE

+0

MISC

+0

EPIC

+0

TEMP

GRAPPLE

attack bonus

+8

BASE ATTACK BONUS

+5

STAT

+3

SIZE

+0

MISC

+0

EPIC

+0

TEMP

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+8

1d3+3

20/x2

5 ft.

Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

S

M

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+8/+8

1d4+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.

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

*Faerie Garb +3

Light

+4

+8

+0

0

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

5/2.5

✓ Acrobatics

DEX

3

=

3

+

+

✓ Appraise

INT

1

=

1

+

+

✓ Athletics

STR

3

=

3

+

+

✓ Bluff

CHA

3

=

3

+

+

✓ Concentration

CON

4

=

2

+

2.0

+

✓ Craft (Untrained)

INT

1

=

1

+

+

✓ Diplomacy

CHA

3

=

3

+

+

✓ Disguise

CHA

3

=

3

+

+

✓ Escape Artist

DEX

3

=

3

+

+

✓ Gather Information

CHA

3

=

3

+

+

✓ Heal

WIS

7

=

3

+

4.0

+

✓ Intimidate

CHA

5

=

3

+

+

2

Knowledge (Nature)

INT

6

=

1

+

3.0

+

2

✓ Perception

WIS

10

=

3

+

5.0

+

2

✓ Ride

DEX

3

=

3

+

+

✓ Sense Motive

WIS

3

=

3

+

+

✓ Stealth

DEX

5

=

3

+

2.0

+

✓ Survival

WIS

8

=

3

+

5.0

+

Survival (Find or follow tracks)

WIS

10

=

3

+

5.0

+

2

✓ Use Rope

DEX

3

=

3

+

+

=

+

+

=

+

+

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

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PCGen Character Template by Frugal, based on work by ROG, Arcady, Barak, Dimrill & Dekker.
For suggestions please post to pccgen@yahoo.com with "OS Suggestion" in the subject line.

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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Carried	1	0.0	0.0	
Faerie Garb +3	Equipped	1	0.5	9151.0	
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.	9151.0 gp	

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

SPECIAL ATTACKS	
Warcraft	
+5 BAB	

SPECIAL QUALITIES	
Companion	Gain a companion of your choice
Companion ~ Great Form	Companion gains Righteous Might benefits up to 3/day at your caster level.
Companion ~ Might	Companion gains two positive levels
Companion ~ Template ()	Apply a template to your companion[s] max of +2 ECL, may take more times to a max of +6.
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.
Druid Magic Level (,)	Druid Level 2, Casterlevel is 2
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.
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.
Improved Initiative (,)	Improves your Initiative modifier by 2 each time it's taken.
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	
Dragoncat Companion	
Summon Familiar	

FEATS	
Feat Conversion to CP ~ 6 (, , ,)	Covert regular feat to Character Points
Dragonblood	Sorcerer is a favored class for you. This is in addition to your favored class based on race.

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, Elven

TEMPLATES

Notes:

Character Sheet Notes: