

Arkansas Jones

NAME

Poi2

CLASS

2/3

Character Level/ECL

2000

EXPERIENCE

6000

NEXT LEVEL

Max

PLAYERNAME

Illan

RACE

0

AGE

Medium

SIZE

Male

GENDER

0' 0"

HEIGHT

0 lbs.

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
<b>STR</b> Strength	18	+4	18	+4	18	+4
<b>DEX</b> Dexterity	14	+2	14	+2	14	+2
<b>CON</b> Constitution	18	+4	18	+4	18	+4
<b>INT</b> Intelligence	12	+1	12	+1	12	+1
<b>WIS</b> Wisdom	14	+2	14	+2	14	+2
<b>CHA</b> Charisma	14	+2	14	+2	14	+2

WOUNDS/CURRENT HP

HP

44

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 30 ft.

AC

16

TOTAL

14

FLAT

12

TOUCH

10

BASE

4

ARMOR BONUS

0

SHIELD BONUS

2

STAT

0

SIZE

0

NATURAL

0

MISC

0

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

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

+

**WILL**  
(wisdom)

+4

=

+2

+

+2

+

+0

+

+0

+

TOTAL

BASE ATTACK BONUS

STAT

SIZE

MISC

EPIC

TEMP

**MELEE**  
attack bonus

+9

=

+5

+

+4

+

+0

+

+0

+

**RANGED**  
attack bonus

+7

=

+5

+

+2

+

+0

+

+0

+

**GRAPPLE**  
attack bonus

+9

=

+5

+

+4

+

+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

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	5/2.5
✓ 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	+	+
			=	+	+
			=	+	+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Claw	Carried	1	0.0	0.0	
<b>Faerie Garb +3</b>	Equipped	1	0.5	9151.0	
<b>Keyblade +1 (Standard)</b>	Equipped	1	0.0	7300.0	
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0	
Special Backpack of Holding	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	
<b>Warcraft</b> +5 BAB	
<b>Keyblade</b> Atk Penalty -0, Level Penalty -0, MP Loss -0, HP Loss -0	

SPECIAL QUALITIES	
<b>Disadvantage - Hunted</b>	
<b>Disadvantage - Obligations</b>	
<b>Disadvantage - Unarmored</b>	
<b>Duties (+2)</b>	
<b>Equipage</b>	
<b>Equipage ~ Link</b>	
<b>Equipage ~ Purchasing</b>	
<b>Fast Learner (+1)</b>	
<b>Save ~ Will (, )</b>	
<b>Any Weapon Rod</b> 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.	
<b>Natural Weapon (Claw)</b> 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.	
<b>+4 racial bonus on saves against sleep and paralysis</b>	

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

## Notes:

Character Sheet Notes: