

Lelia

NAME

Cla1 Can Wic Sor

Wiz

CLASS

1

Character Level

1000

EXPERIENCE

1000

NEXT LEVEL

Bekah

PLAYERNAME

Human

RACE

18

AGE

Medium

SIZE

Female

GENDER

6' 0"

HEIGHT

190 lbs.

WEIGHT

VISION

0

POINTS

Neutral Good

ALIGNMENT

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

12

+1

12

+1

12

+1

DEX

Dexterity

16

+3

16

+3

16

+3

CON

Constitution

10

+0

10

+0

10

+0

INT

Intelligence

16

+3

16

+3

16

+3

WIS

Wisdom

12

+1

12

+1

12

+1

CHA

Charisma

12

+1

12

+1

12

+1

HP

hit points

12

WOUNDS/CURRENT HP

AC

armor class

13

TOTAL

10

FLAT

13

TOUCH

10

BASE

0

ARMOR BONUS

0

SHIELD BONUS

3

STAT

0

SIZE

0

NATURAL

0

MISC

0

MISS CHANCE

0

ARCANE SPELL FAILURE

+0

ARMOR CHECK PENALTY

0

SPELL RESIST

0

INITIATIVE

modifier

+7

TOTAL

+3

DEX MODIFIER

+4

MISC MODIFIER

BASE ATTACK

bonus

+4

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+0

=

+0

+

+0

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+3

=

+0

+

+3

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+1

=

+0

+

+1

+

+0

+

+0

+

+0

+

MELEE

attack bonus

TOTAL

+5

=

BASE ATTACK BONUS

+4

+

STAT

+1

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

RANGED

attack bonus

TOTAL

+7

=

BASE ATTACK BONUS

+4

+

STAT

+3

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

GRAPPLE

attack bonus

TOTAL

+5

=

BASE ATTACK BONUS

+4

+

STAT

+1

+

SIZE

+0

+

MISC

+0

+

EPIC

+0

+

TEMP

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+5

1d3+1

20/x2

5 ft.

Longbow

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

P

M

20/x3

5 ft.

30 ft.

100 ft.

200 ft.

300 ft.

400 ft.

TH

+7

+7

+5

+3

+1

Dam

1d8

1d8

1d8

1d8

1d8

Special Properties

Longspear

HAND

TYPE

SIZE

CRITICAL

REACH

Carried

P

M

20/x3

10 ft.

To Hit

Dam

2H

+5

1d8+1

2W-OH

N/A

N/A

Special Properties

\*Longsword

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

S

M

19-20/x2

5 ft.

To Hit

Dam

1H-P

+5

1d8+1

2W-P-(OH)

+1

1d8+1

1H-O

+5

1d8

2W-P-(OL)

+3

1d8+1

2H

+5

1d8+1

2W-OH

+1

1d8

Special Properties

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

4/2

RANKS

MISC MODIFIER

✓ Appraise

INT

3

=

3

+

+

✓ x Armor Proficiency

DEX

4

=

0

+

4.0

+

✓ Balance

DEX

3

=

3

+

+

✓ x Base Attack

CHA

4

=

0

+

4.0

+

✓ Bluff

CHA

1

=

1

+

+

✓ Canonry (Spells Lvl 0)

0

=

0

+

+

✓ Caster Level (Canonry)

1

=

0

+

1.0

+

✓ Caster Level (Wicca)

4

=

0

+

4.0

+

✓ Climb

STR

1

=

1

+

+

✓ Concentration

CON

0

=

0

+

+

✓ Craft (Untrained)

INT

3

=

3

+

+

✓ Diplomacy

CHA

1

=

1

+

+

✓ Disguise

CHA

1

=

1

+

+

✓ Escape Artist

DEX

3

=

3

+

+

✓ Forgery

INT

3

=

3

+

+

✓ Gather Information

CHA

1

=

1

+

+

✓ Heal

WIS

1

=

1

+

+

✓ Hide

DEX

3

=

3

+

+

✓ Intimidate

CHA

1

=

1

+

+

✓ Jump

STR

1

=

1

+

+

✓ Listen

WIS

3

=

1

+

2.0

+

✓ Move Silently

DEX

3

=

3

+

+

✓ Ride

DEX

3

=

3

+

+

✓ Search

INT

3

=

3

+

+

✓ Sense Motive

WIS

1

=

1

+

+

✓ Spot

WIS

3

=

1

+

2.0

+

✓ Survival

WIS

1

=

1

+

+

✓ Swim

STR

1

=

1

+

+

✓ Use Rope

DEX

3

=

3

+

+

✓ x Weapon Proficiency

4

=

0

+

4.0

+

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

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Faerie Garb (Legacy)	Equipped	1	0.0	0.0	
Longbow 0 lbs.	Carried	1	3.0	75.0	
Longspear	Carried	1	9.0	5.0	
Longsword	Equipped	1	4.0	15.0	
Sentient Rod of Any Weapon	Equipped	1	0.0	0.0	
Special Backpack of Holding 0 lbs.	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			16 lbs.	95.0 gp	

WEIGHT ALLOWANCE					
Light	43	Medium	86	Heavy	130
Lift over head	130	Lift off ground	260	Push / Drag	650

SPECIAL QUALITIES	
<b>Flaw - Enemy</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.	

FEATS	
<b>Advanced Canonry</b>	
<b>Armor Group Aptitude</b>	
Every armor proficiency ranks the character buys after taking the feat allows the character to take proficiency in an armor group.	
<b>Basic Canonry</b>	
You may cast per day, 0 0th levels; 0 1st levels; 0 2nd levels; 0 3rd levels; 0 4th levels; 0 5th levels; 0 6th levels; 0 7th levels; 0 8th levels; 0 9th levels of Canonry Spells	
<b>Blade Dance</b>	
<b>Canonry (, )</b>	
<b>Hit Die Upgrade (, , )</b>	
<b>Improved Initiative</b>	
You get a +4 bonus on initiative checks.	
<b>Skill Point Award Upgrade ()</b>	
<b>Skill Training - Cross Class (Base Attack)</b>	
<b>Skill Training - Cross Class (Armor Proficiency, Weapon Proficiency, Canonry (Spells Lvl 0), Canonry (Spells Lvl 1), Canonry (Spells Lvl 2), Caster Level (Canonry), Concentration, Heal, Hide, Knowledge (Religion))</b>	
<b>Skill Training - Class (Armor Proficiency, Weapon Proficiency, Canonry (Spells Lvl 0), Canonry (Spells Lvl 1), Caster Level (Canonry))</b>	
<b>Weapon Group Aptitude (Broad)</b>	
<b>Weapon Group Aptitude (Local)</b>	
<b>Two-Weapon Fighting</b>	
You can fight with a weapon in each hand. You can make one extra attack each round with the second weapon.	

PROFICIENCIES	
Axe (Orc Double), Axe (Throwing), Battleaxe, Crossbow (Hand), Crossbow (Heavy), Crossbow (Light), Crossbow (Repeating Heavy), Crossbow (Repeating Light), Dagger, Dagger (Punching), Falchion, Gauntlet, Glaive, Grapple, Greataxe, Greatsword, Guisarme, Halberd, Halfspear, Handaxe, Javelin, Katana, Kukri, Lance, Longbow, Longspear, Longsword, Pick (Heavy), Pick (Light), Ranseur, Rapier, Scimitar, Shortbow, Shortspear, Spells(Ray), Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Urgrosh (Dwarven), Wakizashi, Waraxe (Dwarven)	

LANGUAGES	
Common, Draconic	