

Aerylamrarea

NAME

15000

EXPERIENCE

11/16

Character Level/ECL

15000

EXPERIENCE

136000

NEXT LEVEL

DM

PLAYERNAME

Gold Very Young

RACE

Large

SIZE

12

AGE

Male

GENDER

0 cm

HEIGHT

0 kg

WEIGHT

EYES

HAIR

Lawful Good

ALIGNMENT

Blindsense (60'),  
Darkvision (120'),  
Keen Senses

VISION

0

POINTS

ABILITY NAME

BASE SCORE

BASE MOD

ABILITY SCORE

ABILITY MOD

TEMP SCORE

TEMP MOD

STR

Strength

21

+5

21

+5

21

+5

DEX

Dexterity

10

+0

10

+0

10

+0

CON

Constitution

17

+3

17

+3

17

+3

INT

Intelligence

16

+3

16

+3

16

+3

WIS

Wisdom

17

+3

17

+3

17

+3

CHA

Charisma

16

+3

16

+3

16

+3

HP

hit points

110

AC

armor class

19

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

SPEED

Walk 18 m, Swim 18 m, Fly 60 m

INITIATIVE

modifier

+0

TOTAL

+0

DEX MODIFIER

+0

MISC MODIFIER

+0

BASE ATTACK

bonus

+11/+6/+1

SAVING THROWS

TOTAL

BASE SAVE

ABILITY

MAGIC

MISC

EPIC

TEMP

conditional modifiers

FORTITUDE

(constitution)

+10

=

+7

+

+3

+

+0

+

+0

+

+0

+

REFLEX

(dexterity)

+7

=

+7

+

+0

+

+0

+

+0

+

WILL

(wisdom)

+10

=

+7

+

+3

+

+0

+

+0

+

MELEE

attack bonus

+15/+10/+5

=

+11/+6/+1

+

+5

+

-1

+

+0

+

+0

+

RANGED

attack bonus

+10/+5/+0

=

+11/+6/+1

+

+0

+

-1

+

+0

+

+0

+

GRAPPLE

attack bonus

+20/+15/+10

=

+11/+6/+1

+

+5

+

+4

+

+0

+

+0

+

UNARMED

TOTAL ATTACK BONUS

DAMAGE

CRITICAL

REACH

+15/+10/+5

1d4+5

20/x2

1.5 m

\*Bite

HAND

TYPE

SIZE

CRITICAL

REACH

Primary

BPS

L

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+15

2d6+5

Special Properties

\*Claw

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

PS

L

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+10/+10

1d8+2

Special Properties

\*Tail Slap

HAND

TYPE

SIZE

CRITICAL

REACH

Off-hand

B

L

20/x2

5 ft.

TOTAL ATTACK BONUS

DAMAGE

+10

1d8+2

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.

SKILLS

SKILL NAME

KEY ABILITY

SKILL MODIFIER

ABILITY MODIFIER

MAX RANKS

14/7

MISC MODIFIER

✓ Appraise

INT

3

=

3

+

+

✓ Balance

DEX

0

=

0

+

+

✓ Bluff

CHA

3

=

3

+

+

✓ Climb

STR

5

=

5

+

+

✓ Concentration

CON

17

=

3

+

14.0

+

✓ Craft (Untrained)

INT

3

=

3

+

+

✓ Diplomacy

CHA

17

=

3

+

14.0

+

✓ Disguise

CHA

3

=

3

+

+

✓ Escape Artist

DEX

0

=

0

+

+

✓ Forgery

INT

3

=

3

+

+

✓ Gather Information

CHA

5

=

3

+

+

2

✓ Heal

WIS

3

=

3

+

+

✓ Hide

DEX

-4

=

0

+

+

-4

✓ Intimidate

CHA

17

=

3

+

14.0

+

✓ Jump

STR

17

=

5

+

+

12

Knowledge (Arcana)

INT

8

=

3

+

5.0

+

Knowledge (Geography)

INT

17

=

3

+

14.0

+

Knowledge (History)

INT

8

=

3

+

5.0

+

Knowledge (Local)

INT

15

=

3

+

12.0

+

Knowledge (Psionics)

INT

8

=

3

+

5.0

+

Knowledge (Religion)

INT

8

=

3

+

5.0

+

✓ Listen

WIS

19

=

3

+

14.0

+

2

✓ Move Silently

DEX

0

=

0

+

+

✓ Ride

DEX

0

=

0

+

+

✓ Search

INT

3

=

3

+

+

✓ Sense Motive

WIS

3

=

3

+

+

Speak Language(Common)

1

=

0

+

1.0

+

✓ Spot

WIS

19

=

3

+

14.0

+

2

✓ Survival

WIS

3

=

3

+

+

✓ Swim

STR

21

=

5

+

8.0

+

8

✓ Use Rope

DEX

0

=

0

+

+

=

+

+

+

=

+

+

+

=

+

+

+

ARMOR

TYPE

AC

MAXDEX

CHECK

SPELL FAILURE

Jul 11, 2008 1:38:14 PM  
Created using PCGen 5.14.0

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Page 1

*Wing		HAND	TYPE	SIZE	CRITICAL	REACH
		Off-hand	B	L	20/x2	5 ft.
TOTAL ATTACK BONUS			DAMAGE			
+10/+10			1d6+2			
Special Properties						

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Bite	Equipped	1	0.0	0.0	
Claw	Equipped	1	0.0	0.0	
Tail Slap	Equipped	1	0.0	0.0	
Wing	Equipped	1	0.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0 kg	0.0 gp	

WEIGHT ALLOWANCE					
Light	230	Medium	460	Heavy	690
Lift over head	690	Lift off ground	1380	Push / Drag	3450

SPECIAL ABILITIES	
Alternate Form (Su) 3/day	
Breath Weapon (Su) 40' Cone of Fire 4d10 Fire DC 18	
Breath Weapon (Su) 40' Cone of Weakening Gas DC 18 or -2 STR	
Immunity to Fire (Ex)	
Immunity to Paralysis (Ex)	
Immunity to Sleep (Ex)	
Vulnerability to Cold (Ex)	
Water Breathing (Ex)	

FEATS	
Alertness	You get a +2 bonus on all Listen checks and Spot checks.
Flyby Attack	When flying, the creature can take a move action (including a dive) and another standard action at any point during the move.
Hover	When flying, the creature can halt its forward motion and hover in place as a move action.
Wingover	A flying creature with this feat can change direction quickly once each round as a free action.

PROFICIENCIES	
Bite, Blowgun, Claw, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Barbed), Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Grapple, Javelin, Longspear, Longstaff, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspear, Sickle, Sling, Spear, Spells(Ray), Tail Slap, Unarmed Strike, Wing	

LANGUAGES	
Common, Draconic	

## Notes:

Character Sheet Notes: