

Marcus Kediem

NAME

Wrl5

CLASS

5

Character Level

10000

EXPERIENCE

15000

NEXT LEVEL

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	10	+0	10	+0	10	+0
DEX Dexterity	19	+4	19	+4	19	+4
CON Constitution	15	+2	15	+2	15	+2
INT Intelligence	13	+1	13	+1	13	+1
WIS Wisdom	11	+0	11	+0	11	+0
CHA Charisma	14	+2	14	+2	14	+2

SAVING THROWS

TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+3	= +1	+2	+0	+0	+0	
REFLEX (dexterity)	+5	= +1	+4	+0	+0	+0	
WILL (wisdom)	+4	= +4	+0	+0	+0	+0	

TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+3	=	+3	+0	+0	+0
RANGED attack bonus	+7	=	+3	+4	+0	+0
GRAPPLE attack bonus	+3	=	+3	+0	+0	+0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3	20/x2	1,5 m

*Eldritch Blast	HAND	TYPE	SIZE	CRITICAL	REACH
	Equipped		M	20/x2	1,5 m
TH	9 m	18 m	36 m	54 m	72 m
	+9	+8	+6	+4	+2
Dam	0+1	0	0	0	0
Special Properties	+3d6				

** 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
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PLAYERNAME

Human
(Chondathans)

RACE

0

AGE

0

DEITY

SIZE

Medium

GENDER

Maschio

HEIGHT

0 cm

WEIGHT

0 kg

EYES

HAIR

ALIGNMENT

Chaotic Neutral

VISION

POINTS

40

HP
hit points

30

AC
armor class

14

WOUNDS/CURRENT HP

SUBDUAL DAMAGE

DAMAGE REDUCTION

1/Cold Iron

SPEED

Walk 9 m

TOTAL

FLAT

TOUCH

BASE

ARMOR BONUS

SHIELD BONUS

STAT

SIZE

NATURAL

MISC

MISS CHANCE

ARCANE SPELL FAILURE

ARMOR CHECK PENALTY

SPELL RESIST

INITIATIVE
modifier

+4

=

+4

+

+0

TOTAL

DEX MODIFIER

MISC MODIFIER

BASE ATTACK
bonus

+3

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	8/4
✓ Appraise	INT	1	= 1	+	+
✓ Balance	DEX	4	= 4	+	+
✓ Bluff	CHA	2	= 2	+	+
✓ Climb	STR	0	= 0	+	+
✓ Concentration	CON	10	= 2	+	8.0
✓ Craft (Untrained)	INT	1	= 1	+	+
✓ Diplomacy	CHA	2	= 2	+	+
✓ Disguise	CHA	2	= 2	+	+
✓ Escape Artist	DEX	4	= 4	+	+
✓ Forgery	INT	1	= 1	+	+
✓ Gather Information	CHA	2	= 2	+	+
✓ Heal	WIS	0	= 0	+	+
✓ Hide	DEX	4	= 4	+	+
✓ Intimidate	CHA	2	= 2	+	+
✓ Jump	STR	0	= 0	+	+
Knowledge (Arcana)	INT	6	= 1	+	5.0
Knowledge (The Planes)	INT	4	= 1	+	3.0
✓ Listen	WIS	0	= 0	+	+
✓ Move Silently	DEX	4	= 4	+	+
✓ Ride	DEX	4	= 4	+	+
✓ Search	INT	1	= 1	+	+
✓ Sense Motive	WIS	0	= 0	+	+
Spellcraft	INT	11	= 1	+	8.0
Spellcraft (Decipher spell on scroll)	INT	13	= 1	+	8.0
✓ Spot	WIS	0	= 0	+	+
✓ Survival	WIS	0	= 0	+	+
✓ Swim	STR	0	= 0	+	+
Use Magic Device	CHA	10	= 2	+	8.0
Use Magic Device (Scroll)	CHA	12	= 2	+	8.0
✓ Use Rope	DEX	4	= 4	+	+
			=	+	+
			=	+	+

✓: can be used untrained. ✕: 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 pcgen@yahoogroups.com with "OS Suggestion" in the subject line.

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EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Eldritch Blast +3d6	Equipped	1	0.0	0.0	
Explorer's Outfit	Equipped	1	4.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			0 kg	0.0 gp	

WEIGHT ALLOWANCE					
Light	16,5	Medium	33	Heavy	50
Lift over head	50	Lift off ground	100	Push / Drag	250

SPECIAL ATTACKS					
Eldritch Blast (Sp) +3d6					

SPECIAL QUALITIES					
Deceive Item (Ex)					
Detect Magic (Sp at will) (Sp)					

FEATS					
Point Blank Shot You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.					
Precise Shot You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard -4 penalty on your attack roll.					
Weapon Focus (Spells(Ray)) You gain a +1 bonus on all attack rolls you make using the selected weapon.					
Armor Proficiency (Light) When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.					
Simple Weapon Proficiency You make attack rolls with simple weapons normally.					

PROFICIENCIES					
Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Barbed), Dagger (Punching), Dart, Gauntlet, Gauntlet (Bladed), Gauntlet (Spiked), Grapple, Halfspear, Halfspear (Salamander), Javelin, Longspear, Longstaff, Mace (Heavy), Mace (Light), Morningstar, Muspelrule, Pincerstaff, Quarterstaff, Shortspear, Shortspear (Salamander), Sickle, Sickle (Heavy), Sling, Spear, Spells(Ray), Tail Club, Unarmed Strike					

LANGUAGES					
Common					

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
At Will	Detect Magic		None	1 standard action	Concentration, up to 5 minutes [D]	60 ft.	V, S	No	Divination	RSRD: SpellsD-E.rtf
<i>Effect:</i> Detects spells and magic items within 60 ft.						<i>Target:</i> Cone-shaped emanation			<i>Caster Level:</i> 5	
* =Domain/Specialty Spell										

Notes:

Character Sheet Notes: