Derrick Chan	dler	Skylar				Neutral Good
NAME		PLAYERNAME		DEITY		ALIGNMENT
DrShm8 HprSc1	36000	Human	Medium	6' 0"	184 lbs.	
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
9	45000	22	Male	Hazel	Red-Brown, Wild	0
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS



																1		natri 2003 natri arti com
ABILITY NA	ME BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD				WOUNDS/	CURRENT HP		SUBDUAL DAMAGE	DAMAGE REDUCTION		S	PEED	
STF Strength	20	+5	20	+5	20	+5	HP hit points	94								Wal	k 40 ft.	
DE)	16	+3	16	+3	16	+3	AC armor class	23 TOTAL	20	- 1 1	3 = 10		$\frac{6}{6}$ + $\frac{3}{3}$ + $\frac{3}{3}$ + $\frac{0}{3}$ + $\frac{1}{1}$ +	DEFLEC- MISC	MICC	30 ARCA		O SPELL
CON	18	+4	18	+4	18	+4			FLA	.1 100	JCH BASE	В	ONUS BONUS ARMOR		MISS CHANCE	SPE FAILU	I CHECK	K RESIST
Constitution	15	+2	15	+2	15	+2	INITIA	ATIVE lifier	+3	= +3	+ +0		SKILL NAME	SKILL	S SKILL MODIFIE	ABILIT R MODIFI	MAX RANKS Y RANKS ER	MISC MODIFIER
Intelligenc	e	=	=	\vdash	10	H.			TOTAL	L MODIFIE	R MODIFIER	1	Appraise	INT	3	- 2	+ 1.0 -	
Wisdom	16	+3	16	+3	16	+3	BASE A	_		+6/+	-1	1	Balance	DEX	_	= 3		+ -2
CHA	40	. 4	40	. 4	40		DOI	lus				1	Bluff	CHA			+ 2.0 -	
Charisma		+4	18	+4	18	+4						1	Climb	STR	6	= 5	+ 3.0 -	
				BASE	ABILITY	/ MAGIC	MISC	EPIC TEI	AD COL	inditional modi	fiore	1	Concentration	CON	_	= 4		+
	NG THROV		TOTAL	SAVE	1	1	_			national mod	11010		Craft (Armorsmithing)	INT	3		+ 1.0 -	
FOR	RTITUE)E	+10	+6	+ +4	+ +0	+ +0 +	+0 +					Craft (Bowmaking)	INT			+ 1.0 -	
RI	EFLEX		+7	. 4	+ +3		+ +0 +	.0	_			1	Craft (Untrained)	INT		= 2		+
	(dexterity)	·	+/	+4	+ +3	+ +0	+ +0 +	+0 +	_				Craft (Weaponsmithing)	INT			+ 1.0 -	
1	WILL		+13	+8	+ +3	+ +0	+ +2 +	+0+				1	Diplomacy	CHA			+ 4.0 -	
	(wisdom)						التنا	. •				/	Disguise	CHA			+ 6.0	
			TOT	٩L		BASE ATTA	CK BONUS	STAT	SIZE	MISC	EPIC TEMP	1	Escape Artist	DEX		= 3		+ -2
ME	LEE		+11/	+6	=	+6/	+1	+ +5 +	+0 +	+0 +	+0 +	/	Forgery	INT	2	= 2		_
D A A	LCED				-						= =	1	Gather Information	CHA		= 4		+
	IGED k bonus		+9/-	⊦4	=	+6/	+1	+ +3 +	+0 +	+0 +	+0 +		Handle Animal	CHA				+
GRA	PPLE		+11/	. 6	= F	+6/	'. 1	+ +5 +	+0 +	+0 +	+0 +	1				= 4		
attac	k bonus		T 1 1/	+0	=	+0/	T1	+[+3 +[+0 +	+0_+	+0 +	/	Heal Hide	WIS	11		+ 5.0 -	-
U	NARME	ED	TO		TACK B	ONUS	DAMA		RITICAL	_ F	REACH	/		DEX		= 3		+ -2
				+1	11/+6		1d3-	-5	20/x2		5 ft.	/	Intimidate	CHA		= 4	+ 3.0 -	
	<u></u>	.000	how	Liak	. 4		HAND	TYPE	SIZE I C	RITICAL	REACH		Jump	STR	-	= 5		+ 2
	C	055	bow,	Ligi	11		Carried			9-20/x2			Knowledge (Geography)	INT	3		+ 1.0 -	
	30 ft.			80 ft.	Ammuniti	ion: Bolt (C 160 ft	rossbow)	240 ft.		20	20 ft.		Knowledge (Local)	INT			+ 4.0 -	
TH	+9/+4			-9/ + 4		+7/+		+5/+0	,		3/-2		Knowledge (Nature)	INT			+ 5.0 -	
Dam	1d8			1d8		1d8		1d8			d8	,	Listen	WIS	6		+ 1.0 -	
Specia	Propertie	S										-	Move Silently	DEX		= 3		+ -2
		_					HAND	TYPE	SIZE C	RITICAL	REACH		Perform (String Instruments	,			+ 1.0 -	
		U	agge	:1			Carried			9-20/x2		,	Ride	DEX			+ 1.0 -	
		To Hi	t		Dam			To I			Dam	1	Search	INT	5		+ 3.0 -	
1H-P		+11/+			1d4+5		` '	+5/-			1d4+5	1	Sense Motive	WIS	5		+ 2.0 -	
1H-O		+7/+			1d4+2			+7/-			1d4+5	1	Spot	WIS	6		+ 1.0 -	
2H		+11/+		00.6	1d4+5			+3	3		1d4+2		Survival	WIS	5		+ 2.0 -	
TH	10 ft. +9/+4			20 ft. -7/+2		30 ft. +5/+		40 ft. +3/-2			0 ft. 1/-4		Survival (Natural environme	,			+ 2.0 -	
Dam	1d4+5			d4+5		1d4+		1d4+5			4+5		Swim	STR	6	= 5		
	Propertie						- 1	74110					Tumble	DEX			+ 1.0 -	+ -2
*Lo	ngswo	ord o	f He	zrim	"Lux	lex"	HAND	TYPE		RITICAL		1	Use Rope	DEX	3	= 3	+ -	+
							Primary			9-20/x2						-		+
1H-P		To H i			Dam 1d8+6	2W-P-	(OH)	To I +6/-			Dam 1d8+6		√: can be used untrained	d. X: exclusive skills.	: Skill I	Mastery		
1H-O		+12/+			1d8+3			+8/-			1d8+6							
2H		+12/+		$\overline{}$	1d8+8			+2/-			1d8+3							
	Propertie			nmand				ord of Hezrin		with pure								
									J		5,							
								viding shad										
											or another e command							

*: 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
*Breastplate +1 (Mithral)	Light	+6	+5	-1	15
30hp/inch and 15 h	ardness				
Chain Shirt	Light	+4	+4	-2	20
*Shield of Blinding	Heavy	+3		-1	15
2/day, Use command word. All creatures within 30 feet must r		l reflex	save or	be blin	ded., (Shield +1
(Heavy/Meta	l))				

EQUIPME	NT			
ITEM	LOCATION	QTY	WT	COST
Alchemist's Fire (Flask) □	Pouch (Belt)	1	1.0	20.0
Antitoxin (Vial)	Pouch (Belt)	3	0.0 (0.0)	50.0 (150.0)
Artisan's Tools (Armorsmithing)	Bag of Holding (Type 2)	1	5.0	5.0
Artisan's Tools (Skinning) (Artisan's Tools (Leatherworking))	Bag of Holding (Type 2)	1	5.0	5.0
Artisan's Tools (Weaponsmithing)	Bag of Holding (Type 2)	1	5.0	5.0
Backpack 46.34 lbs., 1882 Coin (Gold), 395 Coin (Platinum), 40 Coin (Copper)	Bag of Holding (Type 2)	1	2.0	2.0
Bag of Holding (Type 2) 118.84 lbs., 1 Platinum Tradebar, 1 lnk (1 Oz. Vial), 1 lnkpen, 3 Potion of Cure Light Wounds, 1 Healer's Kit, 2 Waterskin (Filled), 1 Backpack, 1 Magic Bedroll, 1 Artisan's Tools (Skinning), 1 Chain Shirt, 1 Artisan's Tools (Armorsmithing), 1 Artisan's Tools (Weaponsmithing), 1 Bedroll, 1 Blanket (Winter), 1 Rope (Silk/50 Ft.), 1 Soap (Per Lb.), 1 Case (Map or Scroll)	Equipped	1	25.0	5000.0
Bedroll	Bag of Holding (Type 2)	1	5.0	0.1
Blanket (Winter)	Bag of Holding (Type 2)	1	3.0	0.5
Bolt, Crossbow	Crossbow, Light	48	0.1 (4.8)	0.1 (4.8)
Boots of Teleportation	Equipped	1	3.0	49000.0
Breastplate +1 (Mithral) 30hp/inch and 15 hardness	Equipped	1	15.0	5200.0
Case (Map or Scroll) 0 lbs., 10 Parchment (Sheet), 1 License (Bookkeeper)	Bag of Holding (Type 2)	1	0.5	1.0
Chain Shirt	Bag of Holding (Type 2)	1	25.0	100.0
Crossbow, Light 4.8 lbs., 48 Bolt, Crossbow	Carried	1	4.0	35.0
Crystal of Fire Assault (Lesser) This augment crystal grants you an extra 1d6 fire damage to the weapon's damage. This bonus damage doesn't stack with any fire damage dent by the weapon.	Equipped	1	0.0	3000.0
Dagger	Carried	1	1.0	2.0
Dragon Spirit Cincture While you wear a dragon spirite cinture your breath weapon is increased by one die. If you are also holding a magic weapon that deals the same type of damage, your breath weapon save DC increases by 1.	Equipped	1	0.0	2000.0
Flint and Steel	Pouch (Belt)	1	0.0	1.0
Harper Pin (Lesser)	Equipped	1	0.0	0.0
Healer's Kit	Bag of Holding (Type 2)	1	1.0	50.0
Holy Water (Flask)	Pouch (Belt)	1	1.0	25.0
Ink (1 Oz. Vial)	Bag of Holding (Type 2)	1	0.0	8.0
Inkpen	Bag of Holding (Type 2)	1	0.0	0.1
Iron Ward Diamond (Moaning Diamond)	Equipped	1	0.0	0.0
License (Bookkeeper)	Case (Map or Scroll)	1	0.0	15.0
Longsword of Hezrim "Luxlex" When the command word is spoken, the Longsword of Hezrim glows with pure white light, brightly illuminating a 20-toot-radius area and providing shadowly illumination for another 20 feet beyond that, this ability can be extinguished with another utterance of the command word.	Equipped	1	4.0	2815.0
Luck Points Luck Points	Equipped	2	0.0 (0.0)	0.0 (0.0)
Magic Bedroll	Bag of Holding (Type 2)	1	6.0	500.0
Explorer's Outfit	Equipped	1	8.0	0.0
Parchment (Sheet)	Case (Map or Scroll)	10	0.0 (0.0)	0.2 (2.0)
Platinum Tradebar	Bag of Holding (Type 2)	1	1.0	500.0
TOTAL WEIGHT CARRIED/VA			78.36 lbs.	85524.02 gp
Character: Derrick Chandler	PCGen Charac	T	lata bu E	

EQUIPME	NT			
ITEM	LOCATION	QTY	WT	COST
Potion of Cure Light Wounds	Bag of Holding (Type 2)	3	0.0 (0.0)	50.0 (150.0)
Potion of Cure Light Wounds	Potion Bandolier	5	0.0 (0.0)	50.0 (250.0)
Potion of Cure Moderate Wounds	Potion Bandolier	3	0.0 (0.0)	300.0
000			(0.0)	(300.0)
Potion Bandolier 0 lbs., 5 Potion of Cure Light Wounds, 3 Potion of Cure Moderate Wounds You can ready a potion as a free action.	Equipped	1	1.0	60.0
Pouch (Belt) 5.06 lbs., 1 Whetstone, 5 Coin (Platinum), 26 Coin (Gold), 1 Thunderstone, 3 Antitoxin (Vial), 1 Alchemist's Fire (Flask), 1 Flint and Steel, 4 Tindertwig, 1 Holy Water (Flask), 12 Coin (Silver), 10 Coin (Copper)	Equipped	1	0.5	1.0
Minor Ring of Energy Resistance (Fire) Absorbs 10 points of Fire damage	Equipped	1	0.0	12000.0
Ring of Sustenance	Equipped	1	0.0	2500.0
Rope (Silk/50 Ft.)	Bag of Holding (Type 2)	1	5.0	10.0
Shield of Blinding 2/day, Use command word. All creatures within 30 feet must make a DC 14 reflex save or be blinded., (Shield +1 (Heavy/Metall))	Equipped	1	15.0	1170.0
Soap (Per Lb.)	Bag of Holding (Type 2)	1	1.0	0.5
Thunderstone	Pouch (Belt)	1	1.0	30.0
Tindertwig	Pouch (Belt)	4	0.0 (0.0)	1.0 (4.0)
Waterskin (Filled)	Bag of Holding (Type 2)	2	4.0 (8.0)	1.0 (2.0)
Whetstone	Pouch (Belt)	1	1.0	0.02
TOTAL WEIGHT CARRIED/VA	ALUE		78.36 lbs.	85524.02 gp

ı			WEIGHT ALLO	WANCE			
	Light	133	Medium	266	Heavy	400	
	Lift over head	400	Lift off ground	800	Push / Drag	2000	
1							
			MONE	<u> </u>			
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AUTIOLIT ALLOVAVANIOE

MONEY
Coin (Platinum): 395[Backpack]
Coin (Platinum): 5[Pouch (Belt)]
Coin (Gold): 1882[Backpack]
Coin (Gold): 26[Pouch (Belt)]
Coin (Silver): 12[Pouch (Belt)]
Coin (Copper): 40[Backpack]
Coin (Copper): 10[Pouch (Belt)]
Total = 5909.7 qp

SPECIAL ABILITIES

Draconic Aura (Energy Shield) Any creature striking you or your ally with a natural attack or a non-reach melee weapon is dealt 4 points of fire damage

Draconic Aura (Power) +2 on melee damage rolls

Draconic Aura (Senses) +2 bonus on Listen and Spot checks as well as Initiative checks

Draconic Aura (Swiftness) +2 bonus on Climb, Jump and Swim checks. Alsoe increased climb, fly and swim speeds by 10 (The aura does not grant you a fly or swim speed if you do not already have one)

Draconic Aura (Toughness) DR 2/magic

Draconic Aura (Vigor) Fast Healing 2, only affects characters at or below on-half their full normal hit points

Harpers Knowledge (+1)

Immune to Paralysis, Sleep and the frightful presence of dragons.

Feats

Alertness

[Wizards of the Coast-Revised (v.3.5) System Reference Document, Feats.rtf]

You get a +2 bonus on all Listen checks and Spot checks

Cleave

[Wizards of the Coast -Revised (v.3.5) System Reference Document, Feats.rtfl

If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round

Combat Reflexes

[Wizards of the Coast -Revised (v.3.5) System Reference Document, Feats.rtf]

You may make a number of additional attacks of opportunity equal to your Dexterity horus

Iron Will

[Wizards of the Coast -Revised (v.3.5) System Reference Document, Feats.rtf]

You get a +2 bonus on all Will saving throws.

Leadership

[Wizards of the Coast -Revised (v.3.5) System Reference Document, Feats.rtf]

Benefits: Having this feat enables you to attract loyal companions and devoted followers, subordinates who assist you.

Martial Weapon Proficiency (Longsword)

[Wizards of the Coast -Revised (v.3.5) System Reference Document, Feats.rtf]

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.

Power Attack

[Wizards of the Coast -Revised (v.3.5) System Reference Document, Feats.rtfl

On your action, before making attack rolls for a round, you may choose to subtract up to 6 from all melee attack rolls and add the same number to all melee damage rolls.

Armor Proficiency (Light)

[Wizards of the Coast -Revised (v.3.5) System Reference Document,

Feats.rtf]

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.

Armor Proficiency (Medium)

[Wizards of the Coast -Revised (v.3.5) System Reference Document, Feats.rtf]

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.

Draconic Adaptation

[My Homebrew - My Campaign]

Water Breathing(Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active)

Draconic Aura

[My Homebrew - My Campaign]

You can channel mighty powers of dragonkind to project an aura that grants you and nearby allies a special benefit. This aura affects all allies within 30 feet, unless otherwise noted. Projecting an aura is a swift action and you can only project one draconic aura at a time. An aura remains active until you use a free action to dismiss it or you activate another aura in its place.

Draconic Breath Weapon

[My Homebrew - My Campaign]

You gain a 15' Cone of Fire breath weapon that deals 5d6 points of fire damage (DC 18 Reflex for half). Just like a true dragon, once you breathe you must wait 1d4 rounds before you can use your breath weapon again.

Shield Proficiency

[Wizards of the Coast -Revised (v.3.5) System Reference Document, Feats.rtf]

You can use a shield and take only the standard penalties.

Simple Weapon Proficiency

[Wizards of the Coast -Revised (v.3.5) System Reference Document, Feats.rtfl

You make attack rolls with simple weapons normally.

Touch of Vitality

[My Homebrew - My Campaign, ClassesII.rtf] Touch of Vitality (Su) 64 hp/day

PROFICIENCIES

Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Giant Rock, Grapple, Javelin, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shieldbash (Heavy), Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES

Common, Draconic, Dwarven, Elven

TEMPLATES

Quick Bonus Skills

Character: Derrick Chandler Player: Skylar Created using PCGen 5.16.4 on May 30, 2012 at 10:56:01 PM

Notes:

Character Sheet Notes:

Med -> Lrg -> Med -> Sml -> Med -> Lrg -> Med -> Sml -> Tny -> Sml -> Med -> Large -> Huge -> Large

Size Change occurs at 2-3am daily

Tiny: +4 AC (23), +4 Dex (20), -4 Str (15), -15 (25) Move, Height 1.5ft, Weight 4, Sword +7 toHit, 1d4+3

Small: +2 AC (21), +2 Dex (18), -2 Str (17), -10 (30) Move, Height 3ft, Weight 32, Sword +7 toHit, 1d6+4

Medium: Normal

Large: -2 AC (17), -2 Dex (14), +2 Str (21), +10 (50) Move, Height 12ft, Weight 2000, Sword +7 toHit 2d6+6, Reflex 3

Huge: -3 AC (14), -6 Dex (12), +6 Str (25), +30 (70) Move, Height 24ft, Weight 16000, Sword +11 toHid 3d6+8, Reflex 1

Gargantuan -4 AC (11) -12 Dex (8), +12 Str (31) +60 (100) Move, Height 48ft. Weight 64000, Sword +14 toHit 4d6+11, Reflex -2

Malcom: 3x CLW, 2x CMW

Harper Scout Skill Requirements:

Bluff 4, Diplomacy 8, Knowledge (Local) 4, Perform 5, Sense Motive 2, Survival 2

Hidden:

#Character Sheet Plugin Properties

#Fri Jan 27 15:57:31 PST 2012

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cs.CombatPane1.subdualTb=