Derrick Chandler	**Skylar**	Neutral Good
NAME	PLAYERNAME	ALIGNMENT
DrShm7 / 21407	Human / Medium	6' 0" / 184 lbs. /
CLASS / EXPERIENCE	RACE / SIZE	HEIGHT / WEIGHT / VISION
7 / 28000	22 / Male	Hazel / Red-Brown, Wild / 0
Character Level / NEXT LEVEL	AGE / GENDER	EYES / HAIR / POINTS

DEITY

Abilities

ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD
STR Strength	19	+4	19	+4	19	+4
DEX Dexterity	16	+3	16	+3	16	+3
CON Constitution	18	+4	18	+4	18	+4
INT Intelligence	15	+2	15	+2	15	+2
WIS Wisdom	14	+2	14	+2	14	+2
CHA Charisma	18	+4	18	+4	18	+4

HP hit points: 76

AC armor class:

TOTAL		FLAT		TOUCH		BASE		ARMOR BONUS		SHIELD BONUS		STAT		SIZE		NATURAL ARMOR		DEFLEC-TION		MISC
23	:	20	:	13	=	10	+	6	+	3	+	3	+	0	+	1	+	0	+	0

MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
30	-2	0	

SPEED: Walk 40 ft.

INITIATIVE modifier:

TOTAL		DEX MODIFIER		MISC MODIFIER
+3	=	+3	+	+0

BASE ATTACK bonus: +5

SAVING THROWS

	TOTAL		BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP
FORTITUDE (constitution)	+9	=	+5	+4	+0	+0	+0	
REFLEX (dexterity)	+5	=	+2	+3	+0	+0	+0	
WILL (wisdom)	+7	=	+5	+2	+0	+0	+0	

conditional modifiers

Attack Bonuses

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+9	=	+5	+4	+0	+0	+0	
RANGED attack bonus	+8	=	+5	+3	+0	+0	+0	
GRAPPLE attack bonus	+9	=	+5	+4	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+9	1d3+4	20/x2	5 ft.

Crossbow, Light

	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	19-20/x2	5 ft.

Ammunition: Bolt (Crossbow)

	30 ft.	80 ft.	160 ft.	240 ft.	320 ft.
TH	+8	+8	+6	+4	+2
Dam	1d8	1d8	1d8	1d8	1d8

Special Properties

Dagger

	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	PS	M	19-20/x2	5 ft.

	To Hit	Dam		To Hit	Dam
1H-P	+9	1d4+4	2W-P-(OH)	+3	1d4+4
1H-O	+5	1d4+2	2W-P-(OL)	+5	1d4+4
2H	+9	1d4+4	2W-OH	+1	1d4+2

	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+8	+6	+4	+2	+0
Dam	1d4+4	1d4+4	1d4+4	1d4+4	1d4+4

Special Properties

*Longsword of Hezrim "Luxlex"

	HAND	TYPE	SIZE	CRITICAL	REACH
	Primary	S	M	19-20/x2	5 ft.

	To Hit	Dam		To Hit	Dam
1H-P	+10	1d8+5	2W-P-(OH)	+4	1d8+5
1H-O	+6	1d8+3	2W-P-(OL)	+6	1d8+5
2H	+10	1d8+7	2W-OH	+0	1d8+3

Special Properties: When the command word is spoken, the Longsword of Hezrim glows with pure white light, brightly illuminating a 20-foot-radius area and providing shadowly illumination for another 20 feet beyond that, this ability can be extinguished with another utterance of the command word.

*: 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

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Breastplate +1 (Mithral)	Light	+6	+5	-1	15
30hp/inch and 15 hardness					
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 make a DC 14 reflex save or be blinded., (Shield +1 (Heavy/Metal))					

SKILLS

MAX RANKS 10/5

	SKILL NAME	KEY ABILITY	SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC MODIFIER
✓	Appraise	INT	3	=	2	+	1.0	+	
✓	Balance	DEX	1	=	3	+		+	-2
✓	Bluff	CHA	4	=	4	+		+	
✓	Climb	STR	5	=	4	+	3.0	+	-2
✓	Concentration	CON	4	=	4	+		+	
	Craft (Armorsmithing)	INT	3	=	2	+	1.0	+	
	Craft (Bowmaking)	INT	3	=	2	+	1.0	+	
✓	Craft (Untrained)	INT	2	=	2	+		+	
	Craft (Weaponsmithing)	INT	3	=	2	+	1.0	+	
✓	Diplomacy	CHA	5	=	4	+	1.0	+	
✓	Disguise	CHA	10	=	4	+	6.0	+	
✓	Escape Artist	DEX	1	=	3	+		+	-2
✓	Forgery	INT	2	=	2	+		+	
✓	Gather Information	CHA	4	=	4	+		+	
	Handle Animal	CHA	5	=	4	+	1.0	+	
✓	Heal	WIS	10	=	2	+	5.0	+	3
✓	Hide	DEX	1	=	3	+		+	-2
✓	Intimidate	CHA	6	=	4	+	2.0	+	
✓	Jump	STR	6	=	4	+		+	2
	Knowledge (Geography)	INT	3	=	2	+	1.0	+	
	Knowledge (Local)	INT	3	=	2	+	1.0	+	
	Knowledge (Nature)	INT	7	=	2	+	5.0	+	
✓	Listen	WIS	3	=	2	+	1.0	+	
✓	Move Silently	DEX	1	=	3	+		+	-2
✓	Ride	DEX	4	=	3	+	1.0	+	
✓	Search	INT	5	=	2	+	3.0	+	
✓	Sense Motive	WIS	2	=	2	+		+	
✓	Spot	WIS	3	=	2	+	1.0	+	
✓	Survival	WIS	2	=	2	+		+	
	Survival (Natural environments)	WIS	4	=	2	+	1.0	+	1
✓	Swim	STR	5	=	4	+	5.0	+	-4
✓	Tumble	DEX	2	=	3	+	1.0	+	-2
✓	Use Rope	DEX	3	=	3	+		+	
				=		+		+	
				=		+		+	

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

Character: Derrick Chandler
Player: Skylar
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EQUIPMENT

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)	Bag of Holding (Type 2)	1	5.0	5.0
(Artisan's Tools (Leatherworking))				
Artisan's Tools (Weaponsmithing)	Bag of Holding (Type 2)	1	5.0	5.0
Backpack	Bag of Holding (Type 2)	1	2.0	2.0
46.34 lbs., 1882 Coin (Gold), 395 Coin (Platinum), 40 Coin (Copper)				
Bag of Holding (Type 2)	Equipped	1	25.0	5000.0
118.84 lbs., 1 Platinum Tradebar, 1 Ink (1 Oz. Vial), 1 Inkpen, 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)				
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)
❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑❑❑ ❑❑❑				
Breastplate +1 (Mithral)	Equipped	1	15.0	5200.0
30hp/inch and 15 hardness				
Case (Map or Scroll)	Bag of Holding (Type 2)	1	0.5	1.0
0 lbs., 10 Parchment (Sheet)				
Chain Shirt	Bag of Holding (Type 2)	1	25.0	100.0
Crossbow, Light	Carried	1	4.0	35.0
4.8 lbs., 48 Bolt, Crossbow				
Dagger	Carried	1	1.0	2.0
Dragon Spirit Cincture	Equipped	1	0.0	2000.0
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.				
Flint and Steel	Pouch (Belt)	1	0.0	1.0
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	Equipped	1	0.0	0.0
(Moaning Diamond)				
Longsword of Hezrim "Luxlex"	Equipped	1	4.0	2815.0
When the command word is spoken, the Longsword of Hezrim glows with pure white light, brightly illuminating a 20-foot-radius area and providing shadowly illumination for another 20 feet beyond that, this ability can be extinguished with another utterance of the command word.				
Luck Points	Equipped	2	0.0 (0.0)	0.0 (0.0)
Luck Points				
❑❑				
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
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 (900.0)
❑❑❑				
Potion Bandolier	Equipped	1	1.0	60.0
TOTAL WEIGHT CARRIED/VALUE			75.36 lbs.	21509.02 gp

EQUIPMENT

ITEM	LOCATION	QTY	WT	COST
0 lbs., 5 Potion of Cure Light Wounds, 3 Potion of Cure Moderate Wounds				
You can ready a potion as a free action.				
Pouch (Belt)	Equipped	1	0.5	1.0
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)				
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	Equipped	1	15.0	1170.0
2/day, Use command word. All creatures within 30 feet must make a DC 14 reflex save or be blinded., (Shield +1 (Heavy/Metal))				
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/VALUE			75.36 lbs.	21509.02 gp

WEIGHT ALLOWANCE

Light	116	Medium	233	Heavy	350
Lift over head	350	Lift off ground	700	Push / Drag	1750

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 gp

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

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

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Feats

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

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 bonus.

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.rtf]**

On your action, before making attack rolls for a round, you may choose to subtract up to 5 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 4d6 points of fire damage (DC 17 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.rtf]**

You make attack rolls with simple weapons normally.

Touch of Vitality   **[My Homebrew - My Campaign, ClassesII.rtf]**

Touch of Vitality (Su) 56 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), Shieldbash (Light), Shortspear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES

Common, Draconic, Elven, Halfling

TEMPLATES

Quick

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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

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#Character Sheet Plugin Properties

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