

Skylar

Neutral Good

ALIGNMENT

VISION

0

POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP										SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED					
STR Strength	19	+4	19	+4	19	+4	HP hit points	63																Walk 40 ft.								
DEX Dexterity	16	+3	16	+3	16	+3	AC armor class	22	19	:	13	=	10	+	6	+	3	+	3	+	0	+	0	+	0	+	0			30	-2	0
								TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC									MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST		
CON Constitution	18	+4	18	+4	18	+4	INITIATIVE modifier	+3	=	+3	+	+0																				
								TOTAL	DEX MODIFIER	MISC MODIFIER																						
INT Intelligence	15	+2	15	+2	15	+2	BASE ATTACK bonus																									
WIS Wisdom	14	+2	14	+2	14	+2																										
CHA Charisma	18	+4	18	+4	18	+4																										

SKILL NAME		KEY ABILITY	MSC MODIFIER	Skill Modifier	ABILITY MODIFIER	MAX RANKS	RANKS	9/4.5	MISC MODIFIER
✓	Appraise	INT	3	=	2	+	1.0	+	
✓	Balance	DEX	1	=	3	+		+	-2
✓	Bluff	CHA	4	=	4	+		+	
✓	Climb	STR	4	=	4	+	2.0	+	2

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

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+8	=	+4	+4	+0	+0	+0	
RANGED attack bonus	+7	=	+4	+3	+0	+0	+0	
GRAPPLE attack bonus	+8	=	+4	+4	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+8	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	+7	+7	+5	+3		+1		
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	+8	1d4+4	2W-P-(OH)	+2			1d4+4	
1H-O	+4	1d4+2	2W-P-(OL)	+4			1d4+4	
2H	+8	1d4+4	2W-OH	+0			1d4+2	
	10 ft.	20 ft.	30 ft.	40 ft.			50 ft.	
TH	+7	+5	+3	+1			-1	
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	+9	1d8+5	2W-P-(OH)	+3			1d8+5	
1H-O	+5	1d8+3	2W-P-(OL)	+5			1d8+5	
2H	+9	1d8+7	2W-OH	-1			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 shadowy illumination for another 20 feet beyond that, this ability can be extinguished with another utterance of the command word.							

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) 30hp/inch and 15 hardness	Light	+6	+5	-1	15
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 + (Heavy/Metal))

Skill Name		Skills					9/4.5
		Key Ability	Skill Modifier	Ability Modifier	Max Ranks	Misc Modifier	
✓	Appraise	INT	3	=	2	+ 1.0	+
✓	Balance	DEX	1	=	3	+	+ -2
✓	Bluff	CHA	4	=	4	+	+
✓	Climb	STR	4	=	4	+ 2.0	+ -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 (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	2	=	2	+	+
✓	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.

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) <small>(Artisan's Tools (Leatherworking))</small>	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 9.9 lbs., 260 Coin (Gold), 195 Coin (Platinum), 40 Coin (Copper)	Bag of Holding (Type 2)	1	2.0	2.0	
Bag of Holding (Type 2)	Equipped	1	25.0	5000.0	
134.4 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), 52 Rations (Trail/Per Day), 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 Cinture	Equipped	1	0.0	2000.0	
While you wear a dragon spiritite 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 <small>(Moaning Diamond)</small>	Equipped	1	0.0	0.0	
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 shadowy 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)	
<small>Luck Points</small> ☐☐					
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 Bandalier	5	0.0 (0.0)	50.0 (250.0)	
☐☐☐☐☐					
Potion of Cure Moderate Wounds	Potion Bandalier	3	0.0 (0.0)	300.0 (900.0)	
☐☐☐					
TOTAL WEIGHT CARRIED/VALUE			75.36 lbs.	21535.02 gp	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Potion Bandolier	Equipped	1	1.0	60.0	
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)					
Rations (Trail/Per Day)	Bag of Holding (Type 2)	52	1.0 (52.0)	0.5 (26.0)	
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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.	21535.02 gp	

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

MONEY	
Coin (Platinum): 195[Backpack]	
Coin (Platinum): 5[Pouch (Belt)]	
Coin (Gold): 260[Backpack]	
Coin (Gold): 26[Pouch (Belt)]	
Coin (Silver): 12[Pouch (Belt)]	
Coin (Copper): 40[Backpack]	
Coin (Copper): 10[Pouch (Belt)]	
Total = 2287.7 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 (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.

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 4 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) 48 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

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 toHit 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

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#Character Sheet Plugin Properties

#Sat Nov 19 17:10:16 PST 2011

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cs.CombatPane1.subdualTb=