

Derrick Chandler

NAME
DrShm4
CLASS
4
Character Level
4
NEXT LEVEL
6332
EXPERIENCE
10000

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

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+8	= +4	+4	+0	+0	+0		
REFLEX (dexterity)	+4	= +1	+3	+0	+0	+0		
WILL (wisdom)	+6	= +4	+2	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+7	= +3	+4	+0	+0	+0	
RANGED attack bonus	+6	= +3	+3	+0	+0	+0	
GRAPPLE attack bonus	+7	= +3	+4	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7	1d3+4	20/x2	5 ft.

Crossbow, Light	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	19-20/x2	5 ft.
TH	+6	+6	+4	+2	+0
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	+7	1d4+4	2W-P-(OH)	+1	1d4+4
1H-O	+3	1d4+2	2W-P-(OL)	+3	1d4+4
2H	+7	1d4+4	2W-OH	-1	1d4+2
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+6	+4	+2	+0	-2
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	+8	1d8+5	2W-P-(OH)	+2	1d8+5
1H-O	+4	1d8+3	2W-P-(OL)	+4	1d8+5
2H	+8	1d8+7	2W-OH	-2	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.				

*: 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
*Chain Shirt	Light	+4	+4	-2	20
*Shield, Heavy	Heavy	+2		-2	15

Skylar

PLAYERNAME
Human
RACE
22
AGE
Medium
SIZE
Male
GENDER

HP	WOUNDS/CURRENT HP	AC	INITIATIVE	BASE ATTACK
42		19	+3	+3
hit points		armor class	modifier	bonus
		TOTAL	FLAT	TOUCH
			16	13
			10	
			BASE	
			DEX MODIFIER	
			MISC MODIFIER	

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
			Walk 40 ft.

ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
4	2	3	0	0	0		35	-4	0

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7	1d3+4	20/x2	5 ft.

Crossbow, Light	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	19-20/x2	5 ft.
TH	+6	+6	+4	+2	+0
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	+7	1d4+4	2W-P-(OH)	+1	1d4+4
1H-O	+3	1d4+2	2W-P-(OL)	+3	1d4+4
2H	+7	1d4+4	2W-OH	-1	1d4+2
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+6	+4	+2	+0	-2
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	+8	1d8+5	2W-P-(OH)	+2	1d8+5
1H-O	+4	1d8+3	2W-P-(OL)	+4	1d8+5
2H	+8	1d8+7	2W-OH	-2	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.				

*: 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
*Chain Shirt	Light	+4	+4	-2	20
*Shield, Heavy	Heavy	+2		-2	15

DEITY
6' 0"
HEIGHT
Hazel
EYES
184 lbs.
WEIGHT
Red-Brown, Wild
HAIR

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
			Walk 40 ft.

ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
4	2	3	0	0	0		35	-4	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3.5
Appraise	INT	3	= 2	+ 1.0	+
Balance	DEX	-1	= 3	+	-4
Bluff	CHA	4	= 4	+	+
Climb	STR	0	= 4	+	-4
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	9	= 4	+ 5.0	+
Escape Artist	DEX	-1	= 3	+	-4
Forgery	INT	2	= 2	+	+
Gather Information	CHA	4	= 4	+	+
Handle Animal	CHA	5	= 4	+ 1.0	+
Heal	WIS	8	= 2	+ 3.0	3
Hide	DEX	-1	= 3	+	-4
Intimidate	CHA	5	= 4	+ 1.0	+
Jump	STR	4	= 4	+	+
Knowledge (Local)	INT	3	= 2	+ 1.0	+
Knowledge (Nature)	INT	6	= 2	+ 4.0	+
Listen	WIS	3	= 2	+ 1.0	+
Move Silently	DEX	-1	= 3	+	-4
Ride	DEX	4	= 3	+ 1.0	+
Search	INT	4	= 2	+ 2.0	+
Sense Motive	WIS	2	= 2	+	+
Spot	WIS	2	= 2	+	+
Survival	WIS	2	= 2	+	+
Swim	STR	-1	= 4	+ 3.0	-8
Tumble	DEX	0	= 3	+ 1.0	-4
Use Rope	DEX	3	= 3	+	+

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3.5
Appraise	INT	3	= 2	+ 1.0	+
Balance	DEX	-1	= 3	+	-4
Bluff	CHA	4	= 4	+	+
Climb	STR	0	= 4	+	-4
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	9	= 4	+ 5.0	+
Escape Artist	DEX	-1	= 3	+	-4
Forgery	INT	2	= 2	+	+
Gather Information	CHA	4	= 4	+	+
Handle Animal	CHA	5	= 4	+ 1.0	+
Heal	WIS	8	= 2	+ 3.0	3
Hide	DEX	-1	= 3	+	-4
Intimidate	CHA	5	= 4	+ 1.0	+
Jump	STR	4	= 4	+	+
Knowledge (Local)	INT	3	= 2	+ 1.0	+
Knowledge (Nature)	INT	6	= 2	+ 4.0	+
Listen	WIS	3	= 2	+ 1.0	+
Move Silently	DEX	-1	= 3	+	-4
Ride	DEX	4	= 3	+ 1.0	+
Search	INT	4	= 2	+ 2.0	+
Sense Motive	WIS	2	= 2	+	+
Spot	WIS	2	= 2	+	+
Survival	WIS	2	= 2	+	+
Swim	STR	-1	= 4	+ 3.0	-8
Tumble	DEX	0	= 3	+ 1.0	-4
Use Rope	DEX	3	= 3	+	+

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7	1d3+4	20/x2	5 ft.

Crossbow, Light	HAND	TYPE	SIZE	CRITICAL	REACH
	Carried	P	M	19-20/x2	5 ft.
TH	+6	+6	+4	+2	+0
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	+7	1d4+4	2W-P-(OH)	+1	1d4+4
1H-O	+3	1d4+2	2W-P-(OL)	+3	1d4+4
2H	+7	1d4+4	2W-OH	-1	1d4+2
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+6	+4	+2	+0	-2
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	+8	1d8+5	2W-P-(OH)	+2	1d8+5
1H-O	+4	1d8+3	2W-P-(OL)	+4	1d8+5
2H	+8	1d8+7	2W-OH	-2	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.				

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ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt	Light	+4	+4	-2	20
*Shield, Heavy	Heavy	+2		-2	15

Neutral Good

ALIGNMENT
VISION
0
POINTS

WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	SPEED
			Walk 40 ft.

ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL	MISC	MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST
4	2	3	0	0	0		35	-4	0

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	7/3.5
Appraise	INT	3	= 2	+ 1.0	+
Balance	DEX	-1	= 3	+	-4
Bluff	CHA	4	= 4	+	+
Climb	STR	0	= 4	+	-4
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	9	= 4	+ 5.0	+
Escape Artist	DEX	-1	= 3	+	-4
Forgery	INT	2	= 2	+	+
Gather Information	CHA	4	= 4	+	+
Handle Animal	CHA	5	= 4	+ 1.0	+
Heal	WIS	8	= 2	+ 3.0	3
Hide	DEX	-1	= 3	+	-4
Intimidate	CHA	5	= 4	+ 1.0	+
Jump	STR	4	= 4	+	+
Knowledge (Local)	INT	3	= 2	+ 1.0	+
Knowledge (Nature)	INT	6	= 2	+ 4.0	+
Listen	WIS	3	= 2	+ 1.0	+
Move Silently	DEX	-1	= 3	+	-4
Ride	DEX	4	= 3	+ 1.0	+
Search	INT	4	= 2	+ 2.0	+
Sense Motive	WIS	2	= 2	+	+
Spot	WIS	2	= 2	+	+
Survival	WIS	2	= 2	+	+
Swim	STR	-1	= 4	+ 3.0	-8
Tumble	DEX	0	= 3	+ 1.0	-4
Use Rope	DEX	3	= 3	+	+

9	=	4	+	5.0	+
-1	=	3	+		+ -4
2	=	2	+		+
4	=	4	+		+
5	=	4	+	1.0	+
8	=	2	+	3.0	+ 3

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Artisan's Tools (Armorsmithing)	Backpack	1	5.0	5.0
Artisan's Tools (Weaponsmithing)	Backpack	1	5.0	5.0
Backpack 37 lbs., 1 Soap (Per Lb.), 1 Blanket (Winter), 4 Tindertwig, 2 Waterskin (Filled), 10 Rations (Trail/Per Day), 1 Rope (Silk/50 Ft.), 1 Artisan's Tools (Armorsmithing), 1 Artisan's Tools (Weaponsmithing)	Equipped	1	2.0	2.0
Bedroll		1	5.0	0.1
Blanket (Winter)	Backpack	1	3.0	0.5
Bolt, Crossbow □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	Equipped	49	0.1 (4.9)	0.1 (4.9)
Chain Shirt	Equipped	1	25.0	100.0
Crossbow, Light 0 lbs.	Carried	1	4.0	35.0
Dagger	Carried	1	1.0	2.0
Flint and Steel	Pouch (Belt)	1	0.0	1.0
Longsword of Hezrim "Luxlex" 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.	Equipped	1	4.0	2815.0
Luck Points Luck Points □□□□□	Equipped	5	0.0 (0.0)	0.0 (0.0)
Explorer's Outfit	Equipped	1	8.0	0.0
Potion Bandolier 0 lbs. You can ready a potion as a free action.	Equipped	1	1.0	60.0
Pouch (Belt) 2.66 lbs., 1 Whetstone, 1 Flint and Steel, 2 Coin (Copper), 76 Coin (Gold), 5 Coin (Silver)	Equipped	1	0.5	1.0
Rations (Trail/Per Day) □□□□□ □□□□□	Backpack	10	1.0 (10.0)	0.5 (5.0)
Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0
Shield, Heavy	Equipped	1	15.0	20.0
Soap (Per Lb.)	Backpack	1	1.0	0.5
Tindertwig □□□□	Backpack	4	0.0 (0.0)	1.0 (4.0)
Waterskin (Filled)	Backpack	2	4.0 (8.0)	1.0 (2.0)
Whetstone	Pouch (Belt)	1	1.0	0.02
TOTAL WEIGHT CARRIED/VALUE			97.06 lbs.	3073.02 gp

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

MONEY	
Coin (Gold): 76[Pouch (Belt)]	
Coin (Silver): 5[Pouch (Belt)]	
Coin (Copper): 2[Pouch (Belt)]	
Total = 76.52 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 2 points of fire damage	
Draconic Aura (Power) +1 on melee damage rolls	
Draconic Aura (Toughness) DR 1/magic	
Draconic Aura (Vigor) Fast Healing 1, 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	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.
Martial Weapon Proficiency (Longsword)	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract up to 3 from all melee attack rolls and add the same number to all melee damage rolls.
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.
Armor Proficiency (Medium)	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	Water Breathing(Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active)
Draconic Aura	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	You gain a 15' Cone of Fire breath weapon that deals 2d6 points of fire damage (DC 16 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	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

PROFICIENCIES	
Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), 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:

Hidden:

#Character Sheet Plugin Properties

#Thu Jul 07 21:08:42 PDT 2011

cs.CombatPane1.woundsTb=

cs.CombatPane1.subdualTb=