

# Derrick Chandler

NAME	
DrShm9 HprSc1	45000
CLASS	EXPERIENCE
10	55000
Character Level	NEXT LEVEL

# Skylar

PLAYERNAME	
Human	Medium
RACE	SIZE
22	Male
AGE	GENDER

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

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			
<b>STR</b> Strength	20	+5	20	+5	20	+5	<b>HP</b> hit points	107							Walk 40 ft.			
<b>DEX</b> Dexterity	16	+3	16	+3	16	+3	<b>AC</b> armor class	23	20	13	10	6	3	3	0	1	0	0
								TOTAL	FLAT	TOUCH	BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLEC-TION	MISC
<b>CON</b> Constitution	18	+4	18	+4	18	+4	<b>INITIATIVE</b> modifier	+3	+3	+0	<b>SKILLS</b>							
<b>INT</b> Intelligence	15	+2	15	+2	15	+2		TOTAL	DEX MODIFIER	MISC MODIFIER								
<b>WIS</b> Wisdom	16	+3	16	+3	16	+3	<b>BASE ATTACK</b> bonus	+6/+1		<div><div>✓ Appraise</div><div>✓ Balance</div><div>✓ Bluff</div><div>✓ Climb</div></div>								
<b>CHA</b> Charisma	18	+4	18	+4	18	+4												

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+12	= +8	+4	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+6	= +3	+3	+0	+0	+0		
<b>WILL</b> (wisdom)	+13	= +8	+3	+0	+2	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+11/+6	= +6/+1	+5	+0	+0	+0	
<b>RANGED</b> attack bonus	+9/+4	= +6/+1	+3	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+11/+6	= +6/+1	+5	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+11/+6	1d3+5	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	+9/+4	+9/+4	+7/+2	+5/+0	+3/-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	To Hit	Dam
1H-P	+11/+6	1d4+5	2W-P-(OH)	+5/+0	1d4+5
1H-O	+7/+2	1d4+2	2W-P-(OL)	+7/+2	1d4+5
2H	+11/+6	1d4+5	2W-OH	+3	1d4+2
10 ft.	20 ft.	30 ft.	40 ft.	50 ft.	
TH	+9/+4	+7/+2	+5/+0	+3/-2	+1/-4
Dam	1d4+5	1d4+5	1d4+5	1d4+5	1d4+5
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	To Hit	Dam
1H-P	+12/+7	1d8+6	2W-P-(OH)	+6/+1	1d8+6
1H-O	+8/+3	1d8+3	2W-P-(OL)	+8/+3	1d8+6
2H	+12/+7	1d8+8	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
*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))					

SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	RANKS	MISC MODIFIER	13/6.5
✓ Appraise	INT	3	=	2	+ 1.0	+	
✓ Balance	DEX	1	=	3	+	+	-2
✓ Bluff	CHA	6	=	4	+ 2.0	+	
✓ Climb	STR	6	=	5	+ 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	10	=	4	+ 6.0	+	
✓ Disguise	CHA	15	=	4	+ 8.0	+	3
✓ 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	7	=	5	+	+	2
✓ Knowledge (Geography)	INT	3	=	2	+ 1.0	+	
✓ Knowledge (Local)	INT	6	=	2	+ 4.0	+	
✓ Knowledge (Nature)	INT	7	=	2	+ 5.0	+	
✓ Listen	WIS	5	=	2	+ 1.0	+	2
✓ Move Silently	DEX	1	=	3	+	+	-2
✓ Perform (String Instruments)	CHA	5	=	4	+ 1.0	+	
✓ Ride	DEX	4	=	3	+ 1.0	+	
✓ Search	INT	5	=	2	+ 3.0	+	
✓ Sense Motive	WIS	4	=	2	+ 2.0	+	
✓ Spot	WIS	5	=	2	+ 1.0	+	2
✓ Survival	WIS	4	=	2	+ 2.0	+	
✓ Survival (Natural environments)	WIS	6	=	2	+ 2.0	+	2
✓ Swim	STR	6	=	5	+ 5.0	+	-4
✓ Tumble	DEX	2	=	3	+ 1.0	+	-2
✓ Use Rope	DEX	3	=	3	+	+	
			=	+	+		
			=	+	+		

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



Feats	
<b>Cleave</b>	[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.	
<b>Combat Reflexes</b>	[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.	
<b>Leadership</b>	[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.	
<b>Martial Weapon Proficiency (Longsword)</b>	[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.	
<b>Power Attack</b>	[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 6 from all melee attack rolls and add the same number to all melee damage rolls.	
<b>Alertness</b>	[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.	
<b>Armor Proficiency (Light)</b>	[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.	
<b>Armor Proficiency (Medium)</b>	[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.	
<b>Draconic Adaptation</b>	[Skylar's Homebrew - WOTC Various]
Water Breathing(Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active)	
<b>Draconic Aura</b>	[Skylar's Homebrew - WOTC Various]
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.	
<b>Draconic Breath Weapon</b>	[Skylar's Homebrew - WOTC Various]
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.	
<b>Iron Will</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You get a +2 bonus on all Will saving throws.	
<b>Shield Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a shield and take only the standard penalties.	
<b>Simple Weapon Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You make attack rolls with simple weapons normally.	
<b>Touch of Vitality</b>	[Skylar's Homebrew - WOTC Various,

Touch of Vitality (Su) 72 hp/day	ClassesII.rtf]
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, Dwarven, Elven	
TEMPLATES	
Quick	
Harper Scout Magic	

## Harper Scout Spells

LEVEL	0	1	2	3
KNOWN	0	2	0	0
PER DAY	0	1	0	0

### LEVEL 0

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Read Magic		None	1 standard action	10 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
<i>Effect:</i> Read scrolls and spellbooks.			<i>Target:</i> You			<i>Caster Level:</i> 1			

### LEVEL 1

Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
Comprehend Languages		None	1 standard action	10 minutes	Personal	V, S, M/DF	No	Divination	RSRD: SpellsC.rtf
<i>Effect:</i> You understand all spoken and written languages.			<i>Target:</i> You			<i>Caster Level:</i> 1			

\* =Domain/Speciality Spell

## 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

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=