Derrick Cha	ındler	Skylar			DENT/			
NAME		PLAYERNAME		DEITY		ALIGNMENT		
DrShm5	10732	Human	Medium	6' 0"	184 lbs.			
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION		
5	15000	22	Male	Hazel	Red-Brown, Wild	0		
Character Level	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS		



																	E		natr 2003 What art com
ABILITY NA	AME BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD				WOUNDS	/CURRENT HP		SUBDUAL DAMAGE	DAMAGE REDUCTI	ON		SF	PEED	
STF Strength	19	+4	19	+4	19	+4	HP hit points	52									Wall	< 40 ft	
DE		+3	16	+3	16	+3	AC armor clas	19	: 16	3 : 1	3 = 10	+	4 + 2 + 3 + 0 + 0	+ 0 + 0			35	5 -3	0
Dexterity	y 10			+3	10	73	armor cias	TOTAL	FLA	Т	UCH BASE	J L Al B	RMOR SHIELD STAT SIZE NATURAL ONUS BONUS ARMOR	DEFLEC- MISC		MISS HANCE	ARCAN SPEL	L CHEC	CK RESIST
CON		+4	18	+4	18	+4	INIIT	ATIVE		-	_			CI			FAILUF	RE PENAL	TY
INT		+2	15	+2	15	+2	INII	ATIVE	+3	= +3			SKILL NAME	SK	ILLS KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIE	MAX RANK RANKS	
Intelligend	ce		13	=	15	+2			TOTAL	L DEX MODIFI	MISC ER MODIFIER	1			INT			+ 1.0	
Wisdom		+2	14	+2	14	+2		ATTACK		+3	3	1	Appraise Balance		DEX	_	_	+ 1.0	+ -3
CHA		. 4	40	. 4	40	- 4		oonus				1	Bluff		CHA	_	- 3 = 4	+	+ 5
Charisma		+4	18	+4	18	+4						1	Climb		STR		-	+ 1.0	
SAVII	NG THRO\	NS	TOTAL	BASE	ABILI*	TY MAGIC	MISC	EPIC TE	MP cor	nditional mod	difiers	1	Concentration		CON	4	= 4	+	+
	RTITU		+8	SAVE +4	+ +4	1 + +0	+ +0	+ +0 +					Craft (Armorsmithing)		INT	3	= 2	+ 1.0	+
((constitution)		+0	+4	+ +2	+ + +0	+ +0	+ +0 +					Craft (Bowmaking)		INT	3	= 2	+ 1.0	+
RI	EFLEX		+4	+1	+ +3	3 + +0	+ +0	+ +0 +				1	Craft (Untrained)		INT	2	= 2	+	+
	(dexterity)			- 4		 							Craft (Weaponsmithing)		INT	3	= 2	+ 1.0	+
	(wisdom)		+6	+4	+ +2	2 + +0	+ +0	+ +0 +				1	Diplomacy		CHA	5	= 4	+ 1.0	+
			TOT	٨١							5010 T5110	1	Disguise		CHA	9	= 4	+ 5.0	+
ME	LEE						ACK BONUS	STAT	SIZE		EPIC TEMP	1	Escape Artist		DEX	0	= 3	+	+ -3
attac	ck bonus		+7		= [-3	+ +4 +	+0 +	+0 +	+0 +	1	Forgery		INT	2	= 2	+	+
	NGED		+6	3		+	-3	+ +3 +	+0 +	+0 +	+0 +	1	Gather Information		CHA	4	= 4	+	+
	PPLE	l			≓ ¦			₹ ;== ; ;			= =		Handle Animal		CHA			+ 1.0	
GRA	Ck bonus		+7	<u> </u>] = [+	-3	+ +4 +	+0 +	+0 +	+0 +	/	Heal		WIS	-		+ 4.0	_
- 11	NARM	FD	I TO	TAL AT	TACK I	BONUS	I DAN	AGE C	RITICAL	_	REACH	1	Hide		DEX			+	+ -3
	IVAINI		_		+7		1d3	3+4	20/x2		5 ft.	/	Intimidate		CHA	_		+ 1.0	
	^		h a	l :ad	-4		HAN) TYPE :	SIZE C	RITICAL	REACH	-	Jump		STR	_	= 4	+	+ 1
	C	ross	bow,	Ligi	π		Carrie			9-20/x2			Knowledge (Local)		INT	-		+ 1.0	
	30 ft.			80 ft.	Ammuni	ition: Bolt (Crossbow)	240 ft.		2	20 ft.	,	Knowledge (Nature)		INT			+ 5.0	
TH	+6			+6		+4		+2			+0	,	Listen		WIS	-		+ 1.0	
Dam	1d8			1d8		1da	3	1d8			1d8	/	Move Silently Ride		DEX DEX			+ 1.0	+ -3
Specia	l Propertie	S										1	Search		INT		-	+ 3.0	
		ח	agge	r			HAN) TYPE	SIZE C	RITICAL	REACH	1	Search Sense Motive		WIS		= 2		+
							Carrie			9-20/x2		1	Spot		WIS		= 2		+
1H-P		То Н			Dam		-(OH)	Tol			Dam	1	Survival		WIS		- Z = 2		+
1H-P		+7		-	1d4+	,	-(OH)	+1			1d4+4 1d4+4		Survival (Natural environm		WIS			+ 1.0	
2H		+3		-	1d4+	_	-OH	+\ -1			1d4+4 1d4+2	1	Swim	/	STR			+ 4.0	
	10 ft.	- ' 7		20 ft.	I U T T	30 f		40 ft.		5	50 ft.		Tumble		DEX	_		+ 1.0	-
TH	+6			+4		+2		+0			-2	1	Use Rope		DEX		_	+	+
Dam	1d4+4		1	d4+4		1d4-	- 4	1d4+4	4	10	14+4		-1				=	+	+
	•																=	+	+
*Lo	ngsw	ord o	of He	zrim	"Lu	xlex"	HAN Prima			RITICAL 9-20/x2	REACH 5 ft.		√: can be used untrained.	ed. X: exclusive	skills. *:	Skill M	astery.		
		То Н	it		Dam			To 1		2 20172	Dam								
1H-P		+8			1d8+	_	-(OH)	+2			1d8+5								
1H-O		+4			1d8+	3 2W-F	'-(OL)	+4	4		1d8+5								
2H		+8			1d8+	'	-ОН	-2			1d8+3								
Specia	I Propertie	S M/hc	n tha aa	mmand	word ic	cnokon t	o Longe	vord of Hozrin	n alowe v	with nuro	white light								

*: 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.

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.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Chain Shirt	Light	+4	+4	-2	20
*Unidentified Heavy Steel Shield	Heavy	+2		-1	15
Mod Evocation (UnIDd), (Masterwork	Shield (He	avy/Me	etal))		

EQUIPME	NIT				EQUIPMEN'	Т
ITEM	LOCATION	QTY	WT	COST	ITEM	LOCATION (
Artisan's Tools (Armorsmithing)	Bag of Holding (Type 2)	1	5.0	5.0		Bag of Holding (Type 2) Pouch (Belt)
Artisan's Tools (Weaponsmithing)	Bag of Holding (Type 2)	1	5.0	5.0	Whetstone TOTAL WEIGHT CARRIED/VALU	, ,
Backpack 7.8 lbs., 30 Coin (Gold), 320 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	WEIGHT ALLOW	
59.3 lbs., 7 Platinum Tradebar, 1 lnk (1 Oz. Vial), 1 Inkpen, 10 Potion of Cure Light Wounds, 1 Healer's Kit, 2 Waterskin (Filled), 1 Backpack, 1 Artisan's Tools (Armorsmithing), 1 Artisan's Tools ((Weaponsmithing), 1 Bedroll, 1 Blanket (Winter), 9 Rations (Trail/Per Day), 1 Rope (Silk/50 Ft.), 1 Osap (Per Lb.), 1 Case (Map or Scroll)					Light 116 Medium 23 Lift over head 350 Lift off ground 70	
Day), 1 Rope (Silk/50 Ft.), 1 Soap (Per Lb.), 1 Case (Map or Scroll) Bedroll	Bag of Holding	1	5.0	0.1	MONEY	
	(Type 2)			-	Coin (Platinum): 320[Backpack] Coin (Platinum): 5[Pouch (Belt)]	
Blanket (Winter)	Bag of Holding (Type 2)	1	3.0	0.5	Coin (Gold): 30[Backpack] Coin (Gold): 16[Pouch (Belt)]	
Bolt, Crossbow	Crossbow, Light	48	0.1 (4.8)	0.1 (4.8)	Coin (Silver): 17[Pouch (Belt)]	
	Bag of Holding	1	0.5	1.0	Coin (Copper): 40[Backpack] Coin (Copper): 10[Pouch (Belt)]	
Case (Map or Scroll) 0 lbs., 10 Parchment (Sheet)	(Type 2)	'	0.5	1.0		
Chain Shirt	Equipped	1	25.0	100.0	SPECIAL ABILI	
Crossbow, Light 4.8 lbs., 48 Bolt, Crossbow	Carried	1	4.0	35.0	Draconic Aura (Energy Shield) Any creature striking attack or a non-reach melee weapon is dealt 4 poin	
Dagger	Carried	1	1.0	2.0	Draconic Aura (Power) +2 on melee damage rolls	
Flint and Steel	Pouch (Belt)	1	0.0	1.0	Draconic Aura (Swiftness) +2 bonus on Climb, Jum increased climb, fly and swim speeds by 10 (The au	
Healer's Kit	Bag of Holding	1	1.0	50.0	speed if you do not already have one)	3.2
00000 00000	(Type 2)				Draconic Aura (Toughness) DR 2/magic Draconic Aura (Vigor) Fast Healing 2, only affects of	characters at or I
Holy Water (Flask)	Pouch (Belt)	1	1.0	25.0	full normal hit points	
Ink (1 Oz. Vial)	Bag of Holding (Type 2)	1	0.0	8.0	Immune to Paralysis, Sleep and the frightful presen	ice of dragons.
Inkpen	Bag of Holding (Type 2)	1	0.0	0.1		
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 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 U	Equipped	1	0.0	0.0		
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)	7	1.0 (7.0)	500.0 (3500.0)		
Potion of Cure Light Wounds	Bag of Holding (Type 2)	10	0.0 (0.0)	50.0 (500.0)		
Potion of Cure Light Wounds	Potion Bandolier	6	0.0 (0.0)	50.0 (300.0)		
Potion of Cure Moderate Wounds	Potion Bandolier	4	0.0	300.0		
			(0.0)	(1200.0)		
Potion Bandolier 0 lbs., 6 Potion of Cure Light Wounds, 4 Potion of Cure Moderate Wounds	Equipped	1	1.0	60.0		
You can ready a potion as a free action. Pouch (Belt) 2.96 lbs., 1 Whetstone, 5 Coin (Platinum), 16 Coin (Gold), 1 Flint and Steel, 4 Tindertwig, 1 Holy Water (Flask), 17 Coin (Silver), 10 Coin (Copper)	Equipped	1	0.5	1.0		
Rations (Trail/Per Day)	Bag of Holding (Type 2)	9	1.0 (9.0)	0.5 (4.5)		
Ring of Sustenance	Equipped	1	0.0	2500.0		
Rope (Silk/50 Ft.)	Bag of Holding (Type 2)	1	5.0	10.0		
Soap (Per Lb.)	Bag of Holding (Type 2)	1	1.0	0.5		
Tindertwig	Pouch (Belt)	4	0.0 (0.0)	1.0 (4.0)		
Unidentified Heavy Steel Shield Mod Evocation (UnIDd), (Masterwork Shield (Heavy/Metal))	Equipped	1	15.0	170.0		
TOTAL WEIGHT CARRIED/VA	LUE		83.26 lbs.	16308.52		

EQUIPME	NT			
ITEM	LOCATION	QTY	WT	COST
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		83.26 lbs.	16308.52 gp

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

	MONEY	
Coin (Platinum): 320[Backpack]		
Coin (Platinum): 5[Pouch (Belt)]		
Coin (Gold): 30[Backpack]		
Coin (Gold): 16[Pouch (Belt)]		
Coin (Silver): 17[Pouch (Belt)]		
Coin (Copper): 40[Backpack]		
Coin (Copper): 10[Pouch (Belt)]		
		Total = 3298.2 gp

0 0
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

lbs.

gp

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.

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 3 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,

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.rtfl

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]

and can freely use

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 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

[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.

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:

 $Med \rightarrow Lrg \rightarrow Med \rightarrow Sml \rightarrow Med \rightarrow Lrg \rightarrow Med \rightarrow Sml \rightarrow Tny \rightarrow Sml \rightarrow Med \rightarrow Large \rightarrow Huge$

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

Huge: -3 AC (14), -6 Dex (12), +6 Str (25), +20 (60?) Move, Height 24ft, Weight 4000

Malcom: 3x CLW, 2x CMW

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#Character Sheet Plugin Properties

#Fri Sep 30 13:52:49 PDT 2011

cs.CombatPane1.woundsTb=

cs.CombatPane1.subdualTb=