Derrick Chandler		Skylar PLAYERNAME		DEITY	Neutral Good ALIGNMENT		
DrShm6 CLASS	16682 EXPERIENCE	Human RACE	Medium SIZE	6' 0" HEIGHT	184 lbs. WEIGHT	VISION	
6 Character Level	21000 NEXT LEVEL	22 AGE	Male GENDER	Hazel EYES	Red-Brown, Wild	0 POINTS	



															E		natri 2003 vw.natri art.com/
ABILITY NA	AME BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD			v	OUNDS/CURRENT HP		SUBDUAL DAMAGE	DAMAGE REDUCTION		S	PEED	
STF Strength	19	+4	19	+4	19	+4	HP hit points	65							Wal	lk 40 ft	t.
DE		+3	16	+3	16	+3	AÇ	19	: 16	: 13 = 10	+	4 + 2 + 3 + 0 + 0	+ 0 + 0		35	5 -3	3 0
Dexterity	y 10	!		T3	10	+3	armor clas	TOTAL	FLAT	TOUCH BASE	L A B	RMOR SHIELD STAT SIZE NATURAL SONUS BONUS ARMOR	DEFLEC- MISC	MISS CHANCE	ARCA SPE	II CHE	CK RESIST
CON		+4	18	+4	18	+4	111171	A TIV (F				Author			FAILU	JRE PENA	LTY
INT	==	+2	15	+2	4.5	. 0	INIII	ATIVE	+3 =	+3 + +0		SKILL NAME	SKILI	TY SKILL	ABILIT R MODIFI		KS 9/4.5 S MISC MODIFIER
Intelligend	ce	+2	13	+2	15	+2			TOTAL	DEX MISC MODIFIER MODIFIER	7		INIT		_		
WIS		+2	14	+2	14	+2		ATTACK		+4	1	Appraise Balance	INT DEX	3	= 2		+ -3
CHA			40	\vdash			b	onus		<u> </u>	/	Bluff	CH		= 3		+ -3
Charisma		+4	18	+4	18	+4					1	Climb	STE		= 4) + -3
CAV	NG THRO	A/C	TOTAL	BASE	ABILI	TY MAGIC	MISC	EPIC TEI	MP condition	onal modifiers	1	Concentration	CO		= 4		+
	RTITUI		$\overline{}$	SAVE	-		. —		- I			Craft (Armorsmithing)	INT		-	+ 1.0	-
	(constitution)		+9	+5	+ +2	1 + +0	+ +0	+ +0 +	_			Craft (Bowmaking)	INT	3	= 2	+ 1.0) +
RI	EFLE		+5	+2	+ +3	3 + +0	+ +0	+ +0 +			1	Craft (Untrained)	INT	2	= 2	+	+
	(dexterity)				-	= ==						Craft (Weaponsmithing)	INT	3	= 2	+ 1.0) +
	WILL (wisdom)		+7	<u>+5</u>	+ +2	2 + +0	+ +0	+ +0 +			1	Diplomacy	CH	4 5	= 4	+ 1.0) +
			TOT	٨١							1	Disguise	CH	10	= 4	+ 6.0) +
ME	LEE		+8				4	+ +4 +	+0 + +		1	Escape Artist	DEX		= 3		+ -3
attad	ck bonus	_	+0)	_ =	7	·4	+ +4+	+0 + +	0 + +0 +	1	Forgery	INT		= 2		+
	NGED ck bonus	Ш	+7	7	=	+	4	+ +3 +	+0 + +	0 + +0 +	/	Gather Information	CH		= 4		+
	PPLE				=		4	ī H			,	Handle Animal	CH			+ 1.0	
attac	ck bonus		+8	3	= [- +	4	+ +4 +	+0 + +	0 + +0 +	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	Heal	WIS			+ 5.0	-
U	NARM	ED	TC	TAL AT	TACK I	BONUS	DAM		RITICAL	REACH		Hide Intimidate	DE) CH/		= 3	+ 2.0	+ -3
					+8		1d3	3+4	20/x2	5 ft.		Jump	STF		= 4	-	+ 1
	С	ross	bow,	Liak	nt		HANI	TYPE :	SIZE CRI	TICAL REACH		Knowledge (Local)	INT			+ 1.0	
			,	_		B. k.	Carrie	ed P	M 19-	20/x2 5 ft.		Knowledge (Nature)	INT	-		+ 5.0	
	30 ft.			80 ft.	Ammuni	ition: Bolt (0 160 f	t.	240 ft.		320 ft.	1	Listen	WIS			+ 1.0	
TH	+7			+7		+5		+3		+1	1	Move Silently	DEX		= 3	-	+ -3
Dam	1d8	20		1d8		1d8	3	1d8		1d8	1	Ride	DEX	4	= 3	+ 1.0) +
эресіа	ii Propertie										1	Search	INT	5	= 2	+ 3.0) +
		D	agge	er			HANI			FICAL REACH 20/x2 5 ft.	1	Sense Motive	WIS	2	= 2	+	+
		То Н	it		Dam		Carrie	Tol		Dam	1	Spot	WIS	2	= 2	+	+
1H-P		+8			1d4+	•	-(OH)	+2		1d4+4	1	Survival	WIS		= 2		+
1H-O		+4			1d4+	_	-(OL)	+4		1d4+4		Survival (Natural environm	,			+ 1.0	
2H	10 ft.	+8		20 ft.	1d4+	4 2W	ОН	+(40 ft.)	1d4+2		Swim	STF	-		+ 5.0	-
TH	+7			+ 5		+3		<u>40 π.</u> +1		-1	1	Tumble	DEX			+ 1.0	
Dam	1d4+		1	d4+4		1d4-		1d4+4	1	1d4+4		Use Rope	DEX	(3	= 3	+	+
Specia	I Propertie	es														+	+
*Lo	ngsw	ord c	of He	zrim	"Lu	xlex"	HANI			TICAL REACH		√: can be used untraine	ed. X: exclusive skills	*: Skill I	√astery	<i>i</i> .	
		То Н	it		Dam		Prima	ry S Tol		20/x2 5 ft. Dam							
1H-P		+9			1d8+		-(OH)	+3		1d8+5							
1H-O		+5			1d8+		-(OL)	+5		1d8+5							
2H		+9			1d8+			-1		1d8+3							
Specia	I Propertie	S M/ho	n the co	mmand	word is	cnokon ti	o Longey	ord of Hozrin	n alowe 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	NT				EQUIPMENT
ITEM		QTY	WT	COST	ITEM LOCATION QTY WT CO Unidentified Heavy Steel Shield Equipped 1 15.0 17
Artisan's Tools (Armorsmithing)	Bag of Holding	1	5.0	5.0	Unidentified Heavy Steel Shield Equipped 1 15.0 17 Mod Evocation (UnIDd), (Masterwork Shield (Heavy/Metal))
Artisan's Tools (Weaponsmithing)	(Type 2) Bag of Holding (Type 2)	1	5.0	5.0	Waterskin (Filled) Bag of Holding 2 4.0 1.0 ((Type 2) (8.0)
Backpack 6.52 lbs., 22 Coin (Gold), 264 Coin (Platinum), 40 Coin (Copper)	Bag of Holding (Type 2)	1	2.0	2.0	Whetstone Pouch (Belt) 1 1.0 0. TOTAL WEIGHT CARRIED/VALUE 83.26 1583
Bag of Holding (Type 2)	Equipped	1	25.0	5000.0	lbs. g
101.02 lbs., 7 Platinum Tradebar, 1 lnk (1 Oz. Vial), 1 lnkpen, 6 Potion of Cure Light Wounds, 1 Healer's Kit, 2 Waterskin (Filled), 1					WEIGHT ALLOWANCE
Backpack, 1 Artisan's Tools (Armorsmithing), 1 Artisan's Tools (Weaponsmithing), 1 Bedroll, 1 Blanket (Winter), 52 Rations					Light 116 Medium 233 Heavy 350
(Trail/Per Day), 1 Rope (Silk/50 Ft.), 1 Soap (Per Lb.), 1 Case (Map or Scroll)					Lift over head 350 Lift off ground 700 Push / Drag 1750
Bedroll	Bag of Holding (Type 2)	1	5.0	0.1	MONEY
Blanket (Winter)	Bag of Holding (Type 2)	1	3.0	0.5	Coin (Platinum): 264[Backpack] Coin (Platinum): 5[Pouch (Belt)]
Bolt, Crossbow	Crossbow, Light	48	0.1	0.1 (4.8)	Coin (Gold): 22[Backpack]
aaaaa aaaaa aaaaa aaaaa aaaa			(4.8)		Coin (Gold): 16[Pouch (Belt)] Coin (Silver): 17[Pouch (Belt)]
Case (Map or Scroll) 0 lbs., 10 Parchment (Sheet)	Bag of Holding (Type 2)	1	0.5	1.0	Coin (Copper): 40[Backpack] Coin (Copper): 10[Pouch (Belt)]
Chain Shirt	Equipped	1	25.0	100.0	Total = 2730.
Crossbow, Light	Carried	1	4.0	35.0	SPECIAL ABILITIES
4.8 lbs., 48 Bolt, Crossbow	Ci- !	_	4.0	0.0	Draconic Aura (Energy Shield) Any creature striking you or your ally with a natural
Dagger	Carried	1	1.0	2.0	attack or a non-reach melee weapon is dealt 4 points of fire damage 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, Jump and Swim checks. Alsoe
Healer's Kit	Bag of Holding (Type 2)	1	1.0	50.0	increased climb, fly and swim speeds by 10 (The aura does not grant you a fly or sw speed if you do not already have one)
Holy Water (Flask)	Pouch (Belt)	1	1.0	25.0	Draconic Aura (Toughness) DR 2/magic Draconic Aura (Vigor) Fast Healing 2, only affects characters at or below on-half the
Ink (1 Oz. Vial)	Bag of Holding (Type 2)	1	0.0	8.0	full normal hit points Immune to Paralysis, Sleep and the frightful presence of dragons.
Inkpen	Bag of Holding (Type 2)	1	0.0	0.1	
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-loot-radius area and providing shadowly illumination for another 20 feet beyond that, this ability can be extinguished with another utterance of the command word.	S				
Luck Points Luck Points	Equipped	2	0.0 (0.0)	0.0 (0.0)	
Evolution Cuttit	Equipped	4	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	500.0 (3500.0)	
Potion of Cure Light Wounds	Bag of Holding (Type 2)	6	0.0 (0.0)	50.0 (300.0)	
Potion of Cure Light Wounds	Potion Bandolier	6	0.0	50.0 (300.0)	
Dation of Come Maderate Wounds	Dation Decide!	0	(0.0)	, ,	
Potion of Cure Moderate Wounds	Potion Bandolier	3	0.0 (0.0)	300.0 (900.0)	
Potion Bandolier 0 lbs., 6 Potion of Cure Light Wounds, 3 Potion of Cure Moderate Wounds You can ready a potion as a free action.	Equipped	1	1.0	60.0	
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	52	1.0	0.5	
00000 00000 00000 00000 00000 00000 00000 00000 00000 00000	(Type 2)		(52.0)	(26.0)	
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)	
TOTAL WEIGHT CARRIED/VA	ALUE		` '	15830.02	

1	EQUIPME	NT			
	ITEM	LOCATION	QTY	WT	COST
۱	Unidentified Heavy Steel Shield	Equipped	1	15.0	170.0
	Mod Evocation (UnIDd), (Masterwork Shield (Heavy/Metal))				
	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	LUE		83.26 lbs.	15830.02 gp

WEIGHT ALLOWANCE							
Light Lift over head		Medium Lift off ground		Heavy Push / Drag			
Liit over rieau	330	<u> </u>		T usit / Drag	1730		
MONEY							

	MONEY	
Coin (Platinum): 264[Backpack]		
Coin (Platinum): 5[Pouch (Belt)]		
Coin (Gold): 22[Backpack]		
Coin (Gold): 16[Pouch (Belt)]		
Coin (Silver): 17[Pouch (Belt)]		
Coin (Copper): 40[Backpack]		
Coin (Copper): 10[Pouch (Belt)]		
		Total = 2730.2 gp

ch melee weapon is dealt 4 points of fire damage
ver) +2 on melee damage rolls
ftness) +2 bonus on Climb, Jump and Swim checks. Alsoe and swim speeds by 10 (The aura does not grant you a fly or swin already have one)

gp

lbs.

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.rtfl

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.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.

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 3d6 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.rtfl

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 -> Large -> 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

Malcom: 3x CLW, 2x CMW

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#Character Sheet Plugin Properties

#Sat Nov 19 16:23:01 PST 2011

cs.CombatPane1.woundsTb=

cs.CombatPane1.subdualTb=