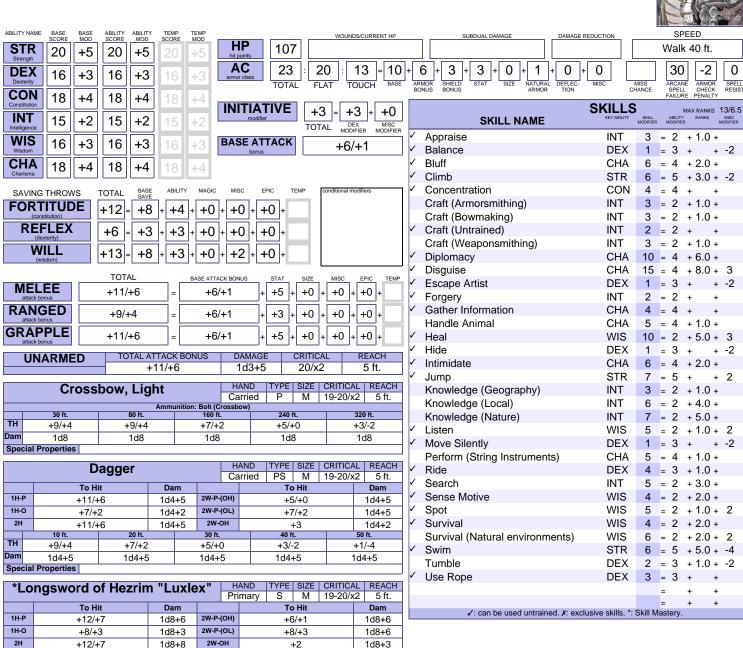
| Derrick Chan | dler | Skylar | | DEITY | | Neutral Good |
|-----------------|------------|------------|----------------|--------|-----------------|--------------|
| NAME | 45000 | PLAYERNAME | N.A. a. Parasa | DEITY | 404 11- | ALIGNMENT |
| DrShm9 HprSc1 | 45000 | Human | Medium | 6' 0" | 184 lbs. | |
| CLASS | EXPERIENCE | RACE | SIZE | HEIGHT | WEIGHT | VISION |
| 10 | 55000 | 22 | Male | Hazel | Red-Brown, Wild | 0 |
| Character Level | NEXT LEVEL | AGE | GENDER | EYES | HAIR | POINTS |





: 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 |
|--|---------|--------|---------|----------|------------------|
| *Breastplate +1 (Mithral) | Liaht | +6 | +5 | -1 | 15 |
| 30hp/inch and 15 h | ardness | . • | | - | |
| 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 r | | reflex | save or | be bline | ded., (Shield +1 |
| (Heavy/Meta | l)) | | | | |

| EQUIPMEI | | | | |
|---|---|------------------|---|---|
| ITEM | LOCATION | QTY 1 | WT 1.0 | 20.0 |
| Alchemist's Fire (Flask) | Pouch (Belt) | ' | 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) (Artisan's Tools (Leatherworking)) | 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 46.34 lbs., 1882 Coin (Gold), 395 Coin (Platinum), 40 Coin (Copper) | Bag of Holding (Type 2) | 1 | 2.0 | 2.0 |
| Bag of Holding (Type 2) 118.84 lbs., 1 Platinum Tradebar, 1 lnk (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), 1 Rope (Silk/50 Ft.), 1 Soap (Per Lb.), 1 Case (Map or Scroll) | Equipped | 1 | 25.0 | 5000.0 |
| 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) |
| Boots of Teleportation | Equipped | 1 | 3.0 | 49000.0 |
| Breastplate +1 (Mithral) 30hp/inch and 15 hardness | Equipped | 1 | 15.0 | 5200.0 |
| Case (Map or Scroll) 0 lbs., 10 Parchment (Sheet), 1 License (Bookkeeper) | Bag of Holding (Type 2) | 1 | 0.5 | 1.0 |
| Chain Shirt | Bag of Holding (Type 2) | 1 | 25.0 | 100.0 |
| Crossbow, Light 4.8 lbs., 48 Bolt, Crossbow | Carried | 1 | 4.0 | 35.0 |
| Crystal of Fire Assault (Lesser) This augment crystal grants you an extra 1d6 fire damage to the weapon's damage. This bonus damage doesn't stack with any fire damage dealt by the weapon. | Equipped | 1 | 0.0 | 3000.0 |
| Dagger | Carried | 1 | 1.0 | 2.0 |
| Dragon Spirit Cincture While you wear a dragon spirite 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. | Equipped | 1 | 0.0 | 2000.0 |
| Flint and Steel | Pouch (Belt) | 1 | 0.0 | 1.0 |
| Harper Pin (Lesser) | Equipped | 1 | 0.0 | 0.0 |
| Healer's Kit | Bag of Holding (Type 2) | 1 | 1.0 | 50.0 |
| DODD DODD Holy Water (Flask) | Pouch (Belt) | 1 | 1.0 | 25.0 |
| □ Ink (1 Oz. Vial) | Bag of Holding | 1 | 0.0 | 8.0 |
| Inkpen | (Type 2) Bag of Holding (Type 2) | 1 | 0.0 | 0.1 |
| ' | | | | |
| Iron Ward Diamond | Equipped | 1 | 0.0 | 0.0 |
| Iron Ward Diamond (Moaning Diamond) License (Bookkeeper) | Equipped Case (Map or | 1 | 0.0 | 15.0 |
| (Moaning Diamond) License (Bookkeeper) 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 | Equipped | | | 15.0 |
| (Moaning Diamond) | Equipped Case (Map or Scroll) | 1 | 0.0 | 15.0 2815.0 |
| (Moaning Diamond) License (Bookkeeper) 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. Luck Points Luck Points | Equipped Case (Map or Scroll) Equipped | 1 | 0.0 4.0 0.0 | 15.0 2815.0 |
| (Moaning Diamond) License (Bookkeeper) 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. Luck Points Luck Points | Equipped Case (Map or Scroll) Equipped Equipped Bag of Holding | 1 1 2 | 0.0 4.0 0.0 (0.0) | 15.0 2815.0 0.0 (0.0) |
| (Moaning Diamond) License (Bookkeeper) 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. Luck Points Luck Points Magic Bedroll | Equipped Case (Map or Scroll) Equipped Equipped Bag of Holding (Type 2) Equipped Case (Map or | 1 1 2 1 | 0.0 4.0 0.0 (0.0) 6.0 8.0 0.0 | 15.0 2815.0 0.0 (0.0) 500.0 0.0 |
| (Moaning Diamond) License (Bookkeeper) 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. Luck Points Luck Points Magic Bedroll Explorer's Outfit | Equipped Case (Map or Scroll) Equipped Equipped Bag of Holding (Type 2) Equipped | 1 1 2 1 | 0.0 4.0 0.0 (0.0) 6.0 8.0 | 15.0 2815.0 0.0 (0.0) 500.0 |

| EQUIPMENT | | | | | | | | |
|---|----------------------------|-----|---------------|------------------|--|--|--|--|
| ITEM | LOCATION | QTY | WT | COST | | | | |
| 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 Bandolier | 5 | 0.0 (0.0) | 50.0 (250.0) | | | | |
| Potion of Cure Moderate Wounds | Potion Bandolier | 3 | 0.0 (0.0) | 300.0 (900.0) | | | | |
| Detica Bandalian | Fauinned | 1 | 1.0 | 60.0 | | | | |
| Potion Bandolier 0 lbs., 5 Potion of Cure Light Wounds, 3 Potion of Cure Moderate Wounds | Equipped | | 1.0 | 60.0 | | | | |
| You can ready a potion as a free action. | Equipped | 1 | 0.5 | 1.0 | | | | |
| Pouch (Belt) 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) | Equipped | ' | 0.5 | 1.0 | | | | |
| Minor Ring of Energy Resistance (Fire) Absorbs 10 points of Fire damage | Equipped | 1 | 0.0 | 12000.0 | | | | |
| 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 2/day, Use command word. All creatures within 30 feet must make a DC 14 reflex save or be blinded., (Shield +1 (Heavy/Metall)) | Equipped | 1 | 15.0 | 1170.0 | | | | |
| 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/V/ | ALUE | | 78.36 lbs. | 85524.02 gp | | | | |

| l | WEIGHT ALLOWANCE | | | | | | | | | | |
|---|------------------|-----|-----------------|-----|-------------|------|--|--|--|--|--|
| | Light | 133 | Medium | 266 | Heavy | 400 | | | | | |
| | Lift over head | 400 | Lift off ground | 800 | Push / Drag | 2000 | | | | | |
| ۱ | | | | | | | | | | | |
| ı | | | MONE | 1 | | | | | | | |

| MONEY |
|----------------------------------|
| Coin (Platinum): 395[Backpack] |
| Coin (Platinum): 5[Pouch (Belt)] |
| Coin (Gold): 1882[Backpack] |
| Coin (Gold): 26[Pouch (Belt)] |
| Coin (Silver): 12[Pouch (Belt)] |
| Coin (Copper): 40[Backpack] |
| Coin (Copper): 10[Pouch (Belt)] |
| Total = 5909 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 (Presence) +2 bonus on Bluff, Diplomacy and Intimidate checks Draconic Aura (Senses) +2 bonus on Listen and Spot checks as well as Initiative

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.

Immunity to Fire (Ex)

| Special Attacks | |
|---|---|
| Favored Enemy (Cult of the Dragon) (Ex) | [Skylar's Homebrew - WOTC Various, Classesll.rtf] |
| +2 | |

| | Special Qualities | |
|------------------|-------------------|---------------------------------------|
| Harper Knowledge | | [Skylar's Homebrew - WOTC Various] |
| +3 | | |

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

Leadership

[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.

Martial Weapon Proficiency (Longsword)

[Wizards of the Coast -Revised (v.3.5) System Reference Document, Feats.rtf1

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.rtfl

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.

Alertness

[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.

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.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

[Skylar's Homebrew -WOTC Various]

Water Breathing(Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active)

Draconic Aura

[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.

Draconic Breath Weapon

[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.

Iron Will

[Wizards of the Coast -Revised (v.3.5) System Reference Document, Feats.rtf]

You get a +2 bonus on all Will saving throws.

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.rtf1

You make attack rolls with simple weapons normally.

Touch of Vitality

[Skylar's Homebrew **WOTC Various**, ClassesII.rtf1

Touch of Vitality (Su) 72 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, 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 |

| | | | | L EV (EL 0 | | | | | |
|--|----|--------------|-----------------|----------------------------|-------------|-----------|------------------|-----------------|---------------------|
| | | | | LEVEL 0 | | | | | |
| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
| □□□□□ Read Magic | | None | 1 standa action | rd 10 minutes | Personal | V, S, F | No | Divination | RSRD: SpellsP-R.rtf |
| Effect: Read scrolls and spellbooks. | | | | | Target: You | | | Caster Level: 1 | |
| | | | | LEVEL 1 | | | | | |
| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
| □□□□□ Comprehend Languages | | None | 1 standa action | rd 10 minutes | Personal | V, S, M/D | F No | Divination | RSRD: SpellsC.rtf |
| Effect: You understand all spoken and written languages. | | | | | Target: You | | | Caster Level: 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 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

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

cs.CombatPane1.woundsTb=

cs.CombatPane1.subdualTb=