

Derrick Chandler

NAME
DrShm7 HprSc1 28000
CLASS EXPERIENCE
8 36000
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									
STR Strength	20	+5	20	+5	20	+5	HP hit points	81																Walk 40 ft.												
DEX Dexterity	16	+3	16	+3	16	+3	AC armor class	23	:	20	:	13	=	10	+	6	+	3	+	3	+	0	+	1	+	0	+	0			30	-2	0			
								TOTAL		FLAT		TOUCH		BASE	ARMOR BONUS	SHIELD BONUS	STAT	SIZE	NATURAL ARMOR	DEFLECTION	MISC						MISS CHANCE	ARCANE SPELL FAILURE	ARMOR CHECK PENALTY	SPELL RESIST						
CON Constitution	18	+4	18	+4	18	+4	INITIATIVE modifier	+3	=	+3		+0																								
								TOTAL		DEX MODIFIER		MISC MODIFIER																								
INT Intelligence	15	+2	15	+2	15	+2	BASE ATTACK bonus			+5																										
WIS Wisdom	16	+3	16	+3	16	+3																														
CHA Charisma	18	+4	18	+4	18	+4																														

SKILLS										MAX RANKS		11/5.5		
SKILL NAME					KEY ABILITY		SKILL MODIFIER		ABILITY MODIFIER		RANKS		MISC MODIFIER	
✓	Appraise					INT		3	=	2	+	1.0	+	
✓	Balance					DEX		1	=	3	+		+	-2
✓	Bluff					CHA		6	=	4	+	2.0	+	
✓	Climb					STR		6	=	5	+	2.0	+	2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+9	+5	+4	+0	+0	+0		
REFLEX (dexterity)	+7	+4	+3	+0	+0	+0		
WILL (wisdom)	+10	+7	+3	+0	+0	+0		

	TOTAL	BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
MELEE attack bonus	+10	+5	+5	+0	+0	+0	
RANGED attack bonus	+8	+5	+3	+0	+0	+0	
GRAPPLE attack bonus	+10	+5	+5	+0	+0	+0	

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+10	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	+8	+8	+6	+4	+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	
1H-P	+10	1d4+5	2W-P-(OH)	+4	1d4+5
1H-O	+6	1d4+2	2W-P-(OL)	+6	1d4+5
2H	+10	1d4+5	2W-OH	+2	1d4+2
	10 ft.	20 ft.	30 ft.	40 ft.	50 ft.
TH	+8	+6	+4	+2	+0
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	
1H-P	+11	1d8+6	2W-P-(OH)	+5	1d8+6
1H-O	+7	1d8+3	2W-P-(OL)	+7	1d8+6
2H	+11	1d8+8	2W-OH	+1	1d8+3
Special Properties					

*: 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	11/5.5
✓ 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	7	=	4	+3.0	+
✓ Disguise	CHA	10	=	4	+6.0	+
✓ Escape Artist	DEX	1	=	3	+	-2
✓ Forgery	INT	2	=	2	+	+
✓ Gather Information	CHA	4	=	4	+	+
✓ Handle Animal	CHA	5	=	4	+1.0	+
✓ Heal	WIS	11	=	3	+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	6	=	3	+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	5	=	3	+2.0	+
✓ Spot	WIS	6	=	3	+1.0	2
✓ Survival	WIS	4	=	3	+1.0	+
✓ Survival (Natural environments)	WIS	6	=	3	+1.0	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.

Character: Derrick Chandler
Player: Skylar
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WEIGHT ALLOWANCE					
Light	133	Medium	266	Heavy	400
Lift over head	400	Lift off ground	800	Push / Drag	2000

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 (Senses) +2 bonus on Listen and Spot checks as well as Initiative checks
Draconic Aura (Swiftess) +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
Harpers Knowledge (+1)
Immune to Paralysis, Sleep and the frightful presence of dragons.

Feats		TEMPLATES
Alertness	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]	Quick
You get a +2 bonus on all Listen checks and Spot checks.		
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.rtf]	
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 5 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.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.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 4d6 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.rtf]	
You make attack rolls with simple weapons normally.		
Touch of Vitality	[My Homebrew - My Campaign, ClassesII.rtf]	
Touch of Vitality (Su) 56 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), Shortsphear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike		
LANGUAGES		
Common, Draconic, Elven, Halfling		

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

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#Character Sheet Plugin Properties

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