

Derrick Chandler

NAME
DrShm8 HprSc1 36000
CLASS EXPERIENCE
9 45000
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	94													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		DEFLEC-TION		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																									
WIS Wisdom	16	+3	16	+3	16	+3	BASE ATTACK bonus	+6/+1																													
CHA Charisma	18	+4	18	+4	18	+4																															

SKILL NAME		KEY ABILITY	SKILL MODIFIER	MAX RANKS	12/6
		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	+

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+10	= +6	+4	+0	+0	+0		
REFLEX (dexterity)	+7	= +4	+3	+0	+0	+0		
WILL (wisdom)	+13	= +8	+3	+0	+2	+0		

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

*: 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	12/6
✓ 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	8	=	4	+4.0	+
✓ Disguise	CHA	13	=	4	+6.0	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	11	=	3	+5.0	3
✓ Hide	DEX	1	=	3	+	-2
✓ Intimidate	CHA	7	=	4	+3.0	+
✓ 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	5	=	3	+2.0	+
✓ Survival (Natural environments)	WIS	7	=	3	+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	
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.	
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.	
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.	
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.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 6 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 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.	
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) 64 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), Shortsppear, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES

Common, Draconic, Dwarven, Elven

TEMPLATES

Quick

Bonus Skills

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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