

## Skylar

Neutral Good

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ALIGNMENT

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VISION

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POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD	WOUNDS/CURRENT HP										SUBDUAL DAMAGE					DAMAGE REDUCTION					SPEED					
<b>STR</b> Strength	19	+4	19	+4	19	+4	<b>HP</b> hit points	39																Walk 40 ft.								
<b>DEX</b> Dexterity	16	+3	16	+3	16	+3	<b>AC</b> armor class	19	16	:	13	=	10	+	4	+	2	+	3	+	0	+	0	+	0	+	0			35	-3	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			
<b>CON</b> Constitution	18	+4	18	+4	18	+4	<b>INITIATIVE</b> modifier	+3	=	+3	+	+0																				
								TOTAL	DEX MODIFIER	MISC MODIFIER																						
<b>INT</b> Intelligence	15	+2	15	+2	15	+2	<b>BASE ATTACK</b> bonus	+3																								
<b>WIS</b> Wisdom	14	+2	14	+2	14	+2																										
<b>CHA</b> Charisma	18	+4	18	+4	18	+4																										

SKILL NAME		KEY ABILITY	MISC MODIFIER	Skill Modifier	Ability Modifier	MAX RANKS	7/3.5
✓	Appraise	INT	3	=	2	+ 1.0	+
✓	Balance	DEX	0	=	3	+	+ -3
✓	Bluff	CHA	4	=	4	+	+
✓	Climb	STR	1	=	4	+	+ 2

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
<b>FORTITUDE</b> (constitution)	+8 =	+4	+4	+0	+0	+0		
<b>REFLEX</b> (dexterity)	+4 =	+1	+3	+0	+0	+0		
<b>WILL</b> (wisdom)	+6 =	+4	+2	+0	+0	+0		

	TOTAL		BASE ATTACK BONUS	STAT	SIZE	MISC	EPIC	TEMP
<b>MELEE</b> attack bonus	+7	=	+3	+4	+0	+0	+0	
<b>RANGED</b> attack bonus	+6	=	+3	+3	+0	+0	+0	
<b>GRAPPLE</b> attack bonus	+7	=	+3	+4	+0	+0	+0	

<b>UNARMED</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+7	1d3+4	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	+6	+6	+4	+2		+0		
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	+7	1d4+4	2W-P-(OH)	+1		1d4+4		
1H-O	+3	1d4+2	2W-P-(OL)	+3		1d4+4		
2H	+7	1d4+4	2W-OH	-1		1d4+2		
TH	10 ft.	20 ft.	30 ft.	40 ft.		50 ft.		
	+6	+4	+2	+0		-2		
Dam	1d4+4	1d4+4	1d4+4	1d4+4		1d4+4		
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	+8	1d8+5	2W-P-(OH)	+2		1d8+5		
1H-O	+4	1d8+3	2W-P-(OL)	+4		1d8+5		
2H	+8	1d8+7	2W-OH	-2		1d8+3		
<b>Special Properties</b>	When the command word is spoken, the Longsword of Hezrim glows with pure white light, brightly illuminating a 20-foot-radius area and providing shadowy illumination for another 20 feet beyond that, this ability can be extinguished with another utterance of the command word.							

**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
*Chain Shirt	Light	+4	+4	-2	20
*Unidentified Heavy Steel Shield	Heavy	+2		-1	15
Mod Evocation (UnIdD). (Masterwork Shield (Heavy/Metal))					

SKILL NAME		SKILLS					7/3.5	
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	RANKS	MISC MODIFIER	
✓	Appraise	INT	3	=	2	+	1.0	+
✓	Balance	DEX	0	=	3	+		-3
✓	Bluff	CHA	4	=	4	+		+
✓	Climb	STR	1	=	4	+		-3
✓	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	5	=	4	+	1.0	+
✓	Disguise	CHA	9	=	4	+	5.0	+
✓	Escape Artist	DEX	0	=	3	+		-3
✓	Forgery	INT	2	=	2	+		+
✓	Gather Information	CHA	4	=	4	+		+
	Handle Animal	CHA	5	=	4	+	1.0	+
✓	Heal	WIS	8	=	2	+	3.0	3
✓	Hide	DEX	0	=	3	+		-3
✓	Intimidate	CHA	5	=	4	+	1.0	+
✓	Jump	STR	5	=	4	+		1
	Knowledge (Local)	INT	3	=	2	+	1.0	+
	Knowledge (Nature)	INT	6	=	2	+	4.0	+
✓	Listen	WIS	3	=	2	+	1.0	+
✓	Move Silently	DEX	0	=	3	+		-3
✓	Ride	DEX	4	=	3	+	1.0	+
✓	Search	INT	4	=	2	+	2.0	+
✓	Sense Motive	WIS	2	=	2	+		+
✓	Spot	WIS	2	=	2	+		+
✓	Survival	WIS	2	=	2	+		+
✓	Swim	STR	1	=	4	+	3.0	-6
	Tumble	DEX	1	=	3	+	1.0	-3
✓	Use Rope	DEX	3	=	3	+		+
				=		+		+
				=		+		+
✓: can be used untrained. ✗: exclusive skills. *: Skill Mastery.								

✓: can be used untrained. ✗: exclusive skills. \*: Skill Mastery.

EQUIPMENT				
ITEM	LOCATION	QTY	WT	COST
Artisan's Tools (Armorsmithing)	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 7.8 lbs., 30 Coin (Gold), 320 Coin (Platinum), 40 Coin (Copper)	Bag of Holding (Type 2)	1	2.0	2.0
<b>Bag of Holding (Type 2)</b> 59.3 lbs., 7 Platinum Tradebar, 1 Ink (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 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)
Case (Map or Scroll) 0 lbs., 10 Parchment (Sheet)	Bag of Holding (Type 2)	1	0.5	1.0
Chain Shirt	Equipped	1	25.0	100.0
Crossbow, Light 4.8 lbs., 48 Bolt, Crossbow	Carried	1	4.0	35.0
Dagger	Carried	1	1.0	2.0
Flint and Steel	Pouch (Belt)	1	0.0	1.0
Healer's Kit □□□□□ □□□□□	Bag of Holding (Type 2)	1	1.0	50.0
Holy Water (Flask) □	Pouch (Belt)	1	1.0	25.0
Ink (1 Oz. Vial)	Bag of Holding (Type 2)	1	0.0	8.0
Inkpen	Bag of Holding (Type 2)	1	0.0	0.1
<b>Longsword of Hezrim "Luxlex"</b> When the command word is spoken, the Longsword of Hezrim glows with pure white light, brightly illuminating a 20-foot-radius area and providing shadowy 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 □	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)
<b>Potion of Cure Light Wounds</b> □□□□□ □□□□□	Bag of Holding (Type 2)	10	0.0 (0.0)	50.0 (500.0)
<b>Potion of Cure Light Wounds</b> □□□□□ □	Potion Bandolier	6	0.0 (0.0)	50.0 (300.0)
<b>Potion of Cure Moderate Wounds</b> □□□□□	Potion Bandolier	4	0.0 (0.0)	300.0 (1200.0)
Potion Bandolier 0 lbs., 6 Potion of Cure Light Wounds, 4 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 (Type 2)	9	1.0 (9.0)	0.5 (4.5)
<b>Ring of Sustenance</b>	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/VALUE			83.26 lbs.	16308.52 gp

EQUIPMENT				
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/VALUE			83.26 lbs.	16308.52 gp

WEIGHT ALLOWANCE					
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				

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 2 points of fire damage				
Draconic Aura (Power) +1 on melee damage rolls				
Draconic Aura (Toughness) DR 1/magic				
Draconic Aura (Vigor) Fast Healing 1, only affects characters at or below on-half their full normal hit points				
Immune to Paralysis, Sleep and the frightful presence of dragons.				

Feats	
<b>Cleave</b>	[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.	
<b>Martial Weapon Proficiency (Longsword)</b>	[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.	
<b>Power Attack</b>	[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.	
<b>Armor Proficiency (Light)</b>	[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.	
<b>Armor Proficiency (Medium)</b>	[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.	
<b>Draconic Adaptation</b>	[My Homebrew - My Campaign]
Water Breathing(Ex): You can breathe underwater indefinitely and can freely use spells and other abilities underwater (always active)	
<b>Draconic Aura</b>	[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.	
<b>Draconic Breath Weapon</b>	[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.	
<b>Shield Proficiency</b>	[Wizards of the Coast - Revised (v.3.5) System Reference Document, Feats.rtf]
You can use a shield and take only the standard penalties.	
<b>Simple Weapon Proficiency</b>	[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 -> Lrg -> Med -> Sml -> Med -> Lrg -> Med -> Sml -> Tny -> Sml -> Med

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: -4 AC (15), -4 Dex (12), +4 Str (23), +20 (60?) Move, Height 24ft, Weight 4000

Malcom : 3x CLW, 2x CMW

### Hidden:

#Character Sheet Plugin Properties

#Sat Aug 20 11:30:29 PDT 2011

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cs.CombatPane1.subdualTb=