



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
Bag of Holding (Type 2) 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
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 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)
Potion of Cure Light Wounds □□□□□ □□□□□	Bag of Holding (Type 2)	10	0.0 (0.0)	50.0 (500.0)
Potion of Cure Light Wounds □□□□□ □	Potion Bandolier	6	0.0 (0.0)	50.0 (300.0)
Potion of Cure Moderate Wounds □□□□□	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)
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)
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 4 points of fire damage				
Draconic Aura (Power) +2 on melee damage rolls				
Draconic Aura (Swiftiness) +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.				

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.	
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 3 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 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.	
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.	

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 -> Huge

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: -3 AC (14), -6 Dex (12), +6 Str (25), +20 (60?) Move, Height
24ft, Weight 4000

Malcom : 3x CLW, 2x CMW

Hidden:

#Character Sheet Plugin Properties

#Fri Sep 30 13:52:49 PDT 2011

cs.CombatPane1.woundsTb=

cs.CombatPane1.subdualTb=