

Derrick Chandler

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|-----------------|------------|
| 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 |

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|--------------|--|
| 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 | 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 | SKILLS KEY ABILITY | | | | | | | | | | | | | | |
| INT Intelligence | 15 | +2 | 15 | +2 | 15 | +2 | | TOTAL | DEX MODIFIER | MISC MODIFIER | SKILL NAME | | | | | | | | | | | | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS RANKS | 12/6 MISC MODIFIER |
| WIS Wisdom | 16 | +3 | 16 | +3 | 16 | +3 | | BASE ATTACK bonus | +6/+1 | | | | | | | | | | | | | | | | | |
| CHA Charisma | 18 | +4 | 18 | +4 | 18 | +4 | | | | | | | | | | | | | | | | | | | | |
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| 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 |
| 30hpi/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)) | | | | | |

| SKILLS | | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | 12/6 |
|-----------------------------------|-----|-------------|----------------|------------------|-----------|------|
| SKILL NAME | | | | | | |
| ✓ 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 | 14 | = | 4 | + 7.0 | 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 | 10 | = | 2 | + 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 | 5 | = | 2 | + 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 | 4 | = | 2 | + 2.0 | + |
| ✓ Spot | WIS | 5 | = | 2 | + 1.0 | 2 |
| ✓ Survival | WIS | 4 | = | 2 | + 2.0 | + |
| ✓ Survival (Natural environments) | WIS | 6 | = | 2 | + 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.

| EQUIPMENT | | | | |
|---|----------------------------|-----|---------------|-----------------|
| ITEM | LOCATION | QTY | WT | COST |
| Alchemist's Fire (Flask) | Pouch (Belt) | 1 | 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 Ink (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 Fl.), 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 spiritie 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 |
| 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 |
| Iron Ward Diamond (Moaning Diamond) | Equipped | 1 | 0.0 | 0.0 |
| License (Bookkeeper) | Case (Map or Scroll) | 1 | 0.0 | 15.0 |
| 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. | Equipped | 1 | 4.0 | 2815.0 |
| Luck Points Luck Points ☐☐ | Equipped | 2 | 0.0 (0.0) | 0.0 (0.0) |
| Magic Bedroll | Bag of Holding (Type 2) | 1 | 6.0 | 500.0 |
| 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) | 1 | 1.0 | 500.0 |
| TOTAL WEIGHT CARRIED/VALUE | | | 78.36 lbs. | 85524.02 gp |

| 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) |
| Potion Bandolier 0 lbs., 5 Potion of Cure Light Wounds, 3 Potion of Cure Moderate Wounds You can ready a potion as a free action. | Equipped | 1 | 1.0 | 60.0 |
| 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 | 1 | 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/Metal)) | 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/VALUE | | | 78.36 lbs. | 85524.02 gp |

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

| 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 (Senses) +2 bonus on Listen and Spot checks as well as Initiative checks | |
| 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. | |

| 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.rtf] |
| You may make a number of additional attacks of opportunity equal to your Dexterity bonus. | |
| 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. | |
| 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.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 | [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.rtf] |
| You make attack rolls with simple weapons normally. | |
| Touch of Vitality | [Skylar's Homebrew - WOTC Various, |

| Touch of Vitality (Su) 64 hp/day | ClassesII.rtf] |
|--|----------------|
| 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 |

LEVEL 0

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|--------------|-------------------|------------|--------------------|---------|------------------|------------------------|---------------------|
| Read Magic | | None | 1 standard action | 10 minutes | Personal | V, S, F | No | Divination | RSRD: SpellsP-R.rtf |
| <i>Effect:</i> Read scrolls and spellbooks. | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 1 | |

LEVEL 1

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|--------------|-------------------|------------|--------------------|------------|------------------|------------------------|-------------------|
| Comprehend Languages | | None | 1 standard action | 10 minutes | Personal | V, S, M/DF | No | Divination | RSRD: SpellsC.rtf |
| <i>Effect:</i> You understand all spoken and written languages. | | | | | <i>Target:</i> You | | | <i>Caster Level:</i> 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 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

cs.CombatPane1.woundsTb=

cs.CombatPane1.subdualTb=