

Tom Bone

Character Name

Dragonoon (P)

Primary

Level

1

Secondary

Level

Third Class

Level

LEVEL1

Total

d10

HD1

Racial

Total

Adj.

Type

Medium

Size

5 ft./5 ft.

Space / Reach

Lawful Evil

Alignment

Next level: 2,000 xp

ECL

Adj.

Height

6' 1"

Gender

Male

Weight

221 lb.

Deity

Hextor

Age

17

Eyes

Brown

Hair

Brown

Skin

White

SPD

Speeds

20'

Land Speed

30'

Base

-10'

Gear

0'

Effects

0'

Burrow

0'

Climb

0'

Fly

0'

Swim

0'



Dragonoon (P)

Favored Class

STR

Strength

18

+4

DEX

Dexterity

16

+3

CON

Constitution

16

+3

INT

Intelligence

15

+2

WIS

Wisdom

14

+2

CHA

Charisma

13

+1

Ability

Modif

FORTITUDE

(Constitution)

+5

REFLEX

(Dexterity)

+3

WILL

(Wisdom)

+2

BASE

Attack

+1

MELEE

Attack Bonus

+5

RANGED

Attack Bonus

+4

Total Attack / Damage

Adj.

Critical

Range

Damage Type

FULL ATTACK

One-Handed

Spear

+6

1d8+4

20

x3

20'

Piercing

Desc: Favored by Druids and Sorcerers. Can be thrown. Can be set against a charge

Size Category

Adj.

Medium

Notes:

Ammo

Total Attack / Damage

Adj.

Critical

Range

Damage Type

FULL ATTACK

One-Handed

Light Spiked Shield

+5

1d4+4

20

x2

-

Piercing

Desc: Shield Bash (using the off-hand weapon)

Size Category

Adj.

Medium

Notes:

Ammo

Total Attack / Damage

Adj.

Critical

Range

Damage Type

FULL ATTACK

One-Handed

Short Sword

+5

1d6+4

19-20

x2

-

Piercing

Desc: Popular off-hand weapon

Size Category

Adj.

Medium

Notes:

Ammo

Total Attack / Damage

Adj.

Critical

Range

Damage Type

FULL ATTACK

One-Handed

Lance

+5

1d8+4

20

x3

-

Piercing

Desc: Reach weapon that deals double damage if used from the back of a charging mount

Size Category

Adj.

Medium

Notes:

Ammo

Ranged Attack / Damage

Adj.

Critical

Range

Damage Type

FULL ATTACK

Ranged

Light Crossbow

+4

1d8

19-20

x2

80'

Piercing

Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO

Size Category

Adj.

Medium

Notes:

Ammo

Total Attack / Damage

Adj.

Critical

Range

Damage Type

FULL ATTACK

One-Handed

None

None

None

None

None

None

Size Category

Adj.

Notes:

Ammo

| SKILL               | ACP  | -6 | TOTAL | Key Ability | Modifier | Ranks (+3) | Effects | Conditional | Adj. |
|---------------------|------|----|-------|-------------|----------|------------|---------|-------------|------|
| Acrobatics-p *      | -3-4 |    |       | DEX         | 3        |            | -6      | -4          |      |
| Appraise-p          | 2    |    |       | INT         | 2        |            |         |             |      |
| Bluff-p             | 1    |    |       | CHA         | 1        |            |         |             |      |
| Climb-p *           | -2   |    |       | STR         | 4        |            | -6      |             |      |
| Diplomacy-p         | 2    |    |       | CHA         | 1        | 1          |         |             |      |
| Disable Device-p *  | -    |    |       | DEX         | 3        |            | -8      |             |      |
| Disguise-p          | 1    |    |       | CHA         | 1        |            |         |             |      |
| Escape Artist-p *   | -3   |    |       | DEX         | 3        |            | -6      |             |      |
| Fly-p *             | -3   |    |       | DEX         | 3        |            | -6      |             |      |
| Handle Animal-p     | -    |    |       | CHA         | 1        |            |         |             |      |
| Heal-p              | 2    |    |       | WIS         | 2        |            |         |             |      |
| Intimidate-p        | 1    |    |       | CHA         | 1        |            |         |             |      |
| Linguistics-p       | -    |    |       | INT         | 2        |            |         |             |      |
| Perception-p        | 3    |    |       | WIS         | 2        | 1          |         |             |      |
| Ride-p *            | 4    |    |       | DEX         | 3        | 4          | -3      |             |      |
| Sense Motive-p      | 2    |    |       | WIS         | 2        |            |         |             |      |
| Sleight of Hand-p * | -    |    |       | DEX         | 3        |            | -6      |             |      |
| Spellcraft-p        | -    |    |       | INT         | 2        |            |         |             |      |
| Stealth-p *         | -3   |    |       | DEX         | 3        |            | -6      |             |      |
| Survival-p          | 6    |    |       | WIS         | 2        | 4          |         |             |      |
| Swim-p *            | -2   |    |       | STR         | 4        |            | -6      |             |      |
| Use Magic Device-p  | 2    |    |       | CHA         | 1        | 1          |         |             |      |

ARMOR

Chainmail ArmorAdj.:Check Adj.:

MediumMax Dex: 2Bonus: +6Armor Check: -6Spell Fail: 30%40 lb.

Desc: Interlocking metal rings. Uncomfortable to wear for long periods of time. Includes gauntlets

Notes:

SHIELD

Heavy Steel ShieldAdj.:Check Adj.:

Max Dex:Bonus: +2Armor Check: -2Spell Fail: 15%15 lb.

Desc: Shield hand can only use shield

Notes:

MAGICAL ITEMS WORN

List:Wondrous Items

Head:

Eyes:

Neck:

Chest:

Hands:

Feet:

Right Finger:

Left Finger:

Waist:

Shoulders:

Arm/Wrist:

Headband:

Body:

GEAR

Loc.QTYLB.

Backpack12Spear

Blanket11Short Sword

Inkpen21Lance

Oil22Light Crossbow

Parchment5Crossbow Bolt

Paper10

Flint and Steel1

Scroll Case11

Pouch21

Sealing Wax11

Small Steel Mirror11

Signet Ring1

Waterskin28

Rations77

Courtier's Outfit16

Loc.QTYLB.

List:Gear - All

108.2lb. Medium2-3292gp

ENCUMBRANCE

Total WeightLoad ClassMax DexChk Pen.

Selection List:All Feats and Traits

100.0200.0300.0600.01,500.0

LightMediumHeavyLiftDragAdj

FEATS

4=2+2+

Armor Expert TraitReduce armor check penalty by 1

Reactionary Trait+2 trait bonus to Initiative checks

Mounted CombatWhen mount is hit in combat, try Ride check (= mount AC) to negate hit. (x1 / rnd)

Skill Focus: Ride-p+3 bonus on checks with skill: Ride-p

Ride-By AttackMove before and after a mounted charge

Wpn Focus: Spear+1 bonus on attack rolls with: Spear

COINS

Platinum:0 pp

Gold:0 gp

Silver:0 sp

Copper:0 cp

GEMS

LOCATIONS

TagWeight

SPELLS

Arcane Spell Failure: 45%Adj.:

Casting Class:

Caster Level:

Caster level adj:

Spell / day adj:

Spell known adj:

Spell Level

Spells / day

Save DC

Spells Known

Spells / day

Save DC

Spells Known

Spells / day

Save DC

Spells Known

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INFO

Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

Class Features: Dragoon (P) 1st

Weapon & Armor Proficiency: Proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (excluding tower shields)

Skilled Rider (Ex): Gain both the Mounted Combat & Skill Focus (Ride) feats

Conditional Skill

-4 on Acrobatics checks made to jump [Base Speed]

Languages (x3)

Common, Goblin, Dwarven, Giant

CHARACTER STATUS

Dexterity bonus to AC reduced because of Medium Load

Dexterity bonus to AC reduced because of your Chainmail Armor

[illegible]

| LANGUAGES              |  | Avail. | Adj. |
|------------------------|--|--------|------|
| Common                 |  | 3      |      |
| Goblin, Dwarven, Giant |  |        |      |

Spell Difficulty Class Adj.

|               |  |   |         |   |      |
|---------------|--|---|---------|---|------|
| SPELL DC Adj. |  | = | Effects | + | Adj. |
| SPELL DC Adj. |  | = | Effects | + | Adj. |
| SPELL DC Adj. |  | = | Effects | + | Adj. |

| Spell per day Adjustments & Effects |  |  |                     |  |  |                     |  |  |  |
|-------------------------------------|--|--|---------------------|--|--|---------------------|--|--|--|
| Class #1                            |  |  | Class #2            |  |  | Class #3            |  |  |  |
| Total: Effect +Adj.                 |  |  | Total: Effect +Adj. |  |  | Total: Effect +Adj. |  |  |  |
| Level 0:                            |  |  |                     |  |  |                     |  |  |  |
| Level 1:                            |  |  |                     |  |  |                     |  |  |  |
| Level 2:                            |  |  |                     |  |  |                     |  |  |  |
| Level 3:                            |  |  |                     |  |  |                     |  |  |  |
| Level 4:                            |  |  |                     |  |  |                     |  |  |  |
| Level 5:                            |  |  |                     |  |  |                     |  |  |  |
| Level 6:                            |  |  |                     |  |  |                     |  |  |  |
| Level 7:                            |  |  |                     |  |  |                     |  |  |  |
| Level 8:                            |  |  |                     |  |  |                     |  |  |  |
| Level 9:                            |  |  |                     |  |  |                     |  |  |  |

| Spell Known Adjustments & Effects |        |       |          |        |       |          |        |       |
|-----------------------------------|--------|-------|----------|--------|-------|----------|--------|-------|
| Class #1                          |        |       | Class #2 |        |       | Class #3 |        |       |
| Total:                            | Effect | +Adj. | Total:   | Effect | +Adj. | Total:   | Effect | +Adj. |
| Level 0:                          |        |       |          |        |       |          |        |       |
| Level 1:                          |        |       |          |        |       |          |        |       |
| Level 2:                          |        |       |          |        |       |          |        |       |
| Level 3:                          |        |       |          |        |       |          |        |       |
| Level 4:                          |        |       |          |        |       |          |        |       |
| Level 5:                          |        |       |          |        |       |          |        |       |
| Level 6:                          |        |       |          |        |       |          |        |       |
| Level 7:                          |        |       |          |        |       |          |        |       |
| Level 8:                          |        |       |          |        |       |          |        |       |
| Level 9:                          |        |       |          |        |       |          |        |       |

[illegible]

Tom Bone

NOTES

Human (P), Dragoon (P) 1st

Medium Humanoid (Human)

Alignment: Lawful Evil [Hextor]

Hit Dice: 1d10+3 (14 hp)

Initiative: +5

Speed: 20' (4 sq) (medium enc.)

Space/Reach: 5 ft./5 ft.

AC: 20 (+6 Armor, +2 Shield, +2 Dex), Touch 12, Flat-Footed 18

Saves: Fort +5, Ref +3, Will +2

Abilities: Str 18, Dex 16, Con 16, Int 15, Wis 14, Cha 13

Base Att/CMB/CMD: +1 / +5 / 18

Single Attack:

Spear: +6 melee (1d8+4/20/x3)

Light Spiked Shield: +5 melee (1d4+4/20)

Short Sword: +5 melee (1d6+4/19-20)

Lance: +5 melee (1d8+4/20/x3)

Light Crossbow: +4 ranged (1d8/19-20)

Full Attack:

Spear: +6 melee (1d8+4/20/x3)

Light Spiked Shield: +5 melee (1d4+4/20)

Short Sword: +5 melee (1d6+4/19-20)

Lance: +5 melee (1d8+4/20/x3)

Light Crossbow: +4 ranged (1d8/19-20)

FEATS

Armor Expert Trait, Reactionary Trait, Mounted Combat, Skill Focus: Ride-p, Ride-By Attack, Wpn Focus: Spear.

SKILLS

Acrobatics -3-4, Appraise +2, Bluff +1, Climb -2, Diplomacy +2, Disguise +1, Escape Art -3, Fly -3, Heal +2, Intimidate +1, Perception +3, Ride +4, Sense Motive +2, Stealth -3, Survival +6, Swim -2, Use Magic Dev. +2.

EQUIPMENT

ARMOR WORN: Chainmail Armor.

SHIELD: Heavy Steel Shield.

Backpack, Blanket, 2xInkpen, 2xOil, 5xParchment, 10xPaper, Flint and Steel, Scroll Case, 2xPouch, Sealing Wax, Small Steel Mirror, Signet Ring, 2xWaterskin, 7xRations, Courtier's Outfit, Spear, Short Sword, Lance, Light Crossbow, 20xCrossbow Bolt

TOTAL CHARACTER VALUE

292 gp.

Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

Class Features: Dragoon (P) 1st

Weapon & Armor Proficiency: Proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (excluding tower shields)

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