

[illegible]

ARMOR	Full Plate Armor		Adj.	Check Adj.:	
Heavy	Max Dex: 2	Bonus: +9	Armor Check: -6	Spell Fail: 35%	50 lb.
Desc: When running, you move only triple your speed, not quadruple. Includes gauntlets & helmet					
Notes:					

SHIELD	Heavy Steel Shield	Adj.	Check Adj.:
Max Dex:	Bonus: +2	Armor Check: -2	Spell Fail: 15% 15 lb.
Desc: Shield hand can only use shield			
Notes:			

MAGICAL ITEMS WORN		List:	Wondrous Items
Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:			
			Handy Haversack

[illegible]

Total Weight		Load Class		Max Dex		Chk Pen.		ENCUMBRANCE				Total Value	
Selection List:		All Feats and Traits						100.0	200.0	300.0	600.0	1,500.0	
FEATS	7	=	3	+ 4	+			Light	Medium	Heavy	Lift	Drag	Adj

[illegible]

COINS		SPELLS	
Platinum:	0 pp	Cast	
Gold:	0 gp	Caster	
Silver:	0 sp	Spell	
Copper:	0 cp	Spell	
GEMS			

LOCATIONS		
PB	0.3	lb
HH	103.3	lb

Tag Weight

[illegible]

INFO		The Only Sheet+ v6.1.24 Licensed to Alex Metzger
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) 4th		
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		
Bonus Feats: 2x bonus combat feats		
Armor Training (Ex): Current armor is a Full Plate Armor		
• No speed reduction for a Medium Armor		
• Reduce the Armor Check penalty by 1		
• +1 to the Maximum DEX bonus of the armor		
Conditional Bonus - Dragoon (P) Class		
+1 to Will saves vs fear [Bravery]		
Conditional Skill		
-4 on Acrobatics checks made to jump [Base Speed]		
Languages (x4)		
Common, Goblin, Dwarfven, Giant		
Description for the Magical Items Worn		
Handy Haversack: Backpack similar to a Bag of Holding		
CHARACTER STATUS		
Dexterity bonus to AC reduced because of Medium Load		
Dexterity bonus to AC reduced because of your Full Plate Armor		

[illegible]

LANGUAGES		Avail.	Adj.
Common		4	
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:								

	Manifester Class Level Adjustments					
All Aspects :						
Power Effects :						
Powers Known :						
Max. Pwr lvl Known :						
Power Points :						

Tom Bone

NOTES

Human (P), Dragoon (P) 4th

Medium Humanoid (Human)

Alignment: Lawful Evil [Hextor]

Hit Dice: 4d10+12 (51 hp)

Initiative: +5

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

Space/Reach: 5 ft./5 ft.

AC: 23 (+9 Armor, +2 Shield, +2 Dex), Touch 12, Flat-Footed 21

Saves: Fort +7, Ref +4, Will +3

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

Base Att/CMB/CMD: +4 / +8 / 21

Single Attack:

Spear: +9 melee (1d8+6/20/x3)

Light Spiked Shield: +8 melee (1d4+4/20)

Short Sword: +8 melee (1d6+4/19-20)

Lance: +8 melee (1d8+4/20/x3)

Light Crossbow: +7 ranged (1d8/19-20)

Full Attack:

Spear: +9 melee (1d8+6/20/x3)

Light Spiked Shield: +8 melee (1d4+4/20)

Short Sword: +8 melee (1d6+4/19-20)

Lance: +8 melee (1d8+4/20/x3)

Light Crossbow: +7 ranged (1d8/19-20)

FEATS

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

SKILLS

Acrobatics -3-4, Appraise +3, Bluff +1, Climb -2, Diplomacy +5, Disguise +1, Escape Art -3, Fly -3, Handle Animal +6, Heal +2, Intimidate +6, Perception +8, Ride +7, Sense Motive +8, Stealth -3, Survival +6, Swim +2, Use Magic Dev. +2, Kn:Nobility +5, Pro:Soldier +7.

EQUIPMENT

ARMOR WORN: Full Plate 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, Potion Belt, Basic Equipment List, Spear, Short Sword, Lance, Light Crossbow, 20xCrossbow Bolt 2xPotion of CLW, Potion of Fly

MAGICAL ITEMS WORN

Handy Haversack

TOTAL CHARACTER VALUE

5,019 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) 4th

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

Bonus Feats: 2x bonus combat feats

Armor Training (Ex): Current armor is a Full Plate Armor

- No speed reduction for a Medium Armor
- Reduce the Armor Check penalty by 1
- +1 to the Maximum DEX bonus of the armor

Conditional Bonus - Dragoon (P) Class

+1 to Will saves vs fear [Bravery]

Conditional Skill

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

Languages (x4)

Common, Goblin, Dwarven, Giant

Description for the Magical Items Worn

Handy Haversack: Backpack similar to a Bag of Holding

CHARACTER STATUS

Dexterity bonus to AC reduced because of Medium Load

Dexterity bonus to AC reduced because of your Full Plate Armor