

Tom Bone

Character Name

Dragoon (P)

Primary

Aristocrat (P)

Secondary

Third Class

Level

4

Level

2

Level

LEVEL6

Total

d10

Type

d8

Type

Type

SPD

20'

Land Speed

30'

Base

30'

Gear

-10'

Effects

0'

Burrow

0'

Climb

0'

Fly

0'

Swim

0'

Humanoid (Human)

HD

1

Racial

Total

Adj.

Type

6

Level vs XP Mismatch

Height

6' 1"

Weight

221 lb.

Male

Gender

Lawful Evil

Alignment

Hextor

Deity

Brown

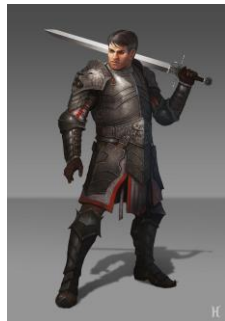
Eyes

Brown

Hair

White

Skin



Dragoon (P)

Favored Class

STR

Strength

18

+4

DEX

Dexterity

16

+3

CON

Constitution

16

+3

INT

Intelligence

16

+3

WIS

Wisdom

14

+2

CHA

Charisma

13

+1

Ability

Modif

FORTITUDE

(Constitution)

+7

REFLEX

(Dexterity)

+4

WILL

(Wisdom)

+6

BASE

Attack

+5

MELEE

Attack Bonus

+9

RANGED

Attack Bonus

+8

Total Attack / Damage

Adj.

Critical

Range

Damage Type

FULL ATTACK

One-Handed

Spear

+10

1d8+6

20

x3

20'

Piercing

Desc:

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

Size Category

Adj.

Notes:

Medium

Ammo

Total Attack / Damage

Adj.

Critical

Range

Damage Type

FULL ATTACK

One-Handed

Light Spiked Shield

+9

1d4+4

20

x2

-

Piercing

Desc:

Shield Bash (using the off-hand weapon)

Size Category

Adj.

Notes:

Medium

Ammo

Total Attack / Damage

Adj.

Critical

Range

Damage Type

FULL ATTACK

One-Handed

Short Sword

+9

1d6+4

19-20

x2

-

Piercing

Desc:

Popular off-hand weapon

Size Category

Adj.

Notes:

Medium

Ammo

Total Attack / Damage

Adj.

Critical

Range

Damage Type

FULL ATTACK

One-Handed

Lance

+9

1d8+4

20

x3

-

Piercing

Desc:

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

Size Category

Adj.

Notes:

Medium

Ammo

Ranged Attack / Damage

Adj.

Critical

Range

Damage Type

FULL ATTACK

Ranged

Light Crossbow

+8

1d8

19-20

x2

80'

Piercing

Desc:

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

Size Category

Adj.

Notes:

Medium

Ammo

Total Attack / Damage

Adj.

Critical

Range

Damage Type

FULL ATTACK

One-Handed

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			7	INT	3	4			
Bluff-p			10	CHA	1	9			
Climb-p *			-2	STR	4		-6		
Diplomacy-p			13	CHA	1	9	3		
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			6	CHA	1	5			
Heal-p			2	WIS	2				
Intimidate-p			6	CHA	1	5			
Linguistics-p			-	INT	3				
Perception-p			13	WIS	2	9	2		
Ride-p *			8	DEX	3	8	-3		
Sense Motive-p			13	WIS	2	9	2		
Sleight of Hand-p *			-	DEX	3		-6		
Spellcraft-p			-	INT	3				
Stealth-p *			-3	DEX	3		-6		
Survival-p			6	WIS	2	4			
Swim-p *			2	STR	4	4	-6		
Use Magic Device-p			2	CHA	1	1			
Knowledge: Nobility-p			10	INT	3	7			
Profession: Soldier-p			7	WIS	2	5			

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

Head:

Eyes:

Neck:

Chest:

Hands:

Feet:

Right Finger:

Left Finger:

Waist:

Shoulders:

Arm/Wrist:

Headband:

Body:

List:

Wondrous Items

Handy Haversack

Fig. of Wondrous Power (Obsidian Steed)

GEAR

Loc.

QTY

LB.

Loc.

QTY

LB.

List:

Gear - All

Backpack

Blanket

Inkpen

Oil

Parchment

Paper

Flint and Steel

Scroll Case

Pouch

Sealing Wax

Small Steel Mirror

Signet Ring

Waterskin

Rations

Courtier's Outfit

Potion Belt

Basic Equipment List

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HH

HH

HH

1

1

2

2

5

10

1

1

2

1

1

1

2

7

1

1

1

2

1

1

6

1

Spear

Short Sword

Lance

Light Crossbow

Crossbow Bolt

1

1

1

1

20

6

2

10

4

2

Potion of CLW

Potion of Fly

PB

2

1

105.0

lb.

Medium

2

-3

33,519

gp

ENCUMBRANCE

Selection List:

All Feats and Traits

100.0

200.0

300.0

600.0

1,500.0

Light

Medium

Heavy

Lift

Drag

Adj

FEATS

8

=

4

+

4

+

Armor Expert Trait

Reactionary Trait

Mounted Combat

Skill Focus: Ride-p

Ride-By Attack

Wpn Focus: Spear

Alertness

Power Attack

Wpn Specialization: Spear

Skill Focus: Diplomacy-p

Reduce armor check penalty by 1

+2 trait bonus to Initiative checks

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

+3 bonus on checks with skill: Ride-p

Move before and after a mounted charge

+1 bonus on attack rolls with: Spear

+2 bonus to Perception and +2 bonus to Sense Motive checks

Gain a +4 bonus to all melee damage but take a -2 penalty to all melee attacks

+2 bonus on damage rolls with: Spear

+3 bonus on checks with skill: Diplomacy-p

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COINS

Platinum:

Gold:

Silver:

Copper:

0 pp

0 gp

0 sp

0 cp

GEMS

LOCATIONS

PB

HH

0.3 lb.

103.3 lb.

Tag

Weight

SPELLS

Arcane Spell Failure: 50%

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

0

1

2

3

4

5

6

7

8

9

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) 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

Class Features: Aristocrat (P) 2nd

Weapon & Armor Proficiency: Aristocrats are proficient in the use of all simple and martial weapons and with all types of armor and shields

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, Draconic

Description for the Magical Items Worn

Handy Haversack: Backpack similar to a Bag of Holding

Fig. of Wondrous Power (Obsidian Steed): Heavy Warhorse with other powers

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, Draconic			

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 :						

Human (P), Dragoon (P) 4th, Aristocrat (P) 2nd

Medium Humanoid (Human)

Alignment: Lawful Evil [Hextor]

Hit Dice: 4d10+12, 2d8+6 (67 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 +6

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

Base Att/CMB/CMD: +5 / +9 / 22

Single Attack:

Spear: +10 melee (1d8+6/20/x3)

Light Spiked Shield: +9 melee (1d4+4/20)

Short Sword: +9 melee (1d6+4/19-20)

Lance: +9 melee (1d8+4/20/x3)

Light Crossbow: +8 ranged (1d8/19-20)

Full Attack:

Spear: +10 melee (1d8+6/20/x3)

Light Spiked Shield: +9 melee (1d4+4/20)

Short Sword: +9 melee (1d6+4/19-20)

Lance: +9 melee (1d8+4/20/x3)

Light Crossbow: +8 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, Skill Focus: Diplomacy-p.

SKILLS

Acrobatics -3-4, Appraise +7, Bluff +10, Climb -2, Diplomacy +13, Disguise +1, Escape Art -3, Fly -3, Handle Animal +6, Heal +2, Intimidate +6, Perception +13, Ride +8, Sense Motive +13, Stealth -3, Survival +6, Swim +2, Use Magic Dev. +2, Kn:Nobility +10, 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

Fig. of Wondrous Power (Obsidian Steed)

TOTAL CHARACTER VALUE

33,519 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

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- No speed reduction for a Medium Armor
- Reduce the Armor Check penalty by 1
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