



CHARACTER RECORD SHEET © J. HIRVONEN

CHARACTER: Ignus Mayerik RACE: Human CLASS: Anarch / Flame Steward

ALIGNMENT: Chaotic Neutral DEITY: The Trickster LEVEL: 5/9 EXPERIENCE: 102080/105000 PENALTY:

GENDER: Male AGE: M SIZE: M HEIGHT: Tanned COMPLEXION: Bald HAIR: Red EYES: Right HANDEDNESS: Right

BIRTH / PAST / FAMILY: NATIONALITY / RESIDENCE:

APPEARANCE: CLOTHING:

PERSONALITY / MANNERISMS: NOTES:

ABILITY SCORES			TEMP SCORE	TEMP MOD
STR	SCORE	MOD		
STR	19	+4		
DEX	19	+4		
CON	14	+2		
INT	14	+2		
WIS	16	+3		
CHA	16	+3		

SAVING THROWS							
	TOTAL	BASE SAVE	ABI MOD	MAGIC MOD	MISC MOD	TEMP MOD	
FORT (CON)	12	7	2		3		
REF (DEX)	14	7	4		3		
WILL (WIS)	13	7	3		3		

SAVING THROW MODIFIERS

Divine Grace (+3)

HIT POINTS			TOTAL	CURRENT	SUBDUAL
LIFT OVER HEAD	350	1 x MAX LOAD	123		
LIFT OFF GROUND	700	2 x MAX LOAD			
PUSH / DRAG	1750	5 x MAX LOAD			

LOAD	SPEED	MAX LOAD	MAX DEX	CHK PEN	RUN
65	L 40	116	NORM	NORM	NORM
	M 30	233	+3	-3	x4
	H 30	350	+1	-6	x3

ARMOR CLASS	28	=	10	+	13	+		+	3	+		+	2
	NORMAL				ARMOR BONUS				SHIELD BONUS				DEX MOD

AC MODIFIERS
<u>Ghost Touch</u>

<u>-</u>	ARCANE SPELL FAIL
<u>25</u>	FLAT FOOTED
<u>-5</u>	ARMOR CHECK PEN
<u>15</u>	VS TOUCH ATTACKS

ARMOR & PROTECTION						
TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS
<u>Combat Exoskeleton</u>	<u>Heavy</u>	<u>+13</u>	<u>+3</u>	<u>-5</u>	<u>-</u>	<u>30</u>

PROFICIENT WITH LIGHT ARMOR MEDIUM ARMOR HEAVY ARMOR SHIELDS

INITIATIVE	5	=	3	+	2
	DEX MOD		MISC MOD		

INITIATIVE MODIFIERS

ATTACK BONUSES							
	TOTAL ATTACK BONUS	BASE ATTACK BONUS	ABI MOD	SIZE MOD	MISC MOD	TEMP MOD	
MELEE (STR)	<u>+8/+13/+8</u>	<u>+14/+9/+4</u>	<u>4</u>				
RANGED (DEX)	<u>+8/+13/+8</u>	<u>+14/+9/+4</u>	<u>4</u>				

BASE ATTACK BONUS							
	BASE ATTACK BONUS	ABI MOD	SIZE MOD	MISC MOD	TEMP MOD		
	<u>+14/+9/+4</u>						

ATTACK BONUS MODIFIERS	

WEAPONS								
	ATTACK BONUS	DAMAGE	CRITICAL	RANGE	SIZE	TYPE	WGT LBS	NOTES & RELATED FEATS
<u>Scimitar</u>	<u>+20/+15/+10</u>	<u>1d6+5</u>	<u>12-20</u>	<u>-</u>	<u>M</u>	<u>S</u>	<u>4</u>	<u>Heals amount inflicted on critical</u>
<u>Energy Rifle</u>	<u>+19/+14/+9</u>	<u>4d10+2</u>	<u>x2</u>	<u>200</u>	<u>L</u>	<u>V</u>	<u>12</u>	<u>can do Fire, Elec, or Sonic; +1 atk Polam in 30'</u>
<u>Heavy Antipistol</u>	<u>+19/+14/+9</u>	<u>1d12</u>	<u>x3</u>	<u>200</u>	<u>M</u>	<u>P</u>	<u>4</u>	
<u>w/Magic Bullets</u>	<u>+20/+15/+10</u>	<u>1d12+1</u>	<u>x3</u>	<u>200</u>	<u>M</u>	<u>P</u>	<u>4</u>	<u>ghost touch; 50 shots</u>

WEAPON PROFICIENCIES	<input checked="" type="checkbox"/> ALL SIMPLE	<input checked="" type="checkbox"/> ALL MARTIAL

COMBAT FEATS & BENEFITS / NOTES

SKILLS

+ INT MOD (+1 HUMAN)
SKILL POINTS PER LEVEL

CLASS SKILL MAX RANKS = CHARACTER LEVEL + 3
CROSS-CLASS SKILL MAX RANKS = (CHARACTER LEVEL + 3) / 2

■ CAN BE USED UNTRAINED † ARMOR CHECK PENALTY APPLIES

	SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	TYPE		SKILL MOD	RANKS	ABI MOD	MISC MOD	KEY ABILITY	TYPE		
Alchemy		=	+	+	INT		Knowledge (nature)		=	+	+	INT			
Animal Empathy		=	+	+	CHA		Knowledge		=	+	+	INT			
Appraise ■	2	=	+	2	+	INT	Knowledge		=	+	+	INT			
Balance ■†	3	=	+	3	+	DEX	Listen ■	8	=	5	+	3	+	WIS	
Bluff ■	17	=	14	+	3	+	CHA	Move Silently ■†	3	=	+	+	DEX		
Climb ■†	9	=	5	+	4	+	STR	Open Lock		=	+	+	DEX		
Concentration ■	2	=	+	2	+	CON	Perform ■		=	+	+	CHA			
Craft ■		=	+	+	INT		Pick Pocket †		=	+	+	DEX			
Craft ■		=	+	+	INT		Profession		=	+	+	WIS			
Decipher Script		=	+	+	INT		Profession		=	+	+	WIS			
Diplomacy ■	8	=	5	+	3	+	CHA	Read Lips		=	+	+	INT		
Disable Device		=	+	+	INT		Ride ■	3	=	+	3	+	DEX		
Disguise ■	3	=	+	3	+	CHA	Scry ■	2	=	+	2	+	INT		
Escape Artist ■†	3	=	+	3	+	DEX	Search ■	2	=	+	2	+	INT		
Forgery ■	2	=	+	2	+	INT	Sense Motive ■	10	=	7	+	3	+	WIS	
Gather Information ■	3	=	+	3	+	CHA	Spellcraft		=	+	+	INT			
Handle Animal		=	+	+	CHA		Spot ■	8	=	5	+	3	+	WIS	
Heal ■	11	=	8	+	3	+	WIS	Swim ■ (-1 for each 5 lbs. of gear)	9	=	5	+	4	+	STR
Hide ■†	3	=	+	3	+	DEX	Tumble †		=	+	+	DEX			
Innuendo		=	+	+	WIS		Use Magic Device		=	+	+	CHA			
Intimidate ■	3	=	+	3	+	CHA	Use Rope ■	3	=	+	3	+	DEX		
Intuit Direction		=	+	+	WIS		Wilderness Lore ■	3	=	+	3	+	WIS		
Jump ■†	4	=	+	4	+	STR	Pilot	7	=	4	+	3	+	DEX	
Knowledge (arcana)	9	=	7	+	2	+			=	+	+				
Knowledge (religion)	9	=	7	+	2	+			=	+	+				

SKILL MODIFIERS

RACIAL TRAITS & CLASS FEATURES

FEATS

LANGUAGES

Might of the Sacred Flame II, Purging Flames, Sacred Flamesstrike, Flames of Healing, Sacred Firefan, Smite Law 2/day, Turn Construct, Slippery Mind, Aura of Courage, Divine Grace, Destructive Strike, Detect Law, Aura of Chaos

Endurance, Power Atk, Advanced Firearm Prof., Burst Fire, Precise Shot, Point Blank Shot

Common, Draconic, Ignan

EQUIPMENT

LOCATION WGT LBS

+2 Glomered Ghost Touch		
Combat Exoskeleton	worn	40
+1 Energy Flux Assault Rifle	carried	12
2 Minicells	carried	1
Masterwork Heavy Antipistol	carried	7
50 +1 Ghost Touch Bullets	carried	1
+1 Keen Body Feeder		
Keenblade Scimitar	carried	4
Type II Necklode of Fireball	worn	-
Gloves of Dexterity +2	worn	-
Ring of Protection +2	worn	-
Ring of Warmth	worn	-
2 Beads of Force	carried	-
2 Dermapatches of Haste	carried	-
Dermapatch of Fly	carried	-
3 Dermapatches of Javis	carried	-

Spellware EQUIPMENT

LOCATION WGT LBS

Boasted Reflexes		
Doppelganger		
Basic Fast Healing		
Ranged Smite		
Advanced Fire Resistance		
Basic Acid Resistance		
Basic Electricity Resistance		
Basic Sonic Resistance		

VALUABLES

AMOUNT

Copper pieces	
Silver pieces	
Gold pieces	
Platinum pieces	