

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  WEIGHT  COMPLEXION Tanned HAIR Bald EYES Red HANDEDNESS Right

BIRTH / PAST / FAMILY NATIONALITY / RESIDENCE

APPEARANCE CLOTHING

PERSONALITY / MANNERISMS NOTES

ABILITY SCORES		SCORE	MOD	TEMP SCORE	TEMP 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
		123		

LIFT OVER HEAD	LIFT OFF GROUND	PUSH / DRAG
350 1 x MAX LOAD	700 2 x MAX LOAD	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		SIZE MOD		MISC MOD

AC MODIFIERS  
Ghost Touch

ARCANE SPELL FAIL 25 (FLAT FOOTED)  
ARMOR CHECK PEN -5 (VS TOUCH ATTACKS)

ARMOR & PROTECTION		TYPE	ARMOR BONUS	MAX DEX	CHECK PEN	SPELL FAIL	SPEED	WGT LBS	
		Combat Exoskeleton	Heavy	+13	+3	-5	-	30	40

PROFICIENT WITH  LIGHT ARMOR  MEDIUM ARMOR  HEAVY ARMOR  SHIELDS

INITIATIVE	5	=	3	+	2
			DEX MOD		MISC MOD

INITIATIVE MODIFIERS

ATTACK BONUSES		TOTAL ATTACK BONUS
MELEE	(STR)	+8/+13/+8 = +14/+9/+4
RANGED	(DEX)	+8/+13/+8 = +14/+9/+4

BASE ATTACK BONUS		+14/+9/+4
		BASE ATTACK BONUS

ATTACK BONUS MODIFIERS

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

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

COMBAT FEATS & BENEFITS / NOTES







Might of the Sacred Flame - +5 Str, +15 HP

Purging Flames - 1/day may cast Heal, Restoration, Atonement, or Remove Curse

Sacred Flameshield - can cast Flameshield, only affects chosen targets

Sacred Firefan - can cast Burning Hands, only affects chosen targets

Flames of Healing - +1 HP per die of healing

Turn Construct - can turn constructs as a Cleric - 3 levels turns undead

Slippery Mind - if affected by an enchantment, can attempt to save again one round later

Destructive Strike - 3/day can crit objects and constructs

Detect Law - can Detect Law at will

Smite Law - 2/day +3 to hit, +5 damage if lawful

DC 13 14 15 16 17

Spells: Anarch - 1

Flame Steward - 4 4 4 2 2

Memorized: Anarch - Entropic Shield

Flame Steward - Bless, Cure Light Wounds (x3)

Consecrate, Cure Moderate Wounds (x3)

Cure Serious Wounds (x4)

Cure Critical Wounds (x2)

Healing Circle