

Joseph Fontaine "Archive"

Joe La Lumia

32 POINTS

| | | | |
|-----------|------------|-------|----------|
| NAME | PLAYERNAME | | |
| Ded3 Aco1 | 9340 | Human | Medium |
| CLASS | EXPERIENCE | RACE | SIZE |
| 4 | 10000 | 25 | Male |
| TCL | NEXT LEVEL | AGE | GENDER |
| | | | EYES |
| | | | HAIR |
| | | | 5'9" |
| | | | 178 lbs. |
| | | | VISION |

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMP SCORE | TEMP MODIFIER |
|----------------------------|---------------|------------------|------------|---------------|
| STR Strength | 10 | +0 | | |
| DEX Dexterity | 10 | +0 | | |
| CON Constitution | 14 | +2 | | |
| INT Intelligence | 14 | +2 | | |
| WIS Wisdom | 17 | +3 | | |
| CHA Charisma | 14 | +2 | | |

| | | | |
|--------------------------|----|-------------------|----|
| HP hit points | 27 | WOUNDS/CURRENT HP | |
| AC armor class | 14 | FLAT | 14 |
| | | TOUCH | 13 |
| | | BASE | 10 |
| | | CLASS BONUS | +3 |
| | | EQUIP BONUS | +1 |
| | | DEX MODIFIER | +0 |
| | | SIZE MODIFIER | +0 |
| | | MISC BONUS | +2 |
| | | MISC MODIFIER | |
| | | MISC MODIFIER | |

| | | | | | |
|-------------------------------|----|--------------|----|---------------|----|
| INITIATIVE modifier | +0 | DEX MODIFIER | +0 | MISC MODIFIER | +0 |
| BASE ATTACK bonus | +2 | | | | |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MISC MODIFIER | TEMP MODIFIER |
|------------------------------------|-------|-----------|------------------|---------------|---------------|
| FORTITUDE (constitution) | +6 | +4 | +2 | +0 | |
| REFLEX (dexterity) | +1 | +1 | +0 | +0 | |
| WILL (wisdom) | +9 | +4 | +3 | +2 | |

| | | | | | | | | | | | |
|-------------------------------|----|-------------------|----|--------------|----|---------------|----|---------------|----|---------------|--|
| MELEE attack bonus | +2 | BASE ATTACK BONUS | +2 | STR MODIFIER | +0 | SIZE MODIFIER | +0 | MISC MODIFIER | +0 | TEMP MODIFIER | |
| RANGED attack bonus | +2 | BASE ATTACK BONUS | +2 | DEX MODIFIER | +0 | SIZE MODIFIER | +0 | MISC MODIFIER | +0 | TEMP MODIFIER | |

| | | | |
|----------------|--------------------|--------|----------|
| UNARMED | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
| | +2 | 1d3 | 20/x2 |

| Crossbow | | CURRENT HAND | TYPE | SIZE | CRITICAL | | |
|--------------|------|--------------------|------|------------|------------|--------|--------|
| | | Carried | P | M | 19-20/x2 | | |
| To Hit | 1H-P | 1H-O | 2H | -2W-P-(OH) | -2W-P-(OL) | -2W-OH | Damage |
| 30 ft. | +2 | -2 | +2 | -4 | -2 | -8 | 1d10 |
| 40 ft. | +2 | -2 | +2 | -4 | -2 | -8 | 1d10 |
| 80 ft. | +0 | -4 | +0 | -6 | -4 | -10 | 1d10 |
| 120 ft. | -2 | -6 | -2 | -8 | -6 | -12 | 1d10 |
| 160 ft. | -4 | -8 | -4 | -10 | -8 | -14 | 1d10 |
| Rate of Fire | 1 | Special Properties | | 1 Bolt | | | |

| Glock 17 (9mm Autoloader(+1)) | | CURRENT HAND | TYPE | SIZE | CRITICAL | | |
|-------------------------------|------|--------------------|------|---------------------------------------|------------|--------|--------|
| | | Carried | Ba | S | 20/x2 | | |
| To Hit | 1H-P | 1H-O | 2H | -2W-P-(OH) | -2W-P-(OL) | -2W-OH | Damage |
| 30 ft. | -1 | -5 | -1 | -7 | -5 | -9 | 2d6+1 |
| 60 ft. | -3 | -7 | -3 | -9 | -7 | -11 | 2d6+1 |
| 90 ft. | -5 | -9 | -5 | -11 | -9 | -13 | 2d6+1 |
| 120 ft. | -7 | -11 | -7 | -13 | -11 | -15 | 2d6+1 |
| 150 ft. | -9 | -13 | -9 | -15 | -13 | -17 | 2d6+1 |
| Rate of Fire | S | Special Properties | | Magazine 17,Lic(+1), Mastercraft (+1) | | | |

| Knife (+1) | | CURRENT HAND | TYPE | SIZE | CRITICAL | | |
|--------------|------|--------------------|------|------------|------------|--------|--------|
| | | Not Carried | P | T | 19-20/x2 | | |
| To Hit | 1H-P | 1H-O | 2H | -2W-P-(OH) | -2W-P-(OL) | -2W-OH | Damage |
| 10 ft. | +3 | -1 | +3 | -3 | -1 | -5 | 1d4+1 |
| 20 ft. | +1 | -3 | +1 | -5 | -3 | -7 | 1d4+1 |
| 30 ft. | -1 | -5 | -1 | -7 | -5 | -9 | 1d4+1 |
| 40 ft. | -3 | -7 | -3 | -9 | -7 | -11 | 1d4+1 |
| 50 ft. | -5 | -9 | -5 | -11 | -9 | -13 | 1d4+1 |
| Rate of Fire | | Special Properties | | | | | |

*: weapon is equipped
 1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

| *Leather Jacket | | TYPE | ARMOR BONUS | MAX DEX BONUS |
|-----------------|---------------|--------------------|-------------|---------------|
| | | Light | +1 | +8 |
| CHECK PENALTY | SPELL FAILURE | SPECIAL PROPERTIES | | |
| +0 | 0 | | | |

| | | | |
|----------------------|-------------|---------------------|----|
| DAMAGE THRESHOLD | 14 | DAMAGE REDUCTION | |
| SPEED | Walk 30 ft. | | |
| ARCANE SPELL FAILURE | 0 | ARMOR CHECK PENALTY | +0 |
| SPELL RESISTANCE | 0 | | |

| SKILLS | | MAX RANKS | 7/3.5 |
|------------|-------------|----------------|------------------|
| SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER |

| | | | | | | |
|--|-----|----|---|---|---|-----|
| ✓ Balance | DEX | 0 | = | 0 | + | + |
| ✓ Bluff | CHA | 2 | = | 2 | + | + |
| ✓ Climb | STR | 0 | = | 0 | + | + |
| ✓ Computer Use | INT | 2 | = | 2 | + | + |
| ✓ Concentration | CON | 4 | = | 2 | + | 2.0 |
| ✓ Craft (Pharmaceutical) | INT | 5 | = | 2 | + | 3.0 |
| ✓ Craft (Structural) | INT | 2 | = | 2 | + | + |
| ✓ Craft (Visual Art) | INT | 2 | = | 2 | + | + |
| ✓ Craft (Writing) | INT | 2 | = | 2 | + | + |
| ✓ Decipher Script | INT | 6 | = | 2 | + | 2.0 |
| ✓ Diplomacy | CHA | 3 | = | 2 | + | 1.0 |
| ✓ Disguise | CHA | 2 | = | 2 | + | + |
| ✓ Drive | DEX | 0 | = | 0 | + | + |
| ✓ Escape Artist | DEX | 0 | = | 0 | + | + |
| ✓ Forgery | INT | 2 | = | 2 | + | + |
| ✓ Gamble | WIS | 3 | = | 3 | + | + |
| ✓ Gather Information | CHA | 4 | = | 2 | + | 2.0 |
| ✓ Hide | DEX | 0 | = | 0 | + | + |
| ✓ Intimidate | CHA | 2 | = | 2 | + | + |
| ✓ Investigate | INT | 6 | = | 2 | + | 2.0 |
| ✓ Jump | STR | 0 | = | 0 | + | + |
| ✓ Knowledge (Arcane Lore) | INT | 6 | = | 2 | + | 2.0 |
| ✓ Knowledge (History) | INT | 4 | = | 2 | + | 2.0 |
| ✓ Knowledge (Theology and Philosophy) | INT | 10 | = | 2 | + | 6.0 |
| ✓ Listen | WIS | 9 | = | 3 | + | 6.0 |
| ✓ Move Silently | DEX | 0 | = | 0 | + | + |
| ✓ Navigate | INT | 2 | = | 2 | + | + |
| ✓ Perform (Act) | CHA | 2 | = | 2 | + | + |
| ✓ Perform (Dance) | CHA | 2 | = | 2 | + | + |
| ✓ Perform (Keyboards) | CHA | 2 | = | 2 | + | + |
| ✓ Perform (Percussion Instruments) | CHA | 2 | = | 2 | + | + |
| ✓ Perform (Sing) | CHA | 2 | = | 2 | + | + |
| ✓ Perform (Stand-Up) | CHA | 2 | = | 2 | + | + |
| ✓ Perform (Stringed Instruments) | CHA | 2 | = | 2 | + | + |
| ✓ Perform (Wind Instruments) | CHA | 2 | = | 2 | + | + |
| ✓ Profession | WIS | 4 | = | 3 | + | 1.0 |
| ✓ Research | INT | 11 | = | 2 | + | 4.0 |
| ✓ Ride | DEX | 0 | = | 0 | + | + |
| ✓ Search | INT | 2 | = | 2 | + | + |
| ✓ Sense Motive | WIS | 12 | = | 3 | + | 7.0 |
| ✓ Speak Language(Latin, Ancient Greek) | | 2 | = | 0 | + | 2.0 |
| ✓ Spellcraft | INT | 4 | = | 2 | + | 2.0 |
| ✓ Spot | WIS | 5 | = | 3 | + | 2.0 |
| ✓ Survival | WIS | 3 | = | 3 | + | + |
| ✓ Swim | STR | 0 | = | 0 | + | + |
| ✓ Treat Injury | WIS | 6 | = | 3 | + | 3.0 |

✓: can be used untrained. X: exclusive skills

EQUIPMENT

| ITEM | LOCATION | QTY | WT | COST |
|---|-----------------------------|-----|--------------|-------------------------|
| Backpack <small>9 lbs., 2 Crossbow Bolts, 12, 1 First Aid Kit, 1 Chemical Light Sticks (5), 1 Medical Kit</small> | Equipped | 1 | 3.0 | 10.0 |
| Crossbow Bolts, 12 | Backpack | 2 | 0.0 (0.0) | 7.0 (14.0) |
| Chemical Light Sticks (5) | Backpack | 1 | 1.0 | 2.0 |
| Crossbow <small>0 lbs. 1 Bolt</small> | Carried | 1 | 7.0 | 9.0 |
| First Aid Kit | Backpack | 1 | 3.0 | 5.0 |
| Glock 17 (9mm Autoloader/+1) <small>0 lbs. Magazine 17,Lic(+1), Mastercraft (+1)</small> | Holster, Concealed carry | 1 | 2.0 | 28.0 |
| Holster, Concealed carry <small>2 lbs., 1 Glock 17 (9mm Autoloader/+1)</small> | Equipped | 1 | 0.5 | 5.0 |
| Knife (+1) | | 1 | 1.0 | 17.0 |
| Leather Jacket | Equipped | 1 | 4.0 | 10.0 |
| Medical Kit | Backpack | 1 | 5.0 | 15.0 |
| TOTAL WEIGHT CARRIED/VALUE | | | 25.5 | 115.0 gp lbs. |

WEIGHT ALLOWANCE

| Light | 33 | Medium | 66 | Heavy | 100 |
|----------------|-----|-----------------|-----|-------------|-----|
| Lift over head | 100 | Lift off ground | 200 | Push / Drag | 500 |

TALENTS / SPECIAL ABILITIES

| |
|---------------------------------------|
| Aware |
| Reputation 3 |
| Skill Emphasis (Research) |
| Wealth Bonus 9 (Current) 9 (Starting) |

FEATS

| | |
|---|--|
| Attentive | The character gets a +2 bonus on all Investigate checks and Sense Motive checks |
| Educated (Knowledge (Arcane Lore), Knowledge (Theology and Philosophy)) | Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills |
| Iron Will | The character gets a +2 bonus on all Will saving throws |
| Simple Weapons Proficiency | The character makes attack rolls with simple weapons normally |
| Studious | The character gets a +2 bonus on all Decipher Script checks and Research checks |

STARTING OCCUPATION

Academic

PROFICIENCIES

LANGUAGES

Ancient Greek, Ancient Hebrew, English, Latin

ALLEGIANCES

TEMPLATES

Acolyte Spells

| LEVEL | 0 | 1 | 2 | 3 | 4 | 5 |
|---------|---|---|---|---|---|---|
| KNOWN | 0 | 0 | 0 | 0 | 0 | 0 |
| PER DAY | 3 | 2 | 0 | 0 | 0 | 0 |

LEVEL 0

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|---|----|---------------------------------|-------------------|------------------------------------|--|----------|------------------------|--------|------------------------|
| Close Shave | 13 | Fortitude negates (harmless) | Attack action | 1 minutes | Touch | S,V,M | Yes (harmless) | | MPC: p.66 |
| <i>Effect:</i> Removes all hair growing where you touch. | | | | | <i>Target:</i> Creature touched | | | | |
| Create Water | 13 | None | Attack action | Instantaneous | Close (25 ft.) | V,S | No | | MSRD: msrdspells.rtf |
| <i>Effect:</i> Creates 2 gallons of pure water. | | | | | <i>Target:</i> Up to 2 gallons of water | | | | |
| Cure Minor Wounds | 13 | Will half (harmless) (see text) | Attack action | Instantaneous | Touch | V,S | Yes (harmless) | | MSRD: msrdspells.rtf |
| <i>Effect:</i> Cures 1 point of damage. | | | | | <i>Target:</i> Creature touched | | | | |
| Detect Magical Aura | 13 | | Attack action | Concentration, up to 1 minutes [D] | 60ft. | V,S | | | MSRD: msrdspells.rtf |
| <i>Effect:</i> Detects spells, magic items within 60 ft. | | | | | <i>Target:</i> Quarter-circle emanating from you to the extreme of the range | | | | |
| Fast Food | 13 | None | Full-round action | Instantaneous | Close (25 ft.) | V,M | No | | MPC: p.66 |
| <i>Effect:</i> Causes food from an existing restaurant to appear. | | | | | <i>Target:</i> Creates food for one person | | | | |
| Haywire | 13 | Will negates (object) | Attack action | 1 minutes | Close (25 ft.) | V, S, M | Yes (object) | | MSRD: ArcanaSpells.rtf |
| <i>Effect:</i> Causes a single device to behave randomly and erratically | | | | | <i>Target:</i> One object of up to 100 lbs | | | | |
| Inflict Minor Wounds | 13 | Will half | Attack action | Instantaneous | Touch | V,S | Yes | | MSRD: msrdspells.rtf |
| <i>Effect:</i> Touch attack, 1 point of damage. | | | | | <i>Target:</i> Creature touched | | | | |
| Light | 13 | None | Attack action | 10 minutes [D] | Touch | V,M/DF | No | | MSRD: msrdspells.rtf |
| <i>Effect:</i> Object shines like a torch. | | | | | <i>Target:</i> Object touched | | | | |
| Mending | 13 | Will negates (harmless, object) | Attack action | Instantaneous | 10 ft | V, S | Yes (harmless, object) | | MSRD: ArcanaSpells.rtf |
| <i>Effect:</i> Repairs small breaks or tears in objects | | | | | <i>Target:</i> One object of up to 1 lbs | | | | |
| Mood Lighting | 13 | Will negates (object) | Attack action | 10 minutes | Medium (110 ft.) | V,S | Yes (object) | | MPC: p.67 |
| <i>Effect:</i> Causes all existing light sources within the spell's range to become either more or less bright. | | | | | <i>Target:</i> One or more existing sources of light | | | | |
| Read Magic | 13 | | Attack action | 10 minutes | Personal | V,S,F | | | MSRD: msrdspells.rtf |
| <i>Effect:</i> Read scrolls, spellbooks, and magical writing. | | | | | <i>Target:</i> You | | | | |
| Resistance | 13 | Will negates (harmless) | Attack action | 1 minute | Touch | V,S,M/DF | Yes (harmless) | | MSRD: msrdspells.rtf |
| <i>Effect:</i> Subject gains +1 on saving throws. | | | | | <i>Target:</i> Creature touched | | | | |
| Virtue | 13 | Yes (harmless) | Attack action | 1 minute | Touch | V,S,DF | Yes (harmless) | | MSRD: msrdspells.rtf |
| <i>Effect:</i> Subject gains 1 temporary hp. | | | | | <i>Target:</i> Creature touched | | | | |

LEVEL 1

| Name | DC | Saving Throw | Time | Duration | Range | Comp. | Spell Resistance | School | Source |
|--|----|---------------------------------|-------------------|-----------------------|---|------------|------------------------|--------|------------------------|
| Bane | 14 | Will negates | Attack action | 1 minutes | 50 ft. | V,S,DF | Yes | | MSRD: msrdspells.rtf |
| <i>Effect:</i> Enemies suffer -1 attack, -1 on saves against fear. | | | | | <i>Target:</i> All enemies within 50 ft. | | | | |
| Bless | 14 | None | Attack action | 1 minutes | 50 ft. | V,S,DF | Yes (harmless) | | MSRD: msrdspells.rtf |
| <i>Effect:</i> Allies gain +1 attack and +1 on saves against fear. | | | | | <i>Target:</i> All allies within 50 ft. | | | | |
| Cause Fear | 14 | Will negates | Attack action | 1d4 rounds | Close (25 ft.) | V,S | Yes | | MSRD: msrdspells.rtf |
| <i>Effect:</i> One creature flees for 1d4 rounds. | | | | | <i>Target:</i> One living creature | | | | |
| Clean | 14 | Fortitude negates (harmless) | Full round action | Instantaneous | Close (25 ft.) | V, S, M | Yes (harmless) | | MSRD: ArcanaSpells.rtf |
| <i>Effect:</i> Eliminates grime, dirt, and bacterial contaminants from the target, and renders target scentless | | | | | <i>Target:</i> One creature, object of up to 1000 lbs or room of up to 100 sq. ft | | | | |
| Command | 14 | Will negates | Attack action | 1 round | Close (25 ft.) | V | Yes | | MSRD: msrdspells.rtf |
| <i>Effect:</i> One subject obeys one-word command for 1 round. | | | | | <i>Target:</i> One living creature | | | | |
| Comprehend Languages | 14 | | Attack action | 10 minutes | Personal | V,S,M/DF | | | MSRD: msrdspells.rtf |
| <i>Effect:</i> Understands all spoken and written languages. | | | | | <i>Target:</i> You | | | | |
| Cure Light Wounds | 14 | Will half (harmless) (see text) | Attack action | Instantaneous | Touch | V,S | Yes (harmless) | | MSRD: msrdspells.rtf |
| <i>Effect:</i> Cures 1d8 + 1 damage | | | | | <i>Target:</i> Creature touched | | | | |
| Degauss | 14 | None | Attack action | Instantaneous | Touch | V, S | No | | MSRD: ArcanaSpells.rtf |
| <i>Effect:</i> Erase a single device that contains electronic data | | | | | <i>Target:</i> Stored data is erased | | | | |
| Faerie Fire | 14 | None | Attack action | 1 minutes | Long (440 ft.) | V, S, DF | Yes | | MSRD: ArcanaSpells.rtf |
| <i>Effect:</i> Pale glow surrounds and outlines creatures and objects in a 5-foot-radius burst | | | | | <i>Target:</i> Creatures and objects within a 5-ft.-radius burst | | | | |
| Inflict Light Wounds | 14 | Will half | Attack action | Instantaneous | Touch | V,S | Yes | | MSRD: msrdspells.rtf |
| <i>Effect:</i> Touch, 1d8 + 0 damage. | | | | | <i>Target:</i> Creature touched | | | | |
| Instant Identify | 14 | None | Full round action | Instantaneous | Touch | V, S, M/DF | No | | MSRD: ArcanaSpells.rtf |
| <i>Effect:</i> Determines all magic properties of a single magic item | | | | | <i>Target:</i> One touched object | | | | |
| Magic Weapon | 14 | Will negates (harmless, object) | Attack action | 1 minutes | Touch | V,S,DF | Yes (harmless, object) | | MSRD: msrdspells.rtf |
| <i>Effect:</i> Weapon gains +1 bonus. | | | | | <i>Target:</i> Weapon touched | | | | |
| Obscuring Mist | 14 | None | Attack action | 1 minutes | 30 ft | V, S | No | | MSRD: ArcanaSpells.rtf |
| <i>Effect:</i> Creates cloud of vapor that obscures all sight, including darkvision, beyond 5 feet | | | | | <i>Target:</i> Cloud centered on you spreads 30 ft. and is 20 ft. high | | | | |
| Personal Soundtrack | 14 | Will negates (harmless) | Attack action | 1 hours | Touch | V,S,F | Yes (harmless) | | MPC: p.67 |
| <i>Effect:</i> Creates a musical theme or a sound effect that emanates from the subject when he or she performs a specific action. | | | | | <i>Target:</i> Creature touched | | | | |
| Remove Fear | 14 | Will negates (harmless) | Attack action | 10 minutes [see text] | Close (25 ft.) | V,S | Yes (harmless) | | MSRD: msrdspells.rtf |
| <i>Effect:</i> +4 on saves against fear for 1+0 subjects, no two of which can be more than 30 ft. apart | | | | | <i>Target:</i> 1 creatures, no two of which can be more than 30 ft. apart | | | | |
| Sanctuary | 14 | Will negates | Attack action | 1 rounds | Touch | V, S, DF | No | | MSRD: ArcanaSpells.rtf |
| <i>Effect:</i> Opponents can't attack you, and you can't attack them | | | | | <i>Target:</i> Creature touched | | | | |
| Search Room | 14 | None | Full-round action | Instantaneous | Personal | V,S,F | No | | MPC: p.68 |
| <i>Effect:</i> Allows an instant search for a specific item within a large area. | | | | | <i>Target:</i> Circle, emanating from you, with a radius of 60 ft. | | | | |
| Shield of Faith | 14 | Will negates (harmless) | Attack action | 1 minutes | Touch | V,S,M | Yes (harmless) | | MSRD: msrdspells.rtf |
| <i>Effect:</i> Aura grants +2 or higher deflection bonus. | | | | | <i>Target:</i> Creature touched | | | | |
| Summon Vivitor I | 14 | None | Full round action | 1 rounds | Close (25 ft.) | V, S | No | | MSRD: ArcanaSpells.rtf |
| <i>Effect:</i> Summons a 1st-level vivitor from Shadow to fight for you | | | | | <i>Target:</i> One summoned creature | | | | |
| Trace Purge | 14 | None | Attack action | Instantaneous | Close (25 ft.) | V, S, M/DF | No | | MSRD: ArcanaSpells.rtf |
| <i>Effect:</i> Removes physical traces of the subject's presence or passage | | | | | <i>Target:</i> 15-ft.-radius emanation centered on a point in space | | | | |

* =Domain/Specialty Spell

Notes:

Character Sheet Notes: