

## ABILITIES

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

## EMOTIONAL FOCUS

## FEATS

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## Name

MALE FEMALE

Former Race

Size

Size  
Modifier

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Hit Dice

Base Attack  
Bonus

Max Attacks

Skill  
Ranks

## Feats

**SPIRITUALIST  
LEVEL**

d10

Armor  
Bonu

(Good)

Saves

(Bad)

Good saves:

☐ **FORT**

☐ REF

□

/

☐ WILL

## SKILLS

[illegible]