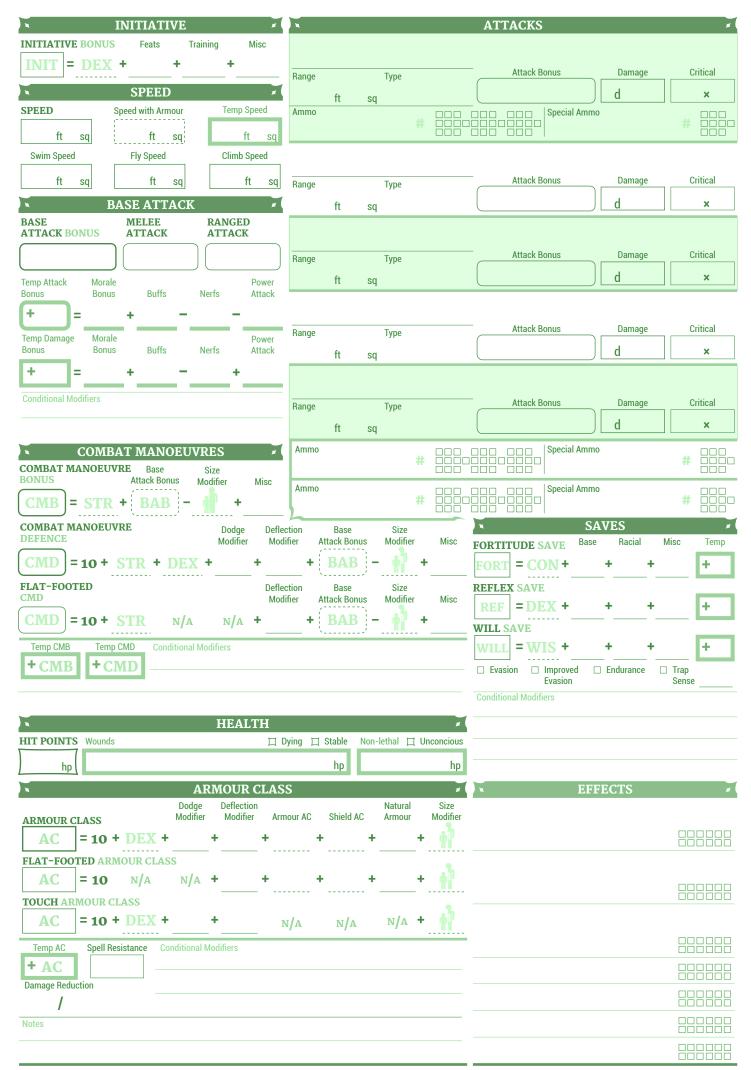
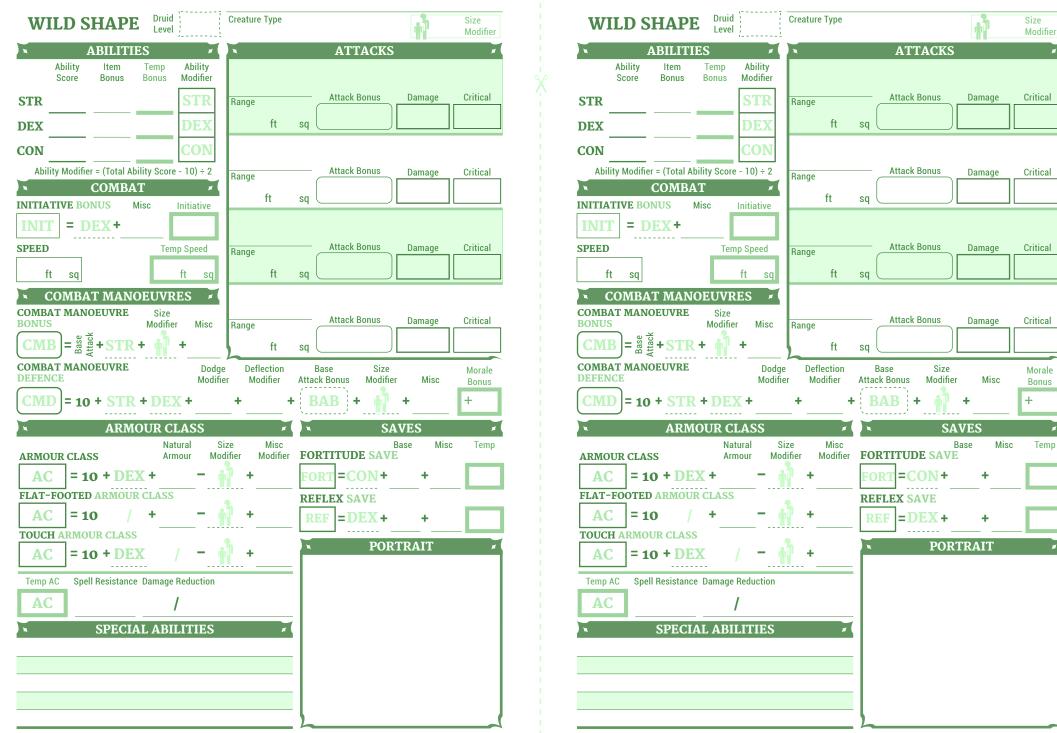
5	100	306			7	X .		CHAR	ACTER					
2	OV		FIN	レモ	†R	Name								JAM AM
Player						Race				Size			a T	Size Modifie
Campaign						CLASSES				Skill Ra	anks	Hit Die	Level	Level
						. 🗆 1					C	1		Adjustme
XP						□ 2								Ī
		ΔRI	LITIES											-"
	Ability	Item	Ability	Temp	Temp									Effective Characte
	Score	Bonus	Modifier	Score	Modifier	<u> </u>								Level
STR			STR		STR	Favoured class] ———	+ IN		+ CON		
DEX			DEX		DEX	+1 hp or skill rank per level		hp		per le	vel	per level		
			\vdash		_	X		SK	ILLS	Class		Racial,		Armou
CON			CON		CON		Date: Sec. 1	Skill		Skills	Ranks			Check
INT			INT		INT	Acrobatics	Untrained	Bonus	DEX	+3				Penalty
WIS			WIS		WIS	Appraise	- 1		INT			_		_
			\vdash			Bluff			CHA				_	_
CHA			CHA		CHA	Climb			STR			_		_
Ability Mo			core - 10) ÷ 2			Diplomacy	-		CHA			_		_ i
) %	FEATS	& SPE	CIAL AF	BILITIE	S 💌	Disable Device			DEX					- [
						Disguise			СНА			_		- i
						Escape Artist			DEX					-
						Fly			DEX			_		-
						Handle Animal			CHA					
						Heal			WIS					_
						Intimidate			CHA					+ Size diff x4
						Linguistics			INT					
						Perception			WIS					
						Ride			DEX					_
						Sense Motive			WIS					
						Sleight of Hand			DEX			_		_ <u> </u>
						Spellcraft			INT			_		
						Stealth	_		DEX			_	_	_ [
						Survival			WIS			_		
						Track Trained			SURVIVAL		N/A			/
						Swim Use Magical Device			STR CHA			_		-
						Knowledge: Arcana			INT					
						Knowledge: Dungeoneering			INT			_	_	_
						Knowledge: Religion			INT			_	_	_
						Knowledge: Nature			INT			_	_	_
						Knowledge: The Planes			INT					
						- Inchicage. The Figures			1141					-
						-								
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					Caster Level		×		PREPAREI	SPELLS		"
	Ι	PRU	IID			ii						
					Level Bonus	+			o)		
DEITY	7				-							
					H	10// ₂ () (41)						
``			DRUI	ID		,						
Druid Level		Nature	Sense	e (nature) and	Surviv	val			1			
1		Wild E	mpathy			GI .						
				tude of an ani	mal							
2		Move t	and Stride hrough un	ndergrowth at	norma	ıl speed						
			king no da	nmage								
3		Leave	<mark>ess Step</mark> no trail, ur	nless delibrat	ely				2			
			Nature's L									
4		+4 to s		nst the fey an	nd plan	ts						
		Becom	e any sma	all or medium	anima	ı						
9		Venom Immun	Immunity ne to all po	y pisons					3			
12	_		sand Face									
13				nce at will								
15		Timele No lon	ss Body ger age, ca	annot be mag	jically a	aged						
			SPEL						4	,		
Spell			Spells	Base	. Bor	nus Spells			·			
Save D			per day	Spells	+	4 8 1 2						
		0			N S	WIS WIS						
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		2			- 🕇							
		3			_	1 0 0 0						
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		5				1 🗅 🖒			6	<u> </u>		
		6			_	1 0 0						
		7										
		8			_	1 0 0						
		9				1 🗖			7			
Spell Sav	/e DC =	10 + WI	S + Spell	Level								
Concentra	ation		=	WIS +		Caster						
_		BIA				Level						
X ANIII	лат с		TURE	BOND ☐ DOMAIN	J	# (8			
Animal Cor				_ DOMAIN	-							
Creature Ty	/pe								9			
								SCROLLS	, i		POTIONS	
×		WI	LD EMI	PATHY		*		- SCROLLS		×	TOTIONS	# (
WILD EN	IPATI											
BONUS		_ ~	TTA .	Druid Level		Misc						
		= C.	HA +		+ _							
Ĭ.		W	ILD SE	HAPE		*						
	Tim	es per d	ay	Times 1								
Current Sha	pe											
	=											

*	INVENTORY		*	×	ARMO	OUR	,	×	EQUIPMENT	7
		Value	Weight					Hat / Mask		
				Properties				Properties		
							14 10 057			
				Туре	'					
				Check Penalty	Woight C	ft sq	Armour AC	Headband		
				Check Penalty	Weight 5	%	AC	Properties		
				×	SHIE		710			
				Properties				Eyes		
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				Check Penalty		pell Failure	Shield AC			
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				A STATE OF	No. of the last of					
				15155						
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					R. G.O.		Oliver of D			
							A. VIII	Belts		
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				(G)	177					
							3			
				Hands				Clothes / Body		
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				Properties				Properties		
				Ring				Feet		
				Properties				Properties		
				×	MON	EY	*	v V	ALUABLE ITEMS	Value
				Copper			<u>, </u> cp			Value
				Silver			sp			
				Gold		, ' ' ,	· · · · · ·			
					,		gp			
				Platinum			pp			
	Carried Items		lb	Total						
Light Load	Weapons, Ammo		lb							
lb	Armour, Shield		lb	50 coins we	eighs 11b		coins			
Medium Load	Worn Items			Debts)			
lb	Scrolls, Potions,		<u>lb</u>	Valuables						
Heavy Load	Wands, Components		lb		1 1	1 1 3 1				
lb	Coins		lb	Other item	s ,	,				
	Total Weight		lb	Total						
		-								



SPELL BOOK

L	evel	_	Level		Level			
	School			School			School	
Cost		Cost			Cost			
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	School			School			School	
Cost		Cost			Cost			

□ FAI	/IILIAR □ AI	NIMAL	COMPA	NION MOUNT	☐ SUMM(ONED CRE	ATURE	×	HEALTH		
Creature	Name				Age	Creature Leve		HIT POINTS Wounds		☐ Dying ☐ Stable	Non-lethal Unconcio
	Creature Type		Subtype	W-:-l-4	The labor			hp		hp	h
egg ()	Greature Type		Subtype	Weight	Height lb	ft HILL DICE	d	COMBAT	7 1	ATTACK	S
CH ₄ O			Qualification of the control of the	×	SKILLS		*	INITIATIVE BONUS Misc			
**	× Ti		A LANGE TO SERVICE AND A SERVI				lacial, Feats	INIT = DEX +	Danas	Attack Bonus	DamageCritical
XP				Acrobatics	DE			BASE ATTACK Temp Attack Temp Dan	Range ft	sq	
	A DII IM	TDC		Climb	ST			+ +	10	34	
*	ABILIT Ability Item	Ability	Temp	Escape Artist	DE			BASIC SPEED Swim Speed Fly Speed	-1		
	Score Bonus	Modifier		Fly	DE				Range	Attack Bonus	Damage Critical
STR		STR		Perception	WI			tt sq ft sq ft sq ft Climb Speed Burrow Speed Temp Speed	f+	sq	
DEX -		DEX		Sense Motive	WI	S					
-		-		Stealth	DE			ft sq ft sq ft		Attack Bonus	Damage Critical
CON -		CON		Survival	WI	S		COMBAT MANOEUVRES COMBAT MANOEUVRE Size	Range		
INT		INT		☐ Track ☐ Trained	SURVI	VAL /		BONUS Modifier Mis	SC Ammo	sq	<u> </u>
wis _		WIS		Swim	ST	R		$\begin{array}{c} \text{CMB} = \frac{8}{8} + \frac{8}{8} + \text{STR} + \frac{1}{10} +$	Allillo	#	
CHA		CHA						COMBAT MANOEUVRE	odge Deflection	Base Size	
Ability	Modifier = (Total Abi	lity Score -	10) ÷ 2						odifier Modifier	Attack Bonus Modifi	ier Misc Bonus
`*	EQUIPM	ENT	*					CMD = 10 + STR + DEX +		+ BAB + 👬	+ +
								DEFENCE	,	SAVIN	G THROWS
								ARMOUR CLASS Armour & Shield	Size Misc Modifier	FORTITUDE SAV	Base Save Misc Tem /E
								AC = 10 + DEX + -	+	FORT = CON+	
				TRICKS / FEA	ATS / SPECI	AL ABILIT	IES 🗾	FLAT-FOOTED ARMOUR CLASS		REFLEX SAVE	
								AC = 10 / +	* +	REF = DEX+	+ -
	PORTR	AIT						TOUCH ARMOUR CLASS		WILL SAVE	
	PURTR	AII						AC = 10 + DEX / -	<u> </u>	_ will = wis +	+
								Temp AC Spell Resistance Damage Reduction	n	☐ Evasion ☐ Endura	ance
								AC /			
								COMBAT ABILITIE	S	1	
										EF	FECTS
]	
•			,								