

LANGUAGES

Common

Name

CHARACTER NAME

Lvl 1 Name

CHARACTER LEVEL

Race

Size

Gender

Age

Alignment

PLAYER NAME

Diety

DEITY

Height

Weight

Homeland

Hair

Eyes

ATTRIBUTE	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP	TOTAL	-5	DR
STR STRENGTH	0	-5	0	0	WOUNDS/CURRENT HP			
DEX DEXTERITY	0	-5	0	0				
CON CONSTITUTION	0	-5	0	0	NONLEATHAL DAMAGE			
INT INTELLIGENCE	0	-5	0	0				
WIS WISDOM	0	-5	0	0	INITIATIVE MODIFIER			
CHA CHARISMA	0	-5	0	0				

AC ARMOUR CLASS	19	=	10	+	2	+	1	+	-5	+	0	+	1	+	0	+	10	
	TOTAL		DEFAULT		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOUR		DEFLECTION MODIFIER		MISC MODIFIER	
TOUCH ARMOUR CLASS	15	FLAT-FOOTED ARMOUR CLASS																
	15	24																
	MODIFIERS																	
FORTITUDE (CONSTITUTION)	-5	=	0	+	-5	+	0	+	0	+	0	+	0					
REFLEX (DEXTERITY)	-5	=	0	+	-5	+	0	+	0	+	0	+	0					
WILL (WISDOM)	-5	=	0	+	-5	+	0	+	0	+	0	+	0					

BASE ATTACK BONUS	1	SPELL RESISTANCE	0
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CMB	-4	=	1	+	-5	+	0	SPEED	30 FT. 6 SQ BASE SPEED				
	TOTAL		BAB		STR MOD.		SIZE MOD.		20 FT. 4 SQ WITH ARMOUR				
CMD	1	=	1	+	-5	+	-5		+	0	+	10	0 FT. 0 FLY/MANOEUVRABILITY
	TOTAL		BAB		STR MOD.		DEX MOD.		SIZE MOD.		DEFAULT		
FAVOURIED CLASS	Name										0 FT.	0 FT.	0 FT.
											SWIM	CLIMB	BURROW

CONDITIONAL MODIFIERS

AC ITEMS	AC BONUS	MAX DEX	PENALTY	SPELL FAILURE	TYPE	WEIGHT
Test armor	2	-	0	0%	light	70 lbs.
Test shield	1	-	-1	35%	shield	70 lbs.
Test natural	1	-	0	0%	natural	70 lbs.
Test misc	10	-	0	0%	misc	70 lbs.

TOTALS

+14

+99

-1

35%

280 lbs.

WEAPONS	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
Weapon	+8	2d6+4	18-20/x2	-	S	12 lbs.	-

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> ACROBATICS	-6	=	DE-5	+ 0 + 0
<input type="checkbox"/> APPRAISE	-5	=	IN-5	+ 0 + 0
<input checked="" type="checkbox"/> BLUFF	-7	=	CH-5	+ 0 + -2
<input checked="" type="checkbox"/> CLIMB	-6	=	ST-5	+ 0 + 0
<input checked="" type="checkbox"/> CRAFT (ARMOR)	-5	=	IN-5	+ 0 + 0
<input checked="" type="checkbox"/> CRAFT (BOWS)	-5	=	IN-5	+ 0 + 0
<input checked="" type="checkbox"/> CRAFT (WEAPONS)	-5	=	IN-5	+ 0 + 0
<input checked="" type="checkbox"/> DIPLOMACY	-5	=	CH-5	+ 0 + 0
* <input type="checkbox"/> DISABLE DEVICE	-6	=	DE-5	+ 0 + 0
<input type="checkbox"/> DISGUISE	-7	=	CH-5	+ 0 + -2
<input type="checkbox"/> ESCAPE ARTIST	-6	=	DE-5	+ 0 + 0
<input type="checkbox"/> FLY	-6	=	DE-5	+ 0 + 0
* <input checked="" type="checkbox"/> HANDLE ANIMAL	-5	=	CH-5	+ 0 + 0
<input type="checkbox"/> HEAL	-5	=	WI-5	+ 0 + 0
<input checked="" type="checkbox"/> INTIMIDATE	-5	=	CH-5	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (ARCANA)	-5	=	IN-5	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)	-5	=	IN-5	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (ENGINEERING)	-5	=	IN-5	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	-5	=	IN-5	+ 0 + 0
* <input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)	-5	=	IN-5	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (LOCAL)	-5	=	IN-5	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (NATURE)	-2	=	IN-5	+ 0 + 3
* <input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY)	-5	=	IN-5	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (PLANES)	-5	=	IN-5	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (RELIGION)	-5	=	IN-5	+ 0 + 0
* <input type="checkbox"/> LINGUISTIC	-5	=	IN-5	+ 0 + 0
<input type="checkbox"/> PERCEPTION	-5	=	WI-5	+ 0 + 0
<input checked="" type="checkbox"/> PERFORM (STRING INSTRUMENTS)	-5	=	CH-5	+ 0 + 0
* <input type="checkbox"/> PROFESSION (OPTIONAL)	-5	=	WI-5	+ 0 + 0
<input checked="" type="checkbox"/> RIDE	-6	=	DE-5	+ 0 + 0
<input checked="" type="checkbox"/> SENSE MOTIVE	-5	=	WI-5	+ 0 + 0
* <input type="checkbox"/> SLEIGHT OF HAND	-6	=	DE-5	+ 0 + 0
* <input type="checkbox"/> SPELLCRAFT	-5	=	IN-5	+ 0 + 0
<input type="checkbox"/> STEALTH	-8	=	DE-5	+ 0 + -2
<input checked="" type="checkbox"/> SURVIVAL	-5	=	WI-5	+ 0 + 0
<input checked="" type="checkbox"/> SWIM	-6	=	ST-5	+ 0 + 0
* <input checked="" type="checkbox"/> USE MAGIC DEVICE	-5	=	CH-5	+ 0 + 0

☒ CLASS SKILL

\* TRAINED ONLY

WORN MAGIC ITEM EQUIPMENT	
Belt:	Test belt
Body:	
Chest:	
Eyes:	
Feet:	
Hands:	
Head:	
Headband:	
Neck:	
Ring:	Test ring
Ring:	Test ring 2
Shoulders:	
Wrist:	Test wrist

CURRENCY	CARRIED	CARRIED WEIGHT	STORED
Silver	50	1	0

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
280 + 12	1	1	0	294

LOADS & LIFT					
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT ABOVE HEAD	LIFT OF GROUND	DRAG & PUSH
0 lbs.	0 lbs.	0 lbs.	0 lbs.	0 lbs.	0 lbs.
CURRENT LOAD			OVER ENCUMBERED		

GEAR		
ITEM	QTY	WT.
Test	1	1 lbs.
TOTAL		1 lbs.

EXPERIENCE POINTS	
CURRENT	NEXT LEVEL

## FEATURES

### FLAWS

#### BLATANT

You suffer a -2 penalty to all Bluff, Disguise, and Stealth checks, as you find it difficult to conceal any aspect of your activities. Additionally, you cannot take 10 with these skills.

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## FEATS

EXOTIC WEAPON PROFICIENCY WEAPON	You make attack rolls with the weapon normally.
SKILL FOCUS (KNOWLEDGE NATURE)	You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

SPELLS							
CANTRIPS							
TEST							
		Text	School	Duration	Touch	Reflex negates	No
TEST							
		Text	School	Duration	Touch	Reflex negates	No
FIRST TIER							
TEST1							
		Text	School	Duration	25 ft.	Reflex negates	No
TEST1 +3 CASTER LEVELS							
		Text	School	Duration	35 ft.	Reflex negates	No
TEST2							
		Text	School	Duration	110 ft.	Reflex negates	No
NINTH TIER							
TEST3							
		Text	School	Duration	440 ft.	Reflex negates	No