Character Header

Field	Value
Name	CHARACTER NAME
Alignment	ALIGNMENT
Player	PLAYER NAME
Character Level	Lvl 1 Classs, Lvl 10 Classss, Lvl 1 Class
Deity	DEITY
Homeland	HOMELAND
Race	RACE
Size	Large
Gender	GENDER
Age	AGE
Height	HEIGHT
Weight	WEIGHT
Hair	HAIR
Eyes	EYES

Attributes

ATTRIBUTE	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR (STRENGTH)	30	+10	+2	+1
DEX (DEXTERITY)	7	−2	0	0
CON (CONSTITUTION)	12	+1	0	0
INT (INTELLIGENCE)	45	+17	0	0
WIS (WISDOM)	10	0	0	0
CHA (CHARISMA)	9	−1	0	0

HP

HP TOTAL 12 DR

WOUNDS/CURRENT HP

NONLEATHAL DAMAGE

INITIATIVE MODIFIER: 3 = -2 (DEX MODIFIER) + 5 (MISC MODIFIER)

Armour Class

AC (ARMOUR CLASS) 22 = 10 (DEFAULT) + 2 (ARMOR BONUS) + 1 (SHIELD BONUS) + −2 (DEX MODIFIER) + −1 (SIZE MODIFIER) + 2 (NATURAL ARMOUR) + 0 (DEFLECTION MODIFIER) + 10 (MISC MODIFIER)

TOUCH (ARMOUR CLASS) 17

FLAT-FOOTED (ARMOUR CLASS) 24

Saving Throws

	TOTAL	=	BASE SAVE	+	ABILITY MODIFIER	+	MAGIC MODIFIER	+	MISC MODIFIER	+	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	9	=	8	+	1	+	0	+	0	+	0
REFLEX (DEXTERITY)	3	=	5	+	-2	+	0	+	0	+	0
WILL (WISDOM)	7	=	7	+	0	+	0	+	0	+	0

BASE ATTACK BONUS 11 **SPELL RESISTANCE** 0

Combat Maneuvers

CMB 22 = 11 (BAB) + 10 (STR MOD.) + 1 (SIZE MOD.)

CMD 30 = 11 (BAB) + 10 (STR MOD.) + -2 (DEX MOD.) + 1 (SIZE MOD.) + 10 (DEFAULT)

SPEED

	FT.	SQ.
BASE SPEED	30	6
WITH ARMOUR	20	4
FLY/MANOEUVRABILITY	0 / 0	
SWIM	0 FT.	
CLIMB	0 FT.	
BURROW	0 FT.	

FAVOURED (CLASS): Class

CONDITIONAL MODIFIERS

Locate traps: 5 perception,
Locate traps: +5 perception,
Sample condition

LANGUAGES

Common

SKILL NAMES

	SKILL NAMES	TOTAL BONUS	=	ABILITY MOD.	+	RANKS	+	MISC. MOD.
☑	ACROBATICS	−3	=	DEX	+	0	+	0
☐	APPRAISE	+17	=	INT	+	0	+	0
☑	BLUFF	−3	=	CHA	+	0	+	−2
☑	CLIMB	+9	=	STR	+	0	+	0
☑	CRAFT (ARMOR)	+17	=	INT	+	0	+	0
☑	CRAFT (BOWS)	+17	=	INT	+	0	+	0
☑	CRAFT (WEAPONS)	+17	=	INT	+	0	+	0
☑	DIPLOMACY	−1	=	CHA	+	0	+	0
* ☐	DISABLE DEVICE	-	=	DEX	+	0	+	0
☐	DISGUISE	−3	=	CHA	+	0	+	−2
☐	ESCAPE ARTIST	−3	=	DEX	+	0	+	0
☐	FLY	−5	=	DEX	+	0	+	−2
* ☑	HANDLE ANIMAL	-	=	CHA	+	0	+	0
☐	HEAL	0	=	WIS	+	0	+	0
☑	INTIMIDATE	−1	=	CHA	+	0	+	0
* ☐	KNOWLEDGE (ARCANA)	-	=	INT	+	0	+	0
* ☐	KNOWLEDGE (DUNGEONEERING)	-	=	INT	+	0	+	0
* ☐	KNOWLEDGE (ENGINEERING)	-	=	INT	+	0	+	0
* ☐	KNOWLEDGE (GEOGRAPHY)	-	=	INT	+	0	+	0
* ☑	KNOWLEDGE (HISTORY)	-	=	INT	+	0	+	0
* ☐	KNOWLEDGE (LOCAL)	-	=	INT	+	0	+	0
* ☑	KNOWLEDGE (NATURE)	+33	=	INT	+	10	+	6
* ☑	KNOWLEDGE (NOBILITY)	-	=	INT	+	0	+	0
* ☐	KNOWLEDGE (PLANES)	-	=	INT	+	0	+	0
* ☐	KNOWLEDGE (RELIGION)	-	=	INT	+	0	+	0
* ☐	LINGUISTIC	-	=	INT	+	0	+	0
☐	PERCEPTION	0	=	WIS	+	0	+	0
☑	PERFORM (STRING INSTRUMENTS)	−1	=	CHA	+	0	+	0
* ☑	PROFESSION (OPTIONAL)	-	=	WIS	+	0	+	0
☑	RIDE	−3	=	DEX	+	0	+	0
☑	SENSE MOTIVE	0	=	WIS	+	0	+	0
* ☐	SLEIGHT OF HAND	-	=	DEX	+	0	+	0
* ☐	SPELLCRAFT	-	=	INT	+	0	+	0
☐	STEALTH	−9	=	DEX	+	0	+	−6
☑	SURVIVAL	0	=	WIS	+	0	+	0
☑	SWIM	+9	=	STR	+	0	+	0
* ☑	USE MAGIC DEVICE	+12	=	CHA	+	10	+	0

☑ CLASS SKILL * TRAINED ONLY   TOTAL 20

WEAPONS

WEAPONS	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
Weapon int - str	+27 / +22 / +17	2d6 +10	18-20/x2	-	S	12 lbs.	-
Weapon str - none	+20 / +15 / +10	2d6	18-20/x2	-	S	12 lbs.	-
Weapon dex-dex	+8 / +3 / −2	2d6 −2	18-20/x2	-	S	12 lbs.	-
Weapon str-str +5	+25 / +20 / +15	2d6 +15	18-20/x2	-	S	12 lbs.	-

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

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	2	-	0	0%	natural	70 lbs.
Test misc	10	-	0	0%	misc	70 lbs.
TOTALS	+15	-	−1	35%		280 lbs.

BAGS & CONTAINERS	VOLUME	WT.
Container	10	1 lbs.
Container1	100	1 lbs.
Container2	120	190 lbs.
Container3	10	1 lbs.
TOTAL		193 lbs.

CURRENCY	CARRIED	CARRIED WEIGHT	STORED
Platinum	0	0	0
Gold	65	1	0
Silver	50	1	0
Copper	9	0	0

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
280 + 48	2	203	0	533

LOADS & LIFT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OF GROUND	DRAG & PUSH
1066 lbs.	2133 lbs.	3200 lbs.		3200 lbs.	6400 lbs.	16000 lbs.

CURRENT LOAD   LIGHT

EXPERIENCE POINTS	
CURRENT	NEXT LEVEL

GEAR

ITEM	QTY	WT.
Test	10	10 lbs.
TOTAL		10 lbs.

FEATURES

NAME	TEXT	USES

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.	-

FEATS

NAME	TEXT
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.
CUNNING INITIATIVE	At 2nd level, an inquisitor adds her Wisdom modifier on initiative checks, in addition to her Dexterity modifier.

CLASS

SPELLS PER DAY

SPELLS KNOWN	SAVE DC	LEVEL	TOTAL	=	CLASS	+	ABILLITY MOD.	+	MISC
0	27	0	1	=	1	+	0	+	0
0	28	1st	9	=	1	+	5	+	3
2	29	2nd	5	=	1	+	4	+	0
0	30	3rd	5	=	1	+	4	+	0
0	31	4th	5	=	1	+	4	+	0
0	32	5th	5	=	1	+	4	+	0
1	33	6th	4	=	1	+	3	+	0
0	34	7th	4	=	1	+	3	+	0
0	35	8th	4	=	1	+	3	+	0
0	36	9th	4	=	1	+	3	+	0

CASTER LEVEL [1]

DOMAIN

test
- subtest1
- subtest2

testdf

SCHOOL

testsd
- subtestsd

BLOODLINE

testb
- subtestb

SOMETHING ELSE

testasd
- aaaaaaaaa

CLASS SPELLS

PREP.	TEXT	SCHOOL	DURATION	RANGE	SAVE	SR
	SECOND TIER					
	TEST1 +3 CASTER LEVEL					
X	Text	School	Instantaneous	personal	Reflex negates	No
	TEST3 +2 CASTER LEVEL					
	Text	School	Duration	520 ft.	Reflex negates	No
	SIXTH TIER					
	TEST2 +1 CASTER LEVEL					
	Text	School	Duration	120 ft.	Reflex negates	No

	SPELLS					
PREP.	TEXT	SCHOOL	DURATION	RANGE	SAVE	SR
	FIFTH TIER					
	TEST1 +3 CASTER LEVEL					
	Text	School	Duration	25 ft.	Reflex negates	No

CUSTOM LIST						
TEST1						
a	b	c	d	e	f	g

NOTES	
NAME	Text
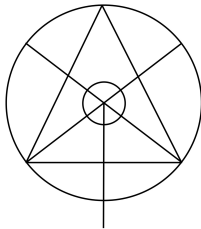
Companion name
CHARACTER NAME

Lvl 16 Class
CHARACTER LEVEL

Race | *Size* | *Gender* | *Age*
RACE | SIZE | GENDER | AGE

Alignment
ALIGNMENT

Diety
DEITY

Height | *Weight*
HEIGHT | WEIGHT

Player
PLAYER NAME

Homeland
HOMELAND

Hair | *Eyes*
HAIR | EYES

ATTRIBUTE	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
STR STRENGTH	28	+9	0	0
DEX DEXTERITY	12	+1	0	0
CON CONSTITUTION	12	+1	0	0
INT INTELLIGENCE	20	+5	0	0
WIS WISDOM	12	+1	0	0
CHA CHARISMA	12	+1	0	0

HP TOTAL 24 DR
WOUNDS/CURRENT HP

NONLEATHAL DAMAGE

INITIATIVE MODIFIER -2 = -2 + 0
TOTAL | DEX MODIFIER | MISC MODIFIER

AC ARMOUR CLASS 45 = 10 + 0 + 0 + −2 + −1 + 40 + 0 + −2
TOTAL | DEFAULT | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOUR | DEFLECTION MODIFIER | MISC MODIFIER

TOUCH ARMOUR CLASS 5
FLAT-FOOTED ARMOUR CLASS 49
MODIFIERS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	11 =	10 +	1 +	0 +	0 +	0
REFLEX (DEXTERITY)	6 =	5 +	1 +	0 +	0 +	0
WILL (WISDOM)	11 =	10 +	1 +	0 +	0 +	0

BASE ATTACK BONUS 16 **SPELL RESISTANCE** 0

CMB 26 = 16 + 9 + 1
TOTAL | BAB | STR MOD. | SIZE MOD.

CMD 37 = 16 + 9 + 1 + 1 + 10
TOTAL | BAB | STR MOD. | DEX MOD. | SIZE MOD. | DEFAULT

SPEED 30 FT. 6 SQ.
BASE SPEED
30 FT. 6 SQ.
WITH ARMOUR
0 FT./ 0
FLY/MANOEUVRABILITY

FAVOURED Class
Class

50 FT. 0 FT. 0 FT.
SWIM | CLIMB | BURROW

SKILL NAMES	TOTAL BONUS		ABILITY MOD.		RANKS		MISC. MOD.
☐ ACROBATICS	+1	=	DEX	+	0	+	0
☐ APPRAISE	+5	=	INT	+	0	+	0
☑ BLUFF	+1	=	CHA	+	0	+	0
☑ CLIMB	+14	=	STR	+	2	+	0
☑ CRAFT (ARMOR)	+5	=	INT	+	0	+	0
☑ CRAFT (BOWS)	+5	=	INT	+	0	+	0
☑ CRAFT (WEAPONS)	+5	=	INT	+	0	+	0
☑ DIPLOMACY	+1	=	CHA	+	0	+	0
* ☐ DISABLE DEVICE	-	=	DEX	+	0	+	0
☐ DISGUISE	+1	=	CHA	+	0	+	0
☐ ESCAPE ARTIST	+1	=	DEX	+	0	+	0
☐ FLY	+1	=	DEX	+	0	+	0
* ☑ HANDLE ANIMAL	-	=	CHA	+	0	+	0
☐ HEAL	+11	=	WIS	+	10	+	0

☑ CLASS SKILL * TRAINED ONLY   TOTAL 12

CONDITIONAL MODIFIERS

LANGUAGES

WEAPONS	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
Weapon int - str	+20 / +15 / +10 / +5	2d6 +9	18-20/x2	-	S	12 lbs.	-

WORN MAGIC ITEM EQUIPMENT

Belt:

Body:

Chest:

Eyes:

Feet:

Hands:

Head:

Headband:

Neck:

Ring:

Ring:

Shoulders:

Wrist:

GEAR

ITEM	QTY	WT.
Test	10	10 lbs.
TOTAL		10 lbs.

AC ITEMS	AC BONUS	MAX DEX	PENALTY	SPELL FAILURE	TYPE	WEIGHT
Test misc	10	-	0	0%	natural	70 lbs.
Test misc	10	-	0	0%	natural	70 lbs.
Test misc	10	-	0	0%	natural	70 lbs.
Test misc	10	-	0	0%	natural	70 lbs.
TOTALS	+40	0	0	0%		280 lbs.

BAGS & CONTAINERS

CONTAINER	VOLUME	WT.
Container	10	1 lbs.
TOTAL		1 lbs.

CURRENCY	CARRIED	CARRIED WEIGHT	STORED

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
280 + 12	0	11	0	303

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OF GROUND	DRAG & PUSH
800 lbs.	1600 lbs.	2400 lbs.		2400 lbs.	4800 lbs.	12000 lbs.

CURRENT LOAD	LIGHT

EXPERIENCE POINTS

CURRENT	NEXT LEVEL

CLASS

SPELLS PER DAY

SPELLS KNOWN	SAVE DC	LEVEL	TOTAL		CLASS		ABILLITY MOD.		MISC
0	15	0	1	=	1	+	0	+	0
0	16	1st	3	=	1	+	2	+	0
1	17	2nd	2	=	1	+	1	+	0
0	18	3rd	2	=	1	+	1	+	0
0	19	4th	2	=	1	+	1	+	0
0	20	5th	2	=	1	+	1	+	0
0	21	6th	1	=	1	+	0	+	0
0	22	7th	1	=	1	+	0	+	0
0	23	8th	1	=	1	+	0	+	0
0	24	9th	1	=	1	+	0	+	0

CASTER LEVEL 16

DOMAIN

test
- subtest1
- subtest2

CLASS SPELLS

PREP.	TEXT	SCHOOL	DURATION	RANGE	SAVE	SR
	SECOND TIER					
	Test1 +3 caster level					
	Text	School	Duration	260 ft.	Reflex negates	No