

Name

CHARACTER NAME

Lvl 1 Classs, Lvl 16 Classsss, Lvl 1 Class

CHARACTER LEVEL

Race

RACE

Large

SIZE

Gender

GENDER

Alignment

ALIGNMENT

Diety

DEITY

Height

HEIGHT

Weight

WEIGHT

Player

PLAYER NAME

Homeland

HOMELAND

Hair

HAIR

Eyes

EYES

| ATTRIBUTE           | ABILITY SCORE | ABILITY MODIFIER | TEMP ADJUSTMENT | TEMP MODIFIER | HP | TOTAL | DR |
|---------------------|---------------|------------------|-----------------|---------------|----|-------|----|
| STR<br>STRENGTH     | 30            | +10              | +2              | +1            |    | 0     |    |
| DEX<br>DEXTERITY    | 7             | -2               | 0               | 0             |    |       |    |
| CON<br>CONSTITUTION | 10            | 0                | 0               | 0             |    |       |    |
| INT<br>INTELLIGENCE | 45            | +17              | 0               | 0             |    |       |    |
| WIS<br>WISDOM       | 10            | 0                | 0               | 0             |    |       |    |
| CHA<br>CHARISMA     | 9             | -1               | 0               | 0             |    |       |    |

WOUNDS/CURRENT HP

NONLEATHAL DAMAGE

INITIATIVE

-2

=

-2

+

0

TOTAL

DEX MODIFIER

MISC MODIFIER

AC

ARMOUR CLASS

22

=

10

+

2

+

1

+

-2

+

-1

+

2

+

0

+

10

TOTAL

DEFAULT

ARMOR BONUS

SHIELD BONUS

DEX MODIFIER

SIZE MODIFIER

NATURAL ARMOUR

DEFLECTION MODIFIER

MISC MODIFIER

TOUCH

ARMOUR CLASS

17

FLAT-FOOTED

ARMOUR CLASS

24

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

FORTITUDE

(CONSTITUTION)

11

=

11

+

0

+

0

+

0

+

0

REFLEX

(DEXTERITY)

5

=

7

+

-2

+

0

+

0

+

0

WILL

(WISDOM)

10

=

10

+

0

+

0

+

0

+

0

BASE ATTACK BONUS

17

SPELL RESISTANCE

0

CMB

28

=

17

+

10

+

1

TOTAL

BAB

STR MOD.

SIZE MOD.

CMD

36

=

17

+

10

+

-2

+

1

+

10

TOTAL

BAB

STR MOD.

DEX MOD.

SIZE MOD.

DEFAULT

FAVoured

CLASS

Class

0 FT.

SWIM

0 FT.

CLIMB

0 FT.

BURROW

CONDITIONAL MODIFIERS

Locate traps: 8 perception,

Locate traps: +8 perception,

Sample condition

LANGUAGES

Common

| SKILL NAMES   | TOTAL BONUS | ABILITY MOD. | RANKS | Misc. Mod. |
|---|-------------|--------------|-------|------------|
| <input checked="" type="checkbox"/> ACROBATICS                    | -3          | =            | B2X   | + 0 + 0    |
| <input type="checkbox"/> APPRAISE                                 | +17         | =            | I17T  | + 0 + 0    |
| <input checked="" type="checkbox"/> BLUFF                         | -3          | =            | GHA   | + 0 + -2   |
| <input checked="" type="checkbox"/> CLIMB                         | +9          | =            | SOR   | + 0 + 0    |
| <input checked="" type="checkbox"/> CRAFT (ARMOR)                 | +17         | =            | I17T  | + 0 + 0    |
| <input checked="" type="checkbox"/> CRAFT (BOWS)                  | +17         | =            | I17T  | + 0 + 0    |
| <input checked="" type="checkbox"/> CRAFT (WEAPONS)               | +17         | =            | I17T  | + 0 + 0    |
| <input checked="" type="checkbox"/> DIPLOMACY                     | -1          | =            | GHA   | + 0 + 0    |
| * <input type="checkbox"/> DISABLE DEVICE                         | -3          | =            | B2X   | + 0 + 0    |
| <input type="checkbox"/> DISGUISE                                 | -3          | =            | GHA   | + 0 + -2   |
| <input type="checkbox"/> ESCAPE ARTIST                            | -3          | =            | B2X   | + 0 + 0    |
| <input type="checkbox"/> FLY                                      | -5          | =            | B2X   | + 0 + -2   |
| * <input checked="" type="checkbox"/> HANDLE ANIMAL               | -1          | =            | GHA   | + 0 + 0    |
| <input type="checkbox"/> HEAL                                     | 0           | =            | WOS   | + 0 + 0    |
| <input checked="" type="checkbox"/> INTIMIDATE                    | -1          | =            | GHA   | + 0 + 0    |
| * <input type="checkbox"/> KNOWLEDGE (ARCANA)                     | +17         | =            | I17T  | + 0 + 0    |
| * <input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)              | +17         | =            | I17T  | + 0 + 0    |
| * <input type="checkbox"/> KNOWLEDGE (ENGINEERING)                | +17         | =            | I17T  | + 0 + 0    |
| * <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)                  | +17         | =            | I17T  | + 0 + 0    |
| * <input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)         | +17         | =            | I17T  | + 0 + 0    |
| * <input type="checkbox"/> KNOWLEDGE (LOCAL)                      | +17         | =            | I17T  | + 0 + 0    |
| * <input type="checkbox"/> KNOWLEDGE (NATURE)                     | +33         | =            | I17T  | + 10 + 6   |
| * <input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY)        | +17         | =            | I17T  | + 0 + 0    |
| * <input type="checkbox"/> KNOWLEDGE (PLANES)                     | +17         | =            | I17T  | + 0 + 0    |
| * <input type="checkbox"/> KNOWLEDGE (RELIGION)                   | +17         | =            | I17T  | + 0 + 0    |
| * <input type="checkbox"/> LINGUISTIC                             | +17         | =            | I17T  | + 0 + 0    |
| <input type="checkbox"/> PERCEPTION                               | 0           | =            | WOS   | + 0 + 0    |
| <input checked="" type="checkbox"/> PERFORM (STRING INSTRUMENTS)  | -1          | =            | GHA   | + 0 + 0    |
| * <input checked="" type="checkbox"/> PROFESSION (OPTIONAL)       | 0           | =            | WOS   | + 0 + 0    |
| <input checked="" type="checkbox"/> RIDE                          | -3          | =            | B2X   | + 0 + 0    |
| <input checked="" type="checkbox"/> SENSE MOTIVE                  | 0           | =            | WOS   | + 0 + 0    |
| * <input type="checkbox"/> SLEIGHT OF HAND                        | -3          | =            | B2X   | + 0 + 0    |
| * <input type="checkbox"/> SPELLCRAFT                             | +17         | =            | I17T  | + 0 + 0    |
| <input type="checkbox"/> STEALTH                                  | -9          | =            | B2X   | + 0 + -6   |
| <input checked="" type="checkbox"/> SURVIVAL                      | 0           | =            | WOS   | + 0 + 0    |
| <input checked="" type="checkbox"/> SWIM                          | +9          | =            | SOR   | + 0 + 0    |
| * <input checked="" type="checkbox"/> USE MAGIC DEVICE            | -1          | =            | GHA   | + 0 + 0    |
| <input checked="" type="checkbox"/> CLASS SKILL    * TRAINED ONLY |             |              | TOTAL | 10         |

| WEAPONS           | ATTACK MODIFIERS      | DAMAGE  | CRITICAL | RANGE | TYPE | WEIGHT  | AMMO |
|-------------------|-----------------------|---------|----------|-------|------|---------|------|
| Weapon int - str  | +33 / +28 / +23 / +18 | 2d6 +10 | 18-20/x2 | -     | S    | 12 lbs. | -    |
| Weapon str - none | +26 / +21 / +16 / +11 | 2d6     | 18-20/x2 | -     | S    | 12 lbs. | -    |
| Weapon dex-dex    | +14 / +9 / +4 / -1    | 2d6 -2  | 18-20/x2 | -     | S    | 12 lbs. | -    |
| Weapon str-str +5 | +31 / +26 / +21 / +16 | 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  |

| GEAR  |     |         |
|-------|-----|---------|
| ITEM  | QTY | WT.     |
| Test  | 10  | 10 lbs. |
| TOTAL |     | 10 lbs. |

| 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 |        |          |
|-------------------|--------|----------|
| CONTAINER         | 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 |
|                   |            |

## 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<br>WEAPON | You make attack rolls with the weapon normally.  |
| SKILL FOCUS (KNOWLEDGE<br>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. |

CLASS

SPELLS PER DAY

| SPELLS<br>KNOWN | SAVE<br>DC | LEVEL | TOTAL |   | CLASS |   | ABILITY<br>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

SECOND TIER

TEST1 +3 CASTER LEVEL

|  |  |      |        |          |         |                   |    |
|--|--|------|--------|----------|---------|-------------------|----|
|  |  | Text | School | Duration | 110 ft. | Reflex<br>negates | No |
|--|--|------|--------|----------|---------|-------------------|----|

TEST3 +2 CASTER LEVEL

|  |  |      |        |          |         |                   |    |
|--|--|------|--------|----------|---------|-------------------|----|
|  |  | Text | School | Duration | 520 ft. | Reflex<br>negates | No |
|--|--|------|--------|----------|---------|-------------------|----|

SIXTH TIER

TEST2 +1 CASTER LEVEL

|  |  |      |        |          |         |                   |    |
|--|--|------|--------|----------|---------|-------------------|----|
|  |  | Text | School | Duration | 120 ft. | Reflex<br>negates | No |
|--|--|------|--------|----------|---------|-------------------|----|

| SPELLS                |  |      |        |          |        |                      |
|-----------------------|--|------|--------|----------|--------|----------------------|
| FIFTH TIER            |  |      |        |          |        |                      |
| TEST1 +3 CASTER LEVEL |  |      |        |          |        |                      |
|                       |  | Text | School | Duration | 25 ft. | Reflex<br>negates No |

CUSTOM LIST

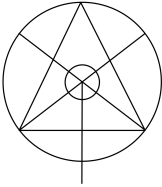
TEST1

|   |   |   |   |   |   |   |
|---|---|---|---|---|---|---|
| a | b | c | d | e | f | g |
|---|---|---|---|---|---|---|

NOTES

|      |      |
|------|------|
| NAME | Text |
|------|------|





Companion name

### Lvl 16 Class

CHARACTER LEVEL

---

RACE

---

SIZE

---

**GENDER**

### Alignment

### *Diet*

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DEITY

| HEIGHT | WEIGHT |
|--------|--------|
| 60     | 120    |
| 62     | 130    |
| 64     | 140    |
| 66     | 150    |
| 68     | 160    |
| 70     | 170    |
| 72     | 180    |
| 74     | 190    |
| 76     | 200    |
| 78     | 210    |
| 80     | 220    |
| 82     | 230    |
| 84     | 240    |
| 86     | 250    |
| 88     | 260    |
| 90     | 270    |
| 92     | 280    |
| 94     | 290    |
| 96     | 300    |
| 98     | 310    |
| 100    | 320    |
| 102    | 330    |
| 104    | 340    |
| 106    | 350    |
| 108    | 360    |
| 110    | 370    |
| 112    | 380    |
| 114    | 390    |
| 116    | 400    |
| 118    | 410    |
| 120    | 420    |
| 122    | 430    |
| 124    | 440    |
| 126    | 450    |
| 128    | 460    |
| 130    | 470    |
| 132    | 480    |
| 134    | 490    |
| 136    | 500    |
| 138    | 510    |
| 140    | 520    |
| 142    | 530    |
| 144    | 540    |
| 146    | 550    |
| 148    | 560    |
| 150    | 570    |
| 152    | 580    |
| 154    | 590    |
| 156    | 600    |
| 158    | 610    |
| 160    | 620    |
| 162    | 630    |
| 164    | 640    |
| 166    | 650    |
| 168    | 660    |
| 170    | 670    |
| 172    | 680    |
| 174    | 690    |
| 176    | 700    |
| 178    | 710    |
| 180    | 720    |
| 182    | 730    |
| 184    | 740    |
| 186    | 750    |
| 188    | 760    |
| 190    | 770    |
| 192    | 780    |
| 194    | 790    |
| 196    | 800    |
| 198    | 810    |
| 200    | 820    |
| 202    | 830    |
| 204    | 840    |
| 206    | 850    |
| 208    | 860    |
| 210    | 870    |
| 212    | 880    |
| 214    | 890    |
| 216    | 900    |
| 218    | 910    |
| 220    | 920    |
| 222    | 930    |
| 224    | 940    |
| 226    | 950    |
| 228    | 960    |
| 230    | 970    |
| 232    | 980    |
| 234    | 990    |
| 236    | 1000   |
| 238    | 1010   |
| 240    | 1020   |
| 242    | 1030   |
| 244    | 1040   |
| 246    | 1050   |
| 248    | 1060   |
| 250    | 1070   |
| 252    | 1080   |
| 254    | 1090   |
| 256    | 1100   |
| 258    | 1110   |
| 260    | 1120   |
| 262    | 1130   |
| 264    | 1140   |
| 266    | 1150   |
| 268    | 1160   |
| 270    | 1170   |
| 272    | 1180   |
| 274    | 1190   |
| 276    | 1200   |
| 278    | 1210   |
| 280    | 1220   |
| 282    | 1230   |
| 284    | 1240   |
| 286    | 1250   |
| 288    | 1260   |
| 290    | 1270   |
| 292    | 1280   |
| 294    | 1290   |
| 296    | 1300   |
| 298    | 1310   |
| 300    | 1320   |
| 302    | 1330   |
| 304    | 1340   |
| 306    | 1350   |
| 308    | 1360   |
| 310    | 1370   |
| 312    | 1380   |
| 314    | 1390   |
| 316    | 1400   |
| 318    | 1410   |
| 320    | 1420   |
| 322    | 1430   |
| 324    | 1440   |
| 326    | 1450   |
| 328    | 1460   |
| 330    | 1470   |
| 332    | 1480   |
| 334    | 1490   |
| 336    | 1500   |
| 338    | 1510   |
| 340    | 1520   |
| 342    | 1530   |
| 344    | 1540   |
| 346    | 1550   |
| 348    | 1560   |
| 350    | 1570   |
| 352    | 1580   |
| 354    | 1590   |
| 356    | 1600   |
| 358    | 1610   |
| 360    | 1620   |
| 362    | 1630   |
| 364    | 1640   |
| 366    | 1650   |
| 368    | 1660   |
| 370    | 1670   |
| 372    | 1680   |
| 374    | 1690   |
| 376    | 1700   |
| 378    | 1710   |
| 380</  |        |

Player

## Homeland

HOMELAND

| HAIR  | EYES   |
|-------|--------|
| Black | Blue   |
| Brown | Brown  |
| Blond | Green  |
| Gray  | Gray   |
| Red   | Yellow |

## EYES

|                     |               |                  |                 |               |  |   |   |  |  |                                       |  |
|---------------------|---------------|------------------|-----------------|---------------|--|---|---|--|--|---------------------------------------|--|
| ATTRIBUTE           | ABILITY SCORE | ABILITY MODIFIER | TEMP ADJUSTMENT | TEMP MODIFIER | <div>HP</div> <div>WOUNDS/CURRENT HP</div> <div>NONLETHAL DAMAGE</div> | PRO   | DR  |  |  |                                       |  |
| STR<br>STRENGTH     | 28            | +9               | 0               | 0             |  | <div>INITIATIVE</div> <div>MODIFIER</div> <div> <div>-2</div> <div>=</div> <div>-2</div> <div>+</div> <div>0</div> </div> <div>TOTAL</div> <div>DEX MODIFIER</div> <div>MISC MODIFIER</div> |   |  |  |                                       |  |
| DEX<br>DEXTERITY    | 12            | +1               | 0               | 0             |  |   |   |  |  |                                       |  |
| CON<br>CONSTITUTION | 12            | +1               | 0               | 0             |  |   |   |  |  |                                       |  |
| INT<br>INTELLIGENCE | 20            | +5               | 0               | 0             |  |   | <div>AC</div> <div>ARMOUR CLASS</div> <div> <div>45</div> <div>=</div> <div>10</div> <div>+</div> <div>0</div> <div>+</div> <div>0</div> <div>+</div> <div>-2</div> <div>+</div> <div>-1</div> <div>+</div> <div>40</div> <div>+</div> <div>0</div> <div>+</div> <div>-2</div> </div> <div>TOTAL</div> <div>DEFAULT</div> <div>ARMOR BONUS</div> <div>SHIELD BONUS</div> <div>DEX MODIFIER</div> <div>SIZE MODIFIER</div> <div>NATURAL ARMOUR</div> <div>DEFLECTION MODIFIER</div> <div>MISC MODIFIER</div> |  |  |                                       |  |
| WIS<br>WISDOM       | 12            | +1               | 0               | 0             |  |   |   |  |  |                                       |  |
| CHA<br>CHARISMA     | 12            | +1               | 0               | 0             |  |   |   |  |  |                                       |  |
|                     |               |                  |                 |               |  | <div>TOUCH</div> <div>ARMOUR CLASS</div> <div>5</div>   |   | <div>FLAT-FOOTED</div> <div>ARMOUR CLASS</div> <div>49</div> | <div>MODIFIERS</div> <div></div>       |                                       |  |
|                     |               |                  |                 |               |  | <div>FORTITUDE</div> <div>(CONSTITUTION)</div> <div>11</div>  | <div>TOTAL</div> <div>BASE SAVE</div> <div>10</div>   | <div>ABILITY MODIFIER</div> <div>1</div>                     | <div>MAGIC MODIFIER</div> <div>0</div> | <div>MISC MODIFIER</div> <div>0</div> | <div>TEMPORARY MODIFIER</div> <div>0</div> |
|                     |               |                  |                 |               |  | <div>REFLEX</div> <div>(DEXTERITY)</div> <div>6</div>   | <div>3</div>  | <div>1</div>   | <div>0</div>                           | <div>0</div>                          | <div>0</div>                               |
|                     |               |                  |                 |               |  | <div>WILL</div> <div>(WISDOM)</div> <div>11</div>   | <div>10</div>   | <div>1</div>   | <div>0</div>                           | <div>0</div>                          | <div>0</div>                               |

|                          |    |                         |   |
|--------------------------|----|-------------------------|---|
| <b>BASE ATTACK BONUS</b> | 16 | <b>SPELL RESISTANCE</b> | 0 |
|--------------------------|----|-------------------------|---|

|                       |     |          |           |           |         |   |   |              |                             |                |                 |    |
|-----------------------|-----|----------|-----------|-----------|---------|---|---|--------------|-----------------------------|----------------|-----------------|----|
| <b>CMB</b>            | 26  | =        | 16        | +         | 9       | + | 1 | <b>SPEED</b> | 30 FT. 6 SQ.<br>BASE SPEED  |                |                 |    |
| TOTAL                 | BAB | STR MOD. | SIZE MOD. |           |         |   |   |              | 30 FT. 6 SQ.<br>WITH ARMOUR |                |                 |    |
| <b>CMD</b>            | 37  | =        | 16        | +         | 9       | + | 1 |              | +                           | 1              | +               | 10 |
| TOTAL                 | BAB | STR MOD. | DEX MOD.  | SIZE MOD. | DEFAULT |   |   |              |                             |                |                 |    |
| <b>FAVoured CLASS</b> |     | Class    |           |           |         |   |   |              | 50 FT.<br>SWIM              | 0 FT.<br>CLIMB | 0 FT.<br>BURROW |    |

| CONDITIONAL MODIFIERS |  |
|-----------------------|--|
|                       |  |

[illegible]

| SKILL NAMES   |                 | TOTAL<br>BONUS | ABILITY<br>MOD. | RANKS | MISC.<br>MOD. |
|---|-----------------|----------------|-----------------|-------|---------------|
| <input type="checkbox"/>  | ACROBATICS      | +1             | DEX             | 0     | 0             |
| <input type="checkbox"/>  | APPRAISE        | +5             | INT             | 0     | 0             |
| <input checked="" type="checkbox"/>                               | BLUFF           | +1             | CHA             | 0     | 0             |
| <input checked="" type="checkbox"/>                               | CLIMB           | +14            | STR             | 2     | 0             |
| <input checked="" type="checkbox"/>                               | CRAFT (ARMOR)   | +5             | INT             | 0     | 0             |
| <input checked="" type="checkbox"/>                               | CRAFT (BOWS)    | +5             | INT             | 0     | 0             |
| <input checked="" type="checkbox"/>                               | CRAFT (WEAPONS) | +5             | INT             | 0     | 0             |
| <input checked="" type="checkbox"/>                               | DIPLOMACY       | +1             | CHA             | 0     | 0             |
| * <input type="checkbox"/>  | DISABLE DEVICE  | +1             | DEX             | 0     | 0             |
| <input type="checkbox"/>  | DISGUISE        | +1             | CHA             | 0     | 0             |
| <input type="checkbox"/>  | ESCAPE ARTIST   | +1             | DEX             | 0     | 0             |
| <input type="checkbox"/>  | FLY             | +1             | DEX             | 0     | 0             |
| * <input checked="" type="checkbox"/>                             | HANDLE ANIMAL   | +1             | CHA             | 0     | 0             |
| <input type="checkbox"/>  | HEAL            | +11            | WIS             | 10    | 0             |
| <input checked="" type="checkbox"/> CLASS SKILL    * TRAINED ONLY |                 | TOTAL          |                 | 12    |               |

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

COMPANION

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

CASTER LEVEL

16

| SPELLS<br>KNOWN | SAVE<br>DC | LEVEL | TOTAL |   | CLASS |   | ABILITY<br>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    |

DOMAIN

test

- subtest1
- subtest2

CLASS SPELLS

SECOND TIER

TEST1 +3 CASTER LEVEL

|  |  |      |        |          |         |                   |    |
|--|--|------|--------|----------|---------|-------------------|----|
|  |  | Text | School | Duration | 260 ft. | Reflex<br>negates | No |
|--|--|------|--------|----------|---------|-------------------|----|