

WEAPONS	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
Weapon str	+16 / +11 / +6 / +1	2d6	18-20/x2	-	S	12 lbs.	-
Weapon dex	+16 / +11 / +6 / +1	2d6	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%	shield	70 lbs.
Test misc	10	-	0	0%	misc	70 lbs.

TOTALS	+15	-	−1	35%		280 lbs.
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BAGS & CONTAINERS						
CONTAINER	VOLUME				WT.	
TOTAL						0 lbs.

CURRENCY	CARRIED	CARRIED WEIGHT	STORED
Silver	50	1	0

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL

280 + 24	1	10	0	315
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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		

EXPERIENCE POINTS	
CURRENT	NEXT LEVEL

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

## 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						
FIRST TIER						
TEST1 +3 CASTER LEVELS						
		Text	School	Duration	70 ft.	Reflex negates No