

Name

CHARACTER NAME

LANGUAGES	
Common	1

CONDITIONAL MODIFIERS

* ☐ KNOWLEDGE (GEOGRAPHY)	+17		11/7	+	0	+	0
* ☑ KNOWLEDGE (HISTORY)	+17		$\mathbb{I} \mathbb{V} \mathbb{T}$	+	0	+	0
* KNOWLEDGE (LOCAL)	+17	`	11/7	+	0	+	0
* KNOWLEDGE (NATURE)	+20	:	11/7	+	0	+	3
* ☑ KNOWLEDGE (NOBILITY)	+17	'	11/7	+	0	+	0
* ☐ KNOWLEDGE (PLANES)	+17	'	11/7	+	0	+	0
* KNOWLEDGE (RELIGION)	+17		11/7	+	0	+	0
* LINGUISTIC	+17		11/7	+	0	+	0
☐ PERCEPTION	0	`	W 0 S	+	0	+	0
✓ PERFORM (STRING INSTRUMENTS)	0	:	COLA	+	0	+	0
* □ PROFESSION (OPTIONAL)	0	:	W 0 S	+	0	+	0
☑ RIDE	-1	'	DOX	+	0	+	0
☑ SENSE MOTIVE	0		W o S	+	0	+	0
* ☐ SLEIGHT OF HAND	-1		$\mathrm{D}\theta\mathrm{X}$	+	0	+	0
* □ SPELLCRAFT	+17	`	11/7	+	0	+	0
☐ STEALTH	-3	:	DOX	+	0	+	-2
☑ SURVIVAL	0		W o S	+	0	+	0
☑ SWIM	-1	'	STOR	+	0	+	0
* ☑ USE MAGIC DEVICE	0	'	COLA	+	0	+	0
☑ CLASS SKILL * TRAINED ONLY		_					

Player

PLAYER NAME

Alignment

ALIGNMENT

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

GEAR

TOTAL

10 lbs.

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%	shield	70 lbs.
Test misc	10	-	0	0%	misc	70 lbs.

TOTALS +15 - -1 35% 280 lbs.

BAGS & CONTAINERS						
CONTAINER	Volume	WT.				
TOTAL		0 lbs.				

CURRENCY	CARRIED	CARRIED WEIGHT	STORED	
Silver	50	1	0	

	CARRIED WEIGHT									
ARMOR & WEAPONS	Cui	RRENCY	EQUIPMENT	MISC		ΓΟΤΑL				
280 + 2	4	1	10	0		315				
		LC	DADS & LI	FT						
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD		LIFT ABOVE HEAD	LIFT OF GROUND	DRAG & PUSH				
33 lbs.	66 lbs.	100 lbs.		100 lbs.	200 lbs.	500 lbs.				
CUR	RENT L	OAD		OVER 1	ENCUMBE	ERED				

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.	-

FEATS						
EXOTIC WEAPON PROFICIENCY	You make attack rolls with the weapon normally.					
WEAPON						
SKILL FOCUS (KNOWLEDGE	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.					
NATURE)						

CLASS

SPELLS PER DAY								
SPELLS KNOWN	SAVE DC	LEVEL	TOTAL	CLASS	ABILLITY MOD.	MISC		
0	27	0	0 =	- 0	0	0		
1	28	1st	12 =	1 +	5	6		
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		
0	33	6th	4 =	1 +	3	0		
0	34	7th	4 =	1 +	3	0		
0	35	8th	4 =	1 +	3	0		
0	36	9th	13 =	1 +	3	9		

BLOODLINES & PATRONS Bloodline DOMAINS Domain WIZARD SPECIALITY SCHOOL School

CLASS SPELLS								
1								
Test1 +3 caster levels								
		Text		School	Duration	70 ft.	Reflex negates	l 1
2								
Test1 +3 caster levels								
		Text		School	Duration	70 ft.	Reflex negates	No
Test1 +3 caster levels								
		Text		School	Duration	70 ft.	Reflex negates	