

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 STRENGTH	30	+10	+2	+1		0	
DEX DEXTERITY	7	-2	0	0			
CON CONSTITUTION	10	0	0	0			
INT INTELLIGENCE	45	+17	0	0			
WIS WISDOM	10	0	0	0			
CHA CHARISMA	9	-1	0	0			

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

TOUCH ARMOUR CLASS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER					
	17		11	+	0	+	0	+	0	+	0

FORTITUDE (CONSTITUTION)	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER					
	11	=	11	+	0	+	0	+	0	+	0

REFLEX (DEXTERITY)	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER					
	5	=	7	+	-2	+	0	+	0	+	0

WILL (WISDOM)	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER					
	10	=	10	+	0	+	0	+	0	+	0

BASE ATTACK BONUS	TOTAL	SPELL RESISTANCE	TOTAL
	17		0

CMB	TOTAL	BAB	STR MOD.	SIZE MOD.	SPEED				
	28	=	17	+	10	+	1		30 FT. 6 SQ. BASE SPEED

CMD	TOTAL	BAB	STR MOD.	DEX MOD.	SIZE MOD.	DEFAULT	SPEED					
	36	=	17	+	10	+	-2	+	1	+	10	20 FT. 4 SQ. WITH ARMOUR

FAVOURED CLASS	Class	0 FT.	0 FT.	0 FT.
		SWIM	CLIMB	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
TOTAL				10

☒ CLASS SKILL * TRAINED ONLY

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					

AC ITEMS	AC BO- NUS	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.
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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

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.

CLASS

SPELLS PER DAY

SPELLS KNOWN	SAVE DC	LEVEL	TOTAL		CLASS		ABILITY 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

- aaaaaaaaaa

CLASS SPELLS

SECOND TIER

TEST1 +3 CASTER LEVEL

		Text	School	Duration	110 ft.	Reflex nega- tes	No
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TEST3 +2 CASTER LEVEL

		Text	School	Duration	520 ft.	Reflex nega- tes	No
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SIXTH TIER

TEST2 +1 CASTER LEVEL

		Text	School	Duration	120 ft.	Reflex nega- tes	No
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SPELLS							
FIFTH TIER							
TEST 1 +3 CASTER LEVEL							
		Text	School	Duration	25 ft.	Reflex nega- tes	No

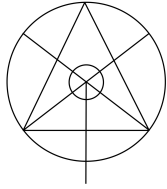
CUSTOM LIST

TEST1

a	b	c	d	e	f	g
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NOTES

NAME	Text
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Companion name

Alignment

Player

CHARACTER NAME

ALIGNMENT

PLAYER NAME

Lvl 16 Class

Diety

Homeland

CHARACTER LEVEL

DEITY

HOMELAND

Race

Size

Gender

Age

Height

Weight

Hair

Eyes

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

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	0	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 NATURAL DEFLECTION MISC MODIFIERS																	

TOUCH ARMOUR CLASS	5
FLAT-FOOTED ARMOUR CLASS	49

FORTITUDE (CONSTITUTION)	TOTAL	11	=	10	+	1	+	0	+	0	+	0
BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER												

REFLEX (DEXTERITY)	6	=	5	+	1	+	0	+	0	+	0
BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER											

WILL (WISDOM)	11	=	10	+	1	+	0	+	0	+	0
BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER											

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	Misc. 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			

BASE ATTACK BONUS	16	SPELL RESISTANCE	0
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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											
FAVOURED CLASS	Class					50 FT.	0 FT.	0 FT.			
						SWIM	CLIMB	BURROW			

SPEED

30 FT. 6 SQ.

BASE SPEED

30 FT. 6 SQ.

WITH ARMOUR

0 FT. / 0

FLY/MANOEUVRABILITY

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.	-

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 BO- NUS	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.
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BAGS & CONTAINERS

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

CURRENCY

CARRIED	CARRIED WEIGHT	STORED
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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
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EXPERIENCE POINTS

CURRENT	NEXT LEVEL

CLASS

SPELLS PER DAY

CASTER LEVEL 16

DOMAIN

SPELLS KNOWN	SAVE DC	LEVEL	TOTAL		CLASS		ABILITY 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

- test
- subtest1
 - subtest2

CLASS SPELLS

SECOND TIER							
TEST1 +3 CASTER LEVEL							
		Text	School		Duration	260 ft.	Reflex nega-tes
			No				