

Name AlignmentPlayer CHARACTER NAME ALIGNMENT PLAYER NAME Diety Lvl 1 Classs, Lvl 10 Classss, Lvl 1 Class Homeland CHARACTER LEVEL DEITY Large Race Gender AgeHeight Weight HairEyesRACE GENDER HAIR SIZE AGE HEIGHT WEIGHT EYES

ATTRIBUTE	ABILITY SCORE		TEMP AD-		
STR	30	+10	+2	+1	, N
DEX	7	-2	0	0	
CON	10	0	0	0	N
INT	45	+17	0	0	
WIS	10	0	0	0	L
CHA	9	-1	0	0	I

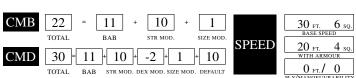
HP	TOTAL	0	
WOUNDS/CURREN	NT HP	7	
NONLEATHAL DA	MAGE		
TATTIAT			

INITIATIVE	-2 =	-2 +	0 misc

AC ARMOUR CLASS	22	= 10 +	2	1	+ -2	+ -1	2	+ 0	10
	TOTAL	DEFAULT	ARMOR	SHIELD	DEX	SIZE	NATURAL	DEFLECTIO	N MISC
	TOTAL	DEFAULI	BONUS	BONUS	MODIFIER	MODIFIER	ARMOUR	MODIFIER	MODIFIER
TOUCE		17	AT-F	OOTE	3D - 1	04		1	MODIFIERS

FORTITUDE (CONSTITUTION)	8 = 8	+ O +	MODIFIER +	0 +	0
REFLEX (DEXTERITY)	3 = 5	+ -2 +	- 0 +	- 0	0
WILL	7 = 7	+ 0 +	0 +	0 +	0

### BASE ATTACK BONUS SPELL RESISTANCE 11



TOTAL BAR	3 STR MOD. DEX MOD. SIZE MOD. DEFAULT		O FT	
FAVOURED CLASS	Class	0 FT.	O FT.	0 FT.
		SWIM	CLIMB	BURROW

## CONDITIONAL MODIFIERS

Locate traps: 5 perception,

Common

Locate traps: +5 perception,	ĺ
Sample condition	ĺ
Sumple common	ĺ
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# LANGUAGES

SKILL NAMES         TOTAL BONDS         ABOLT MOD.         RANKS MOD. MOD.         MINC. MOD. MOD.           ✓ ACROBATICS         -3         = D2X + 0 + 0         + 0           ☐ APPRAISE         +17         = IFT + 0 + 0         + 0           ☑ BLUFF         -135         ⊆ GHA + 0 + 0         + 0           ☑ CLIMB         +9         = SIOR + 0 + 0         + 0           ☑ CRAFT (ARMOR)         +17         = IFT + 0 + 0         + 0           ☑ CRAFT (BOWS)         +17         = IFT + 0 + 0         + 0           ☑ DIPLOMACY         -1         = GHA + 0 + 0         + 0           ☑ DIPLOMACY         -1         = GHA + 0 + 0         + 0           ☑ DISGUISE         -135         = CHIA + 0 + 0         + 0           ☐ DISGUISE         -135         = CHIA + 0 + 0         + 0           ☐ FLY         -5         = D2X + 0 + -2         * 0           ※ ☐ HANDLE ANIMAL         -         = GHA + 0 + 0         + 0           ☑ INTIMIDATE         -1         = GHA + 0 + 0         + 0           ※ INMOWLEDGE (BUNGEONEERING)         -         = IFT + 0 + 0         + 0           ※ INMOWLEDGE (ENGINEERING)         -         = IFT + 0 + 0         + 0           ※ INMOWLEDG					
□ APPRAISE	SKILL NAMES			RANKS	
☑ BLUFF         -135         = GHA         +         0         +         134           ☑ CLIMB         +9         = NOR         +         0         +         0           ☑ CRAFT (ARMOR)         +17         = INT         +         0         +         0           ☑ CRAFT (BOWS)         +17         = INT         +         0         +         0           ☑ DISCOURSE         -1         = GHA         +         0         +         0           ☐ DISGUISE         -3         = D2X         +         0         +         0           ☐ FLY         -5         = D2X         +         0         +         0           ☐ FLY         -5         = D2X         +         0         +         0           ☐ FLY         -5         = D2X         +         0         +         0           ☐ HEAL         0         = WOS         +         0         +         0           ☑ INTIMIDATE         -1         = GHIA         +         0         +         0           ☐ KNOWLEDGE (ARCANA)         -         = II9T         +         0         +         0           * KNOWLEDGE (BUIGENING) <td></td> <td>-3 =</td> <td>D<b>2</b>X +</td> <td>0 +</td> <td>- 0</td>		-3 =	D <b>2</b> X +	0 +	- 0
☐ CLIMB	☐ APPRAISE	+17 =	11 <b>7</b> T +	0 +	- 0
☑ CRAFT (ARMOR)       +17       = INT + 0 + 0         ☑ CRAFT (BOWS)       +17       = INT + 0 + 0         ☑ CRAFT (WEAPONS)       +17       = INT + 0 + 0         ☑ DIPLOMACY       -1       = GHA + 0 + 0         *□ DISABLE DEVICE       -       = D2X + 0 + 0         □ DISGUISE       -135       = GHA + 0 + 0         □ ESCAPE ARTIST       -3       = D2X + 0 + 0         □ FLY       -5       = D2X + 0 + 0         *□ HANDLE ANIMAL       -       = GHA + 0 + 0         □ HEAL       0       = W0S + 0 + 0         □ INTIMIDATE       -1       = GHA + 0 + 0         *□ KNOWLEDGE (ARCANA)       -       = INT + 0 + 0         *□ KNOWLEDGE (BUNGEONEERING)       -       = INT + 0 + 0         *□ KNOWLEDGE (ENGINEERING)       -       = INT + 0 + 0         *□ KNOWLEDGE (ENGINEERING)       -       = INT + 0 + 0         *□ KNOWLEDGE (HISTORY)       -       = INT + 0 + 0         *□ KNOWLEDGE (NATURE)       +33       = INT + 10 + 6         *□ KNOWLEDGE (NOBILITY)       -       = INT + 0 + 0         *□ KNOWLEDGE (RELIGION)       -       = INT + 0 + 0         *□ KNOWLEDGE (RELIGION)       -       = INT + 0 + 0         *□ KNOWLEDGE (RELIGION) <td>☑ BLUFF</td> <td>-135 =</td> <td>GHA +</td> <td>0 +</td> <td>-134</td>	☑ BLUFF	-135 =	GHA +	0 +	-134
☐ CRAFT (BOWS)	☑ CLIMB	+9 =	910R +	0 +	- 0
☑ CRAFT (WEAPONS)       +17       = IRT       + 0       + 0         ☑ DIPLOMACY       -1       = GHA       + 0       + 0         *□ DISABLE DEVICE       -       = D2X       + 0       + 0         □ DISGUISE       -135       = GHA       + 0       + -134         □ ESCAPE ARTIST       -3       = D2X       + 0       + 0         □ FLY       -5       = D2X       + 0       + -2         * ☑ HANDLE ANIMAL       -       = GHA       + 0       + 0         ☑ INTIMIDATE       -1       = GHA       + 0       + 0         ☑ INTIMIDATE       -1       = GHA       + 0       + 0         * ☐ KNOWLEDGE (ARCANA)       -       = IRT       + 0       + 0         * ☐ KNOWLEDGE (DUNGEONEERING)       -       = IRT       + 0       + 0         * ☐ KNOWLEDGE (ENGINEERING)       -       = IRT       + 0       + 0         * ☐ KNOWLEDGE (GEOGRAPHY)       -       = IRT       + 0       + 0         * ☐ KNOWLEDGE (HISTORY)       -       = IRT       + 0       + 0         * ☐ KNOWLEDGE (NOBILITY)       -       = IRT       + 0       + 0         * ☐ KNOWLEDGE (PLANES)       -       = IRT	☐ CRAFT (ARMOR)	+17 =	11/7 +	0 +	- 0
☑ DIPLOMACY         -1         = GHA         + 0         + 0           *□ DISABLE DEVICE         -         = D2X         + 0         + 0           □ DISGUISE         -135         = GHA         + 0         + -134           □ ESCAPE ARTIST         -3         = D2X         + 0         + 0           □ FLY         -5         = D2X         + 0         + -2           * ☑ HANDLE ANIMAL         -         = GHA         + 0         + 0           □ HEAL         0         = W0S         + 0         + 0           ☑ INTIMIDATE         -1         = GHA         + 0         + 0           * □ KNOWLEDGE (ARCANA)         -         = INT         + 0         + 0           * □ KNOWLEDGE (DUNGEONEERING)         -         = INT         + 0         + 0           * □ KNOWLEDGE (EUGINEERING)         -         = INT         + 0         + 0           * □ KNOWLEDGE (GEOGRAPHY)         -         = INT         + 0         + 0           * □ KNOWLEDGE (HISTORY)         -         = INT         + 0         + 0           * □ KNOWLEDGE (NATURE)         + 33         = INT         + 0         + 0           * □ KNOWLEDGE (NOBILITY)         -         = INT	☐ CRAFT (BOWS)	+17 =	11/7 +	0 +	- 0
*□ DISABLE DEVICE	☐ CRAFT (WEAPONS)	+17 =	11/7 +	0 +	- 0
□ DISGUISE	□ DIPLOMACY	-1 =	GHA +	0 +	- 0
□ ESCAPE ARTIST □ FLY □ FLY □ FLY □ HANDLE ANIMAL □ ESHA + 0 + 0 □ HEAL □ HEAL □ UNOS + 0 + 0 □ INTIMIDATE □ KNOWLEDGE (ARCANA) □ KNOWLEDGE (ENGINEERING) □ KNOWLEDGE (ENGINEERING) □ EINT + 0 + 0 □ KNOWLEDGE (GEOGRAPHY) □ KNOWLEDGE (HISTORY) □ KNOWLEDGE (NATURE) □ KNOWLEDGE (NATURE) □ KNOWLEDGE (PLANES) □ KNOWLEDGE (RELIGION) □ EINT + 0 + 0 □ KNOWLEDGE (PLANES) □ EINT + 0 + 0 □	*   DISABLE DEVICE	- =	D2X +	0 +	- 0
□ FLY  FLY  FLY  □ HANDLE ANIMAL  □ GHA + 0 + 0  □ HEAL  □ UNOS + 0 + 0  □ INTIMIDATE  □ INTIMIDATE	☐ DISGUISE	-135 =	GHA +	0 +	-134
* ☐ HANDLE ANIMAL  HEAL  0 = WOS + 0 + 0  INTIMIDATE  -1 = GHA + 0 + 0  * NOWLEDGE (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 (HISTORY)  - = INT + 0 + 0  * KNOWLEDGE (NATURE)  - = INT + 0 + 0  * KNOWLEDGE (NATURE)  - = INT + 0 + 0  * KNOWLEDGE (NATURE)  - = INT + 0 + 0  * KNOWLEDGE (RELIGION)  - = INT + 0 + 0  * KNOWLEDGE (RELIGION)  - = INT + 0 + 0  * NOWLEDGE (RELIGION)  - = INT + 0 + 0  * PERCEPTION  - = INT + 0 + 0  * PERCEPTION  - = INT + 0 + 0  * PROFESSION (OPTIONAL)  - = WOS + 0 + 0  * SENSE MOTIVE  - = D2X + 0 + 0  * SENSE MOTIVE  - = INT + 0 + 0  * SENSE MOTIVE  - = D2X + 0 + 0  * SPELLCRAFT  - = INT + 0 + 0	☐ ESCAPE ARTIST	-3 =	D2X +	0 +	- 0
□ HEAL       0 = W0S + 0 + 0         □ INTIMIDATE       -1 = GHA + 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 = W0S + 0 + 0         □ PERFORM (STRING INSTRUMENTS)       -1 = GHA + 0 + 0         *□ PROFESSION (OPTIONAL)       - = W0S + 0 + 0         □ SENSE MOTIVE       0 = W0S + 0 + 0         *□ SLEIGHT OF HAND       - = D2X + 0 + 0         *□ SLEIGHT OF HAND       - = INT + 0 + 0	☐ FLY	-5 = 0	D2X +	0 +	$-\frac{-2}{-2}$
✓ INTIMIDATE       -1 = GHA + 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 = WOS + 0 + 0         □ PERFORM (STRING INSTRUMENTS)       -1 = GHA + 0 + 0         *□ PROFESSION (OPTIONAL)       - = WOS + 0 + 0         □ SENSE MOTIVE       0 = WOS + 0 + 0         *□ SLEIGHT OF HAND       - = D2X + 0 + 0         *□ SPELLCRAFT       - = INT + 0 + 0	* ☑ HANDLE ANIMAL	- =	GHA +	0 +	- 0
* □ KNOWLEDGE (ARCANA)	☐ HEAL	0 =	W <b>0</b> S +	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  *□ KNOWLEDGE (RELIGION) - = INT + 0 + 0  *□ LINGUISTIC - = INT + 0 + 0  □ PERCEPTION 0 = WOS + 0 + 0  □ PERFORM (STRING INSTRUMENTS) -1 = GHA + 0 + 0  *□ PROFESSION (OPTIONAL) - = WOS + 0 + 0  □ RIDE -3 = D2X + 0 + 0  □ SENSE MOTIVE 0 = WOS + 0 + 0  *□ SLEIGHT OF HAND - = D2X + 0 + 0  *□ SPELLCRAFT - = INT + 0 + 0	✓ INTIMIDATE	-1 =	GHA +	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  * KNOWLEDGE (RELIGION) - = INT + 0 + 0  * PERCEPTION 0 = WOS + 0 + 0  PERFORM (STRING INSTRUMENTS) -1 = GHA + 0 + 0  * PROFESSION (OPTIONAL) - = WOS + 0 + 0  Z RIDE -3 = D2X + 0 + 0  * SENSE MOTIVE 0 = WOS + 0 + 0  * SLEIGHT OF HAND - = D2X + 0 + 0  * SPELLCRAFT - = INT + 0 + 0	*   KNOWLEDGE (ARCANA)	- =	11/7 +	0 +	- 0
*□ KNOWLEDGE (GEOGRAPHY)  *□ KNOWLEDGE (HISTORY)  *□ KNOWLEDGE (LOCAL)  *□ KNOWLEDGE (LOCAL)  *□ KNOWLEDGE (NATURE)  *□ KNOWLEDGE (NATURE)  *□ KNOWLEDGE (NOBILITY)  *□ KNOWLEDGE (PLANES)  *□ KNOWLEDGE (PLANES)  *□ KNOWLEDGE (RELIGION)  *□ LINGUISTIC  □ PERCEPTION  □ PERCEPTION  □ PERFORM (STRING INSTRUMENTS)  -1 = GHA + 0 + 0  *□ PROFESSION (OPTIONAL)  □ RIDE  □ SENSE MOTIVE  □ SLEIGHT OF HAND  *□ SPELLCRAFT  - = INTT + 0 + 0  + 0  + 0  + 0  - 0  - 0  - 0	*   KNOWLEDGE (DUNGEONEERING)	- =	11 <b>7</b> T +	0 +	- 0
* □ KNOWLEDGE (HISTORY)	*   KNOWLEDGE (ENGINEERING)	- =	+	0 +	- 0
* $\square$ KNOWLEDGE (LOCAL)	*   KNOWLEDGE (GEOGRAPHY)	- =	+	0 +	- 0
* KNOWLEDGE (NATURE) $+33 = 117\Gamma + 10 + 6$ * KNOWLEDGE (NOBILITY) $- = 117\Gamma + 0 + 0$ * KNOWLEDGE (PLANES) $- = 117\Gamma + 0 + 0$ * KNOWLEDGE (RELIGION) $- = 117\Gamma + 0 + 0$ * LINGUISTIC $- = 117\Gamma + 0 + 0$ PERCEPTION $0 = WOS + 0 + 0$ PERFORM (STRING INSTRUMENTS) $-1 = CHA + 0 + 0$ * PROFESSION (OPTIONAL) $- = WOS + 0 + 0$ RIDE $-3 = D2X + 0 + 0$ SENSE MOTIVE $0 = WOS + 0 + 0$ * SLEIGHT OF HAND $- = D2X + 0 + 0$ * SPELLCRAFT $- = 117\Gamma + 0 + 0$	* ✓ KNOWLEDGE (HISTORY)	- =	11 <b>7</b> T +	0 +	- 0
* $\square$ KNOWLEDGE (NOBILITY) - = $\square \square \square$ + 0 + 0  * $\square$ KNOWLEDGE (PLANES) - = $\square \square \square$ + 0 + 0  * $\square$ KNOWLEDGE (RELIGION) - = $\square \square \square$ + 0 + 0  * $\square$ LINGUISTIC - = $\square \square \square$ + 0 + 0 $\square$ PERCEPTION 0 = $\square \square$ + 0 + 0 $\square$ PERFORM (STRING INSTRUMENTS) -1 = $\square \square$ E $\square$ A + 0 + 0  * $\square$ PROFESSION (OPTIONAL) - = $\square \square$ SENSE MOTIVE 0 = $\square$ SENSE MOTIVE 0 = $\square$ SLEIGHT OF HAND - = $\square$ SPELLCRAFT - = $\square$ T + 0 + 0  * $\square$ SPELLCRAFT - = $\square$ SPELLCRAFT + 0 + 0	*   KNOWLEDGE (LOCAL)	- =	11 <b>7</b> T +	0 +	- 0
* $\Box$ KNOWLEDGE (PLANES)	*   KNOWLEDGE (NATURE)	+33 =	11/7 +	10 +	- 6
* $\square$ KNOWLEDGE (RELIGION)	* ☑ KNOWLEDGE (NOBILITY)	- =	11 <b>7</b> T +	0 +	- 0
* $\Box$ LINGUISTIC	*   KNOWLEDGE (PLANES)	- =	+	0 +	- 0
□ PERCEPTION 0 = W0S + 0 + 0 □ PERFORM (STRING INSTRUMENTS) -1 = GHA + 0 + 0  * □ PROFESSION (OPTIONAL) - = W0S + 0 + 0 □ RIDE -3 = D2X + 0 + 0 □ SENSE MOTIVE 0 = W0S + 0 + 0  * □ SLEIGHT OF HAND - = D2X + 0 + 0  * □ SPELLCRAFT - = $1177$ + 0 + 0	*   KNOWLEDGE (RELIGION)	- =	11/7 +	0 +	- 0
✓ PERFORM (STRING INSTRUMENTS) $-1$ =       GHA $+$ $0$ * ✓ PROFESSION (OPTIONAL) $-$ =       W0S $+$ $0$ ✓ RIDE $-3$ =       D2X $+$ $0$ ✓ SENSE MOTIVE $0$ =       W0S $+$ $0$ * □ SLEIGHT OF HAND $-$ =       D2X $+$ $0$ * □ SPELLCRAFT $-$ =       INTI $+$ $0$	*  LINGUISTIC	- =	11/7 +	0 +	- 0
* $\square$ PROFESSION (OPTIONAL)       - = W0S + 0 + 0 $\square$ RIDE       -3 = D2X + 0 + 0 $\square$ SENSE MOTIVE       0 = W0S + 0 + 0         * $\square$ SLEIGHT OF HAND       - = D2X + 0 + 0         * $\square$ SPELLCRAFT       - = II7T + 0 + 0	☐ PERCEPTION	0 =	W <b>0</b> S +	0 +	- 0
✓ RIDE $-3$ = $D2X$ +       0       +       0         ✓ SENSE MOTIVE       0       = $W0S$ +       0       +       0         * □ SLEIGHT OF HAND       -       = $D2X$ +       0       +       0         * □ SPELLCRAFT       -       = $II7\Gamma$ +       0       +       0	□ PERFORM (STRING INSTRUMENTS)	$-1 = \frac{1}{1}$	GHA +	0 +	- 0
✓ SENSE MOTIVE $ \begin{array}{cccccccccccccccccccccccccccccccccc$	* ✓ PROFESSION (OPTIONAL)	- =	W <b>0</b> S +	0 +	- 0
* $\square$ SLEIGHT OF HAND $-$ = $\square 2X$ + $\square 0$ + $\square 0$ * $\square$ SPELLCRAFT $-$ = $\square 7\Gamma$ + $\square 0$ + $\square 0$	☑ RIDE	-3 =	D2X +	0 +	- 0
* $\square$ SPELLCRAFT $- = \boxed{117} + 0 + 0$		0 =	W <b>0</b> S +	0 +	- 0
	*  SLEIGHT OF HAND	- =	D2X +	0 +	- 0
	*  SPELLCRAFT	- =	11/7 +	0 +	- 0
$\Box$ STEALTH $-141 = \Box 2X + 0 + -138$	☐ STEALTH	-141 =	D2X +	0 +	-138
$\square$ survival $0 = \sqrt{0} + 0 + 0$	☑ SURVIVAL	0 =	W <b>0</b> S +	0 +	- 0
$\square$ swim $ +9 = \square $	☑ SWIM	+9 =	90R +	0 +	- 0
* $\square$ use magic device $+12 = \square \square \square \square \square \square \square \square \square$	* $ abla$ use magic device	+12 =	GHA +	10 +	- 0
☑ CLASS SKILL * TRAINED ONLY  TOTAL  20	•		TOTAL	20	

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 MACIC ITEM EQUIDMENT
	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	Qтy	WT.
Test	10	10 lbs.
Container	10	10 lbs.
Total		20 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	BAGS & CONTAINERS					
Container	Volume	WT.				
Container1	100	1 lbs.				
Container2	120	190 lbs.				
Container3	10	1 lbs.				
TOTAL		192 lbs.				

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

	CA	RRIED WEIG	GHT	
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
280 + 48	2	212	0	542

_									
	LOADS & LIFT								
	LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT ABOVE HEAD	LIFT OF GROUND	DRAG & PUSH			
1	1066 lbs.	2133 lbs.	3200 lbs.	3200 lbs.	6400 lbs.	16000 lbs.			
	CUR	RENT L	OAD		LIGHT				
Ī			EXPERI	ENCE POINTS					
CI	IRRENT			NEXT LEVEL					

EXPERIENCE POINTS				
NEXT LEVEL				

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
NAME	TEXT
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

#### CASTER LEVEL 1 SPELLS PER DAY ABILLITY MOD. SAVE DC LEVEL TOTAL DOMAIN 0 1 = 1 + 0 + 0 test 0 27 • subtest1 0 28 9 5 + 3 1st• subtest2 testdf 2 29 5 4 + 0 2nd 0 30 0 3rd 4 + SCHOOL 31 0 4th 5 1 4 + 0 testsd • subtestsd 32 0 5th 5 4 + 0 1 33 3 + 0 6th BLOODLINE 0 34 3 + 0 7th testb • subtestb 0 35 4 3 + 8th3 + 0 0 36 4 = 1 9th

SOMETHING ELSE

testasd

aaaaaaaaaa

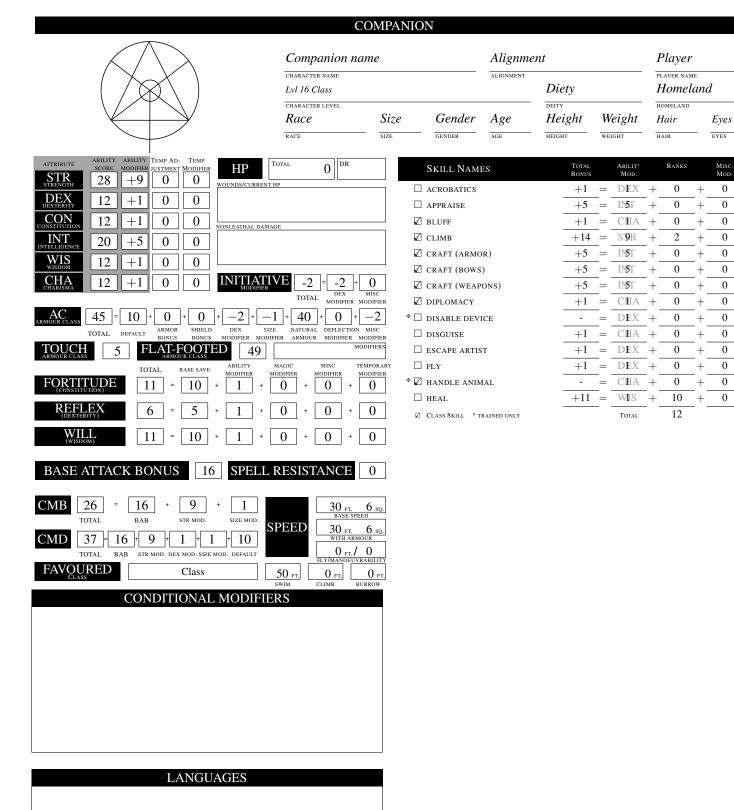
			• uuuuuuuu				
		CLASS	SPELLS				
PREP.		TEXT	SCHOOL	DURATION	RANGE	SAVE	SR
		SECO	ND TIER				
		TEST1 +3 C	ASTER LEVEL				
X	Text		School	Instantaneous	personal	Reflex negates	No
		TEST3 +2 C	ASTER LEVEL				
	Text		School	Duration	520 ft.	Reflex negates	No
		SIXT	H TIER			•	
		TEST2 +1 C	ASTER LEVEL				
	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



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:		

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

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	
--	--

		CAR	RIED WE	EIGHT			
ARMOR & WEAPONS	ARMOR & CURRENCY WEAPONS		EQUIPMENT	Misc		TOTAL	
280 + 1	2	0	11	0		303	
		LC	ADS & L	JFT			
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.	
CUR	RENT L	OAD			LIGHT		
		EXPE	RIENCE I	POINTS			
CURRENT				T LEVEL			

# CLASS

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

CASTER LEVEL 16

DOMAIN

negates

test

- subtest1
- subtest2

		CLASS SPELLS					
PREP.	Т	TEXT	SCHOOL	DURATION	RANGE	SAVE	SR
		SECOND TIER					
		Test1 +3 caster levi	EL				
	Text		School	Duration	260 ft.	Reflex	No