

Name

CHARACTER NAME

Lvl 1 ClassA, Lvl 10 ClassB, Lvl 1 ClassC

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	12	DR									
STR STRENGTH	30	+10	+2	+1	WOUNDS/CURRENT HP												
DEX DEXTERITY	17	+3	0	0	NONLEATHAL DAMAGE												
CON CONSTITUTION	12	+1	0	0	INITIATIVE												
INT INTELLIGENCE	45	+17	0	0	MODIFIER	3	=	3	+	0							
WIS WISDOM	10	0	0	0	TOTAL												
CHA CHARISMA	9	-1	0	0	DEX MODIFIER												
AC ARMOUR CLASS	23	=	10	+	7	+	1	+	3	+	-1	+	2	+	1	+	0
TOUCH ARMOUR CLASS	13	FLAT-FOOTED															
FORTITUDE (CONSTITUTION)	9	=	8	+	1	+	0	+	0	+	0	+	0				
REFLEX (DEXTERITY)	8	=	5	+	3	+	0	+	0	+	0	+	0				
WILL (WISDOM)	7	=	7	+	0	+	0	+	0	+	0	+	0				
BASE ATTACK BONUS		11		SPELL RESISTANCE		3											
CMB	22	=	11	+	10	+	1	SPEED									
CMD	35	=	11	+	10	+	3	+	1	+	10						
FAVOURIED CLASS	ClassC					0 FT.		0 FT.		0 FT.							
CONDITIONAL MODIFIERS																	
Locate traps: 5 perception,																	
Locate traps: +5 perception,																	
Sample condition																	
LANGUAGES																	
Common																	

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	Misc. Mod.
<input checked="" type="checkbox"/> ACROBATICS	+2	=	D3X	+ 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	-	=	D3X	+ 0 + 0
<input type="checkbox"/> DISGUISE	-3	=	GHA	+ 0 + -2
<input type="checkbox"/> ESCAPE ARTIST	+2	=	D3X	+ 0 + 0
<input type="checkbox"/> FLY	0	=	D3X	+ 0 + -2
* <input checked="" type="checkbox"/> HANDLE ANIMAL	-	=	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)	-	=	I17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)	-	=	I17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (ENGINEERING)	-	=	I17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	-	=	I17T	+ 0 + 0
* <input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)	-	=	I17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (LOCAL)	-	=	I17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (NATURE)	+33	=	I17T	+ 10 + 6
* <input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY)	-	=	I17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (PLANES)	-	=	I17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (RELIGION)	-	=	I17T	+ 0 + 0
* <input type="checkbox"/> LINGUISTIC	-	=	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)	-	=	WOS	+ 0 + 0
<input checked="" type="checkbox"/> RIDE	+2	=	D3X	+ 0 + 0
<input checked="" type="checkbox"/> SENSE MOTIVE	0	=	WOS	+ 0 + 0
* <input type="checkbox"/> SLEIGHT OF HAND	-	=	D3X	+ 0 + 0
* <input type="checkbox"/> SPELLCRAFT	-	=	I17T	+ 0 + 0
<input type="checkbox"/> STEALTH	-4	=	D3X	+ 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	+12	=	GHA	+ 10 + 0
<input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY		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	+13 / +8 / +3	2d6 +3	18-20/x2	-	S	12 lbs.	-
Weapon str-str +5	+25 / +20 / +15	2d6 +15	18-20/x2	-	S	12 lbs.	-

WORN MAGIC ITEM EQUIPMENT	
Belt:	
Body:	
Chest:	
Eyes:	
Feet:	
Hands:	
Head:	
Headband:	
Neck:	
Ring:	Ring of protection
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 armor + 5	7	5	0	0%	light	70 lbs.
Test shield	1	-	-1	35%	shield	70 lbs.
Test natural	2	-	0	0%	natural	70 lbs.
Ring of protection	1	-	0	0%	deflection	0 lbs.

TOTALS	+11	-	-1	35%		210 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
210 + 48	2	203	0	463

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		
NAME	TEXT	USES

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.	-
CLASSB		
CLASSB LEVEL 10		-

FEATS

NAME	TEXT
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.
CUNNING INITIATIVE	At 2nd level, an inquisitor adds her Wisdom modifier on initiative checks, in addition to her Dexterity modifier.

CLASSC

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

- aaaaaaaaa

CLASSC SPELLS								
PREP.	TEXT			SCHOOL	DURATION	RANGE	SAVE	SR

SECOND TIER							
TEST1 +3 CASTER LEVEL							
X	Text		School	Instantaneous	personal	Reflex negates	No
			TEST3 +2 CASTER LEVEL				
	Text		School	Duration	520 ft.	Reflex negates	No
SIXTH TIER							
TEST2 +1 CASTER 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

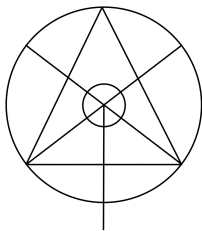
TEST1

a	b	c	d	e	f	g
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NOTES

NAME	Text
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COMPANION



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	24	DR
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WOUNDS/CURRENT HP

NONLEATHAL DAMAGE

INITIATIVE	MODIFIER	3	=	3	+	0
		TOTAL	DEX MODIFIER	MISC MODIFIER		

AC ARMOUR CLASS	19	=	10	+	0	+	0	+	0	+	-1	+	10	+	0	+	0
		TOTAL	DEFAULT	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOUR	DEFLECTION MODIFIER	MISC MODIFIER							

TOUCH ARMOUR CLASS	9	FLAT-FOOTED ARMOUR CLASS	19	MODIFIERS			
		TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER

FORTITUDE (CONSTITUTION)	11	=	10	+	1	+	0	+	0	+	0
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REFLEX (DEXTERITY)	6	=	5	+	1	+	0	+	0	+	0
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WILL (WISDOM)	11	=	10	+	1	+	0	+	0	+	0
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BASE ATTACK BONUS	16	SPELL RESISTANCE	0
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CMB	26	=	16	+	9	+	1	SPEED	30 FT. 6 SQ. BASE SPEED
		TOTAL	BAB	STR MOD.	SIZE MOD.				30 FT. 6 SQ. WITH ARMOUR

CMD	37	=	16	+	9	+	1	+	1	+	10	FLY/MANOEUVRABILITY	0 FT. / 0
		TOTAL	BAB	STR MOD.	DEX MOD.	SIZE MOD.	DEFAULT						

FAVOURED CLASS	ClassC	50 FT. SWIM	0 FT. CLIMB	0 FT. BURROW
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CONDITIONAL MODIFIERS

LANGUAGES

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	-	= 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	-	= CHA	+ 0	+ 0
<input type="checkbox"/> HEAL	+11	= WIS	+ 10	+ 0
		TOTAL	12	

☒ CLASS SKILL * TRAINED ONLY

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.

TOTALS	+10	0	0	0%		70 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
70 + 12	0	11	0	93

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

test

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

CLASS SPELLS

PREP.	TEXT	SCHOOL	DURATION	RANGE	SAVE	SR
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SECOND TIER

TEST1 +3 CASTER LEVEL

	Text	School	Duration	260 ft.	Reflex negates	No
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