

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
STR STRENGTH	30	+10	+2	+1
DEX DEXTERITY	57	+23	0	0
CON CONSTITUTION	12	+1	0	0
INT INTELLIGENCE	45	+17	0	0
WIS WISDOM	10	0	0	0
CHA CHARISMA	9	-1	0	0

HP	TOTAL	12	DR
WOUNDS/CURRENT HP			
NONLEATHAL DAMAGE			

INITIATIVE	MODIFIER	28	=	23	+	5
TOTAL DEX MODIFIER MISC MODIFIER						

AC	ARMOUR CLASS	23	=	10	+	7	+	1	+	3	+	-1	+	2	+	1	+	0
TOTAL DEFAULT ARMOR BONUS SHIELD BONUS INT MODIFIER SIZE MODIFIER NATURAL ARMOUR DEFLECTION MODIFIER MISC MODIFIER																		

TOUCH	ARMOUR CLASS	13	FLAT-FOOTED	ARMOUR CLASS	20
TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER					

FORTITUDE	(CONSTITUTION)	9	=	8	+	1	+	0	+	0	+	0
TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER												

REFLEX	(DEXTERITY)	28	=	5	+	23	+	0	+	0	+	0
TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER												

WILL	(WISDOM)	7	=	7	+	0	+	0	+	0	+	0
TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER												

BASE ATTACK BONUS	11	SPELL RESISTANCE	3
TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER			

CMB	22	=	11	+	10	+	1
TOTAL BAB STR MOD. SIZE MOD.							

CMD	55	=	11	+	10	+	23	+	1	+	10
TOTAL BAB STR MOD. DEX MOD. SIZE MOD. DEFAULT											

FAVOURED	CLASS	ClassC	0 FT.	0 FT.	0 FT.
SWIM CLIMB BURROW					

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	+19	=	23X	+ 0 + 0
<input type="checkbox"/> APPRAISE	+17	=	17T	+ 0 + 0
<input checked="" type="checkbox"/> BLUFF	-3	=	CHA	+ 0 + -2
<input checked="" type="checkbox"/> CLIMB	+6	=	10R	+ 0 + 0
<input checked="" type="checkbox"/> CRAFT (ARMOR)	+17	=	17T	+ 0 + 0
<input checked="" type="checkbox"/> CRAFT (BOWS)	+17	=	17T	+ 0 + 0
<input checked="" type="checkbox"/> CRAFT (WEAPONS)	+17	=	17T	+ 0 + 0
<input checked="" type="checkbox"/> DIPLOMACY	-1	=	CHA	+ 0 + 0
* <input type="checkbox"/> DISABLE DEVICE	-	=	23X	+ 0 + 0
<input type="checkbox"/> DISGUISE	-3	=	CHA	+ 0 + -2
<input type="checkbox"/> ESCAPE ARTIST	+19	=	23X	+ 0 + 0
<input type="checkbox"/> FLY	+17	=	23X	+ 0 + -2
* <input checked="" type="checkbox"/> HANDLE ANIMAL	-	=	CHA	+ 0 + 0
<input type="checkbox"/> HEAL	0	=	WIS	+ 0 + 0
<input checked="" type="checkbox"/> INTIMIDATE	-1	=	CHA	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (ARCANA)	-	=	17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)	-	=	17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (ENGINEERING)	-	=	17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	-	=	17T	+ 0 + 0
* <input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)	-	=	17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (LOCAL)	-	=	17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (NATURE)	+33	=	17T	+ 10 + 6
* <input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY)	-	=	17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (PLANES)	-	=	17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (RELIGION)	-	=	17T	+ 0 + 0
* <input type="checkbox"/> LINGUISTIC	-	=	17T	+ 0 + 0
<input type="checkbox"/> PERCEPTION	0	=	WIS	+ 0 + 0
<input checked="" type="checkbox"/> PERFORM (STRING INSTRUMENTS)	-1	=	CHA	+ 0 + 0
* <input checked="" type="checkbox"/> PROFESSION (OPTIONAL)	-	=	WIS	+ 0 + 0
<input checked="" type="checkbox"/> RIDE	+19	=	23X	+ 0 + 0
<input checked="" type="checkbox"/> SENSE MOTIVE	0	=	WIS	+ 0 + 0
* <input type="checkbox"/> SLEIGHT OF HAND	-	=	23X	+ 0 + 0
* <input type="checkbox"/> SPELLCRAFT	-	=	17T	+ 0 + 0
<input type="checkbox"/> STEALTH	+13	=	23X	+ 0 + -6
<input checked="" type="checkbox"/> SURVIVAL	0	=	WIS	+ 0 + 0
<input checked="" type="checkbox"/> SWIM	+6	=	10R	+ 0 + 0
* <input checked="" type="checkbox"/> USE MAGIC DEVICE	+12	=	CHA	+ 10 + 0
		TOTAL		20
<input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY				

WEAPONS	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
Weapon int - str note	+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	+33/+28/+23	2d6+23	18-20/x2	-	S	12 lbs.	-
Weapon str-str +5 flaming, bane vegetables	+25/+20/+15	2d6+15	18-20/x2	-	B	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		203 lbs.

AC ITEMS	AC BONUS	MAX INT	PENALTY	SPELL FAILURE	TYPE	WEIGHT
Test armor + 5 benevolent	7	5	0	0%	light	1000 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.
MEDIUM ENCUMBRANCE	0	3	-3	0%	medium	0 lbs.

TOTALS	+11	+3	−4	35%	1140 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
1140 + 48	2	203	0	1393

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			MEDIUM		

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	∞			
0	28	1st	9	=	1	+ 5 + 3
1	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
2						

CASTER LEVEL

1

PRIMARY ATTRIBUTE

INT

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, KNOWN = FALSE								
	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

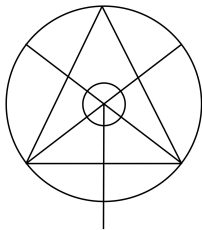
CUSTOM LIST

TEST1

a	b	c	d	e	f	g
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NOTES

NAME	Text
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Companion 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	16	DR
WOUNDS/CURRENT HP			
NONLEATHAL DAMAGE			

INITIATIVE MODIFIER	23	=	23	+	0
TOTAL DEX MISC MODIFIER MODIFIER					

AC ARMOUR CLASS	17	=	10	+	0	+	0	+	0	+	-1	+	10	+	0	+	-2
TOTAL DEFAULT ARMOR SHIELD DEX SIZE NATURAL DEFLECTION MISC BONUS BONUS MODIFIER MODIFIER MODIFIER MODIFIER MODIFIER																	

TOUCH ARMOUR CLASS	7	FLAT-FOOTED ARMOUR CLASS	19	MODIFIERS													
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FORTITUDE (CONSTITUTION)	11	=	10	+	1	+	0	+	0	+	0
TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER											

REFLEX (DEXTERITY)	28	=	5	+	23	+	0	+	0	+	0
TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER											

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

BASE ATTACK BONUS	16	SPELL RESISTANCE	0
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CMB	27	=	16	+	10	+	1
TOTAL BAB STR MOD. SIZE MOD.							

CMD	60	=	16	+	10	+	23	+	1	+	10
TOTAL BAB STR MOD. DEX MOD. SIZE MOD. DEFAULT											

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

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	

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		11 lbs.

AC ITEMS	AC BONUS	MAX DEX	PENALTY	SPELL FAILURE	TYPE	WEIGHT
Test misc	10	-	0	0%	natural	70 lbs.

TOTALS	+8	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

COMPANION

CLASS

SPELLS PER DAY

CASTER LEVEL

16

PRIMARY ATTRIBUTE

INT

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
1									

CLASS SPELLS

SECOND TIER						
TEST1 +3 CASTER LEVEL						
	Text	School	Duration	260 ft.	Reflex negates	No