Character Header

Name		Alignment		Player	
CHARACTER NAME		ALIGNMENT		PLAYER NAME	
Lvl 1 ClassA, Lvl 10 ClassB, Lvl 1 ClassC			Deity	Homeland	
CHARACTER LEVEL			DEITY	HOMELAND	
Race	Large	Gender	Age	Height	Weight	Hair	Eyes
RACE	SIZE	GENDER	AGE	HEIGHT	WEIGHT	HAIR	EYES

Attributes

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

Armor Class

AC ARMOR CLASS 36 = 10 + 13 + 2 + 6 + −1 + 5 + 1 + 0

TOTAL / DEFAULT / ARMOR BONUS / SHIELD BONUS / INT MODIFIER / SIZE MODIFIER / NATURAL ARMOR / DEFLECTION MODIFIER / MISC MODIFIER

TOUCH ARMOUR CLASS 16

FLAT-FOOTED ARMOUR CLASS 30

MODIFIERS

Saves

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	9	= 8	+ 1	+ 0	+ 0	+ 0
REFLEX (DEXTERITY)	28	= 5	+ 23	+ 0	+ 0	+ 0
WILL (WISDOM)	7	= 7	+ 0	+ 0	+ 0	+ 0

BASE ATTACK BONUS 11 **SPELL RESISTANCE** 3

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

SPEED
30 FT. 6 SQ. BASE SPEED
20 FT. 4 SQ. WITH ARMOUR
0 FT./ 0 FLY/MANOEUVRABILITY

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

CONDITIONAL MODIFIERS

Locate traps: 5 perception,
Locate traps: +5 perception,
Sample condition,
ENV-Sample condition,

Skills

	SKILL NAMES	TOTAL BONUS		ABILITY MOD.		RANKS		MISC. MOD.
☑	ACROBATICS	+17	=	DEX 23	+	0	+	−6
☐	APPRAISE	+17	=	INT 17	+	0	+	0
☑	BLUFF	−3	=	CHA	+	0	+	−2
☑	CLIMB	+4	=	STR 10	+	0	+	−6
☑	CRAFT (ARMOR)	+17	=	INT 17	+	0	+	0
☑	CRAFT (BOWS)	+17	=	INT 17	+	0	+	0
☑	CRAFT (WEAPONS)	+17	=	INT 17	+	0	+	0
☑	DIPLOMACY	−1	=	CHA	+	0	+	0
* ☐	DISABLE DEVICE	-	=	DEX 23	+	0	+	−6
☐	DISGUISE	−3	=	CHA	+	0	+	−2
☐	ESCAPE ARTIST	+17	=	DEX 23	+	0	+	−6
☐	FLY	+15	=	DEX 23	+	0	+	−8
* ☑	HANDLE ANIMAL	-	=	CHA	+	0	+	0
☐	HEAL	0	=	WIS 0	+	0	+	0
☑	INTIMIDATE	−1	=	CHA	+	0	+	0
* ☐	KNOWLEDGE (ARCANA)	-	=	INT 17	+	0	+	0
* ☐	KNOWLEDGE (DUNGEONEERING)	-	=	INT 17	+	0	+	0
* ☐	KNOWLEDGE (ENGINEERING)	-	=	INT 17	+	0	+	0
* ☐	KNOWLEDGE (GEOGRAPHY)	-	=	INT 17	+	0	+	0
* ☑	KNOWLEDGE (HISTORY)	-	=	INT 17	+	0	+	0
* ☐	KNOWLEDGE (LOCAL)	-	=	INT 17	+	0	+	0
* ☑	KNOWLEDGE (NATURE)	+33	=	INT 17	+	10	+	6
* ☑	KNOWLEDGE (NOBILITY)	-	=	INT 17	+	0	+	0
* ☐	KNOWLEDGE (PLANES)	-	=	INT 17	+	0	+	0
* ☐	KNOWLEDGE (RELIGION)	-	=	INT 17	+	0	+	0
* ☐	LINGUISTIC	-	=	INT 17	+	0	+	0
☐	PERCEPTION	0	=	WIS 0	+	0	+	0
☑	PERFORM (STRING INSTRUMENTS)	−1	=	CHA	+	0	+	0
* ☑	PROFESSION (OPTIONAL)	-	=	WIS 0	+	0	+	0
☑	RIDE	+17	=	DEX 23	+	0	+	−6
☑	SENSE MOTIVE	0	=	WIS 0	+	0	+	0
* ☐	SLEIGHT OF HAND	-	=	DEX 23	+	0	+	−6
* ☐	SPELLCRAFT	-	=	INT 17	+	0	+	0
☐	STEALTH	+11	=	DEX 23	+	0	+	−12
☑	SURVIVAL	0	=	WIS 0	+	0	+	0
☑	SWIM	+4	=	STR 10	+	0	+	−6
* ☐	USE MAGIC DEVICE	+12	=	CHA	+	10	+	0

☑ CLASS SKILL * TRAINED ONLY   TOTAL 20

LANGUAGES

Common

WEAPONS

WEAPONS	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
Weapon int - str note	+28/+23/+18	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 int - str flaming, hamster bane	+28/+23/+18	2d6+10	18-20/x2	-	S	12 lbs.	-

WORN MAGIC ITEM EQUIPMENT

SLOT	ITEM
Belt:	
Body:	
Chest:	
Eyes:	
Feet:	
Hands:	
Head:	
Headband:	
Neck:	
Ring:	Ring of protection
Ring:	
Shoulders:	
Wrist:	

AC ITEMS

	AC BONUS	MAX INT	PENALTY	SPELL FAILURE	TYPE	WEIGHT
Test armor+ 5 benevolent	13	6	-5	0%	heavy	100 lbs.
Test shield	2	-	-1	35%	shield	70 lbs.
Test natural	5	-	0	0%	natural	70 lbs.
Ring of protection	1	-	0	0%	deflection	0 lbs.
TOTALS	+21	+6	−6	35%		240 lbs.

BAGS & CONTAINERS

CONTAINER	VOLUME	WT.
Container	10 lbs.	1 lbs.
1 Bag of holding	100/100 lbs.	12 lbs.
2 Env-Container2	10/500 lbs.	12 lbs.
TOTAL		25 lbs.

CARRIED WEIGHT

ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
240 + 48	14	283	0	585

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**

CURRENCY

	CARRIED	CARRIED WEIGHT	STORED
Platinum	0	0	0
Gold	650	13	0
Silver	50	1	0
Copper	9	0	0

EXPERIENCE POINTS

CURRENT	NEXT LEVEL

GEAR

	ITEM	QTY	WT.
	Test	10	10 lbs.
	ENV-Test	10	10 lbs.
1	ENV-Container-Test-1	60	20 lbs.
	ENV-Container-Test-2	1	2 lbs.
	ENV-Container-Test-3	1	2 lbs.
	ENV-Container-Test-4	1	2 lbs.
	ENV-Container-Test-5	100	200 lbs.
	ENV-Container-Test-6	1	2 lbs.
2	ENV-Container2-Test-1	1	2 lbs.
2	ENV-Container2-Test-2	1	2 lbs.
2	ENV-Container2-Test-3	1	2 lbs.
2	ENV-Container2-Test-4	1	2 lbs.
	ENV-Container2-Test-5	0	0 lbs.
2	ENV-Container2-Test-6	1	2 lbs.
TOTAL			283 lbs.

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		-

CLASSC

ARMOR TRAINING		-
MIND OVER METAL	use int instead of dex for armor class	-

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.
WEAPON FOCUS LONGSWORD	You gain a +1 bonus on all attack rolls you make using the selected weapon.
SHIELD FOCUS	

CLASSC

SPELLS PER DAY

SPELLS KNOWN	SAVE DC	LEVEL	TOTAL		CLASS		ABILLITY 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 LEVEL					
	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

PREP.	TEXT	SCHOOL	DURATION	RANGE	SAVE	SR
	SIXTH LEVEL					
	TEST2 +1 CASTER LEVEL					
	Text	School	Duration	120 ft.	Reflex negates	No

PREP.	TEXT	SCHOOL	DURATION	RANGE	SAVE	SR
	FIFTH LEVEL					
	TEST1 +3 CASTER LEVEL					
	Text	School	Duration	25 ft.	Reflex negates	No

NOTES	
NAME	Text

Companion name

CHARACTER NAME

Lvl 16 Class

CHARACTER LEVEL

Race   *Size*   *Gender*   *Age*

RACE   SIZE   GENDER   AGE

Alignment

ALIGNMENT

Diety
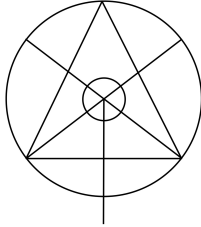
DEITY

Height   *Weight*

HEIGHT   WEIGHT

Player

PLAYER NAME

Homeland

HOMELAND

Hair   *Eyes*

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 | 1 = 1 + 0

TOTAL | DEX MODIFIER | MISC MODIFIER

AC ARMOR CLASS | 17 = 10 + 0 + 0 + 0 + −1 + 10 + 0 + −2

TOTAL | DEFAULT | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | DEFLECTION MODIFIER | MISC MODIFIER

MODIFIERS

TOUCH ARMOUR CLASS | 7

FLAT-FOOTED ARMOUR CLASS | 19

	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	11 =	10 +	1 +	0 +	0 +	0
REFLEX (DEXTERITY)	6 =	5 +	1 +	0 +	0 +	0
WILL (WISDOM)	11 =	10 +	1 +	0 +	0 +	0

BASE ATTACK BONUS | 16 | **SPELL RESISTANCE** | 0

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 | ClassC

SPEED | 30 FT. 6 SQ. BASE SPEED | 30 FT. 6 SQ. WITH ARMOUR | 0 FT./ 0 FLY/MANOEUVRABILITY

50 FT. SWIM | 0 FT. CLIMB | 0 FT. BURROW

SKILL NAMES	TOTAL BONUS		ABILITY MOD.		RANKS		MISC. MOD.
☐ ACROBATICS	+1	=	DEX	+	0	+	0
☐ APPRAISE	+5	=	INT	+	0	+	0
☑ BLUFF	+1	=	CHA	+	0	+	0
☑ CLIMB	+14	=	STR 9	+	2	+	0
☑ CRAFT (ARMOR)	+5	=	INT	+	0	+	0
☑ CRAFT (BOWS)	+5	=	INT	+	0	+	0
☑ CRAFT (WEAPONS)	+5	=	INT	+	0	+	0
☑ DIPLOMACY	+1	=	CHA	+	0	+	0
* ☐ DISABLE DEVICE	-	=	DEX	+	0	+	0
☐ DISGUISE	+1	=	CHA	+	0	+	0
☐ ESCAPE ARTIST	+1	=	DEX	+	0	+	0
☐ FLY	+1	=	DEX	+	0	+	0
* ☑ HANDLE ANIMAL	-	=	CHA	+	0	+	0
☐ HEAL	+11	=	WIS	+	10	+	0

☑ CLASS SKILL   * TRAINED ONLY | TOTAL | 12

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.	-

WORN MAGIC ITEM EQUIPMENT

SLOT	ITEM
Belt:	
Body:	
Chest:	
Eyes:	
Feet:	
Hands:	
Head:	
Headband:	
Neck:	
Ring:	
Ring:	
Shoulders:	
Wrist:	

AC ITEMS	AC BONUS	MAX DEX	PENALTY	SPELL FAILURE	TYPE	WEIGHT
Companion misc	13	-	0	0%	natural	70 lbs.

TOTALS	+8	0	0	0%		70 lbs.

BAGS & CONTAINERS

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

GEAR

ITEM	QTY	WT.
Test	10	10 lbs.
TOTAL		11 lbs.

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

CURRENCY	CARRIED	CARRIED WEIGHT	STORED

EXPERIENCE POINTS

CURRENT	NEXT LEVEL

COMPANION

CLASS

SPELLS PER DAY

SPELLS KNOWN	SAVE DC	LEVEL	TOTAL		CLASS		ABILLITY 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									

CASTER LEVEL 16 **PRIMARY ATTRIBUTE** INT

DOMAIN

test

CLASS SPELLS

PREP.	TEXT	SCHOOL	DURATION	RANGE	SAVE	SR
SECOND LEVEL						
TEST1 +3 CASTER LEVEL						
	Text	School	Duration	260 ft.	Reflex negates	No