

LANGUAGES

Common

Name

CHARACTER NAME

Lvl 1 Name

CHARACTER LEVEL

Race

Size

Gender

Age

Alignment

Player

Diet

Height

Weight

Hair

Eyes

ATTRIBUTE

ABILITY SCORE

ABILITY MODIFIER

TEMP ADJUSTMENT

TEMP MODIFIER

HP

TOTAL

-5

DR

STR

STRENGTH

0

-5

0

0

WOUNDS/CURRENT HP

DEX

DEXTERITY

0

-5

0

0

CON

CONSTITUTION

0

-5

0

0

NONLEATHAL DAMAGE

INT

INTELLIGENCE

0

-5

0

0

WIS

WISDOM

0

-5

0

0

CHA

CHARISMA

0

-5

0

0

INITIATIVE

MODIFIER

-5

=

-5

+

0

TOTAL

DEX MODIFIER

MISC MODIFIER

AC

ARMOUR CLASS

19

=

10

+

2

+

1

+

-5

+

0

+

1

+

0

+

10

TOTAL

DEFAULT

ARMOR BONUS

SHIELD BONUS

DEX MODIFIER

SIZE MODIFIER

NATURAL ARMOUR

DEFLECTION MODIFIER

MISC MODIFIER

TOUCH

ARMOUR CLASS

15

FLAT-FOOTED

ARMOUR CLASS

24

MODIFIERS

FORTITUDE

(CONSTITUTION)

-5

=

0

+

-5

+

0

+

0

+

0

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

REFLEX

(DEXTERITY)

-5

=

0

+

-5

+

0

+

0

+

0

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

WILL

(WISDOM)

-5

=

0

+

-5

+

0

+

0

+

0

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

BASE ATTACK BONUS

1

SPELL RESISTANCE

0

CMB

-4

=

1

+

-5

+

0

TOTAL

BAB

STR MOD.

SIZE MOD.

CMD

1

=

1

+

-5

+

-5

+

0

+

10

TOTAL

BAB

STR MOD.

DEX MOD.

SIZE MOD.

DEFAULT

FAVOUR

CLASS

Name

0 FT

0 FT

0 FT

SWIM

CLIMB

BURROW

CONDITIONAL MODIFIERS

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

1

-

0

0%

natural

70 lbs.

Test misc

10

-

0

0%

misc

70 lbs.

TOTALS

+14

+99

-1

35%

280 lbs.

WEAPONS

ATTACK MODIFIERS

DAMAGE

CRITICAL

RANGE

TYPE

WEIGHT

AMMO

Weapon

+8

2d6+4

18-20/x2

-

S

12 lbs.

-

SKILL NAMES

TOTAL BONUS

ABILITY MOD.

RANKS

MISC. MOD.

☒ ACROBATICS

-6

=

DE-5

+

0

+

0

☐ APPRAISE

-5

=

IN-5

+

0

+

0

☒ BLUFF

-7

=

CH-5

+

0

+

-2

☒ CLIMB

-6

=

ST-5

+

0

+

0

☒ CRAFT (ARMOR)

-5

=

IN-5

+

0

+

0

☒ CRAFT (BOWS)

-5

=

IN-5

+

0

+

0

☒ CRAFT (WEAPONS)

-5

=

IN-5

+

0

+

0

☒ DIPLOMACY

-5

=

CH-5

+

0

+

0

☐ DISABLE DEVICE

-6

=

DE-5

+

0

+

0

☐ DISGUISE

-7

=

CH-5

+

0

+

-2

☐ ESCAPE ARTIST

-6

=

DE-5

+

0

+

0

☐ FLY

-6

=

DE-5

+

0

+

0

☒ HANDLE ANIMAL

-5

=

CH-5

+

0

+

0

☐ HEAL

-5

=

WI-5

+

0

+

0

☒ INTIMIDATE

-5

=

CH-5

+

0

+

0

☐ KNOWLEDGE (ARCANA)

-5

=

IN-5

+

0

+

0

☐ KNOWLEDGE (DUNGEONEERING)

-5

=

IN-5

+

0

+

0

☐ KNOWLEDGE (ENGINEERING)

-5

=

IN-5

+

0

+

0

☐ KNOWLEDGE (GEOGRAPHY)

-5

=

IN-5

+

0

+

0

☒ KNOWLEDGE (HISTORY)

-5

=

IN-5

+

0

+

0

☐ KNOWLEDGE (LOCAL)

-5

=

IN-5

+

0

+

0

☐ KNOWLEDGE (NATURE)

-2

=

IN-5

+

0

+

3

☒ KNOWLEDGE (NOBILITY)

-5

=

IN-5

+

0

+

0

☐ KNOWLEDGE (PLANES)

-5

=

IN-5

+

0

+

0

☐ KNOWLEDGE (RELIGION)

-5

=

IN-5

+

0

+

0

☐ LINGUISTIC

-5

=

IN-5

+

0

+

0

☐ PERCEPTION

-5

=

WI-5

+

0

+

0

☒ PERFORM (STRING INSTRUMENTS)

-5

=

CH-5

+

0

+

0

☐ PROFESSION (OPTIONAL)

-5

=

WI-5

+

0

+

0

☒ RIDE

-6

=

DE-5

+

0

+

0

☒ SENSE MOTIVE

-5

=

WI-5

+

0

+

0

☐ SLEIGHT OF HAND

-6

=

DE-5

+

0

+

0

☐ SPELLCRAFT

-5

=

IN-5

+

0

+

0

☐ STEALTH

-8

=

DE-5

+

0

+

-2

☒ SURVIVAL

-5

=

WI-5

+

0

+

0

☒ SWIM

-6

=

ST-5

+

0

+

0

☒ USE MAGIC DEVICE

-5

=

CH-5

+

0

+

0

☒ CLASS SKILL

☒ TRAINED ONLY

WORN MAGIC ITEM EQUIPMENT	
<hr/>	
Belt:	
Body:	
Chest:	
Eyes:	
Feet:	
Hands:	
Head:	
Headband:	
Neck:	
Ring:	
Ring:	
Shoulders:	
Wrist:	

GEAR		
ITEM	QTY	WT.
Test	1	1 lbs.
TOTAL		1 lbs.

CURRENCY	CARRIED	CARRIED WEIGHT	STORED
Silver	50	1	0

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
280 + 12	1	1	0	294

LOADS & LIFT					
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT ABOVE HEAD	LIFT OF GROUND	DRAG & PUSH
0 lbs.	0 lbs.	0 lbs.	0 lbs.	0 lbs.	0 lbs.
CURRENT LOAD			OVER ENCUMBERED		

EXPERIENCE POINTS	
CURRENT	NEXT LEVEL

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.

SPELLS						
CANTRIPS						
TEST						
		Text	School	Duration	20 ft.	Reflex negates No
FIRST TIER						
TEST1						
		Text	School	Duration	25 ft.	Reflex negates No
TEST1 +3 CASTER LEVELS						
		Text	School	Duration	35 ft.	Reflex negates No
TEST2						
		Text	School	Duration	110 ft.	Reflex negates No
NINTH TIER						
TEST3						
		Text	School	Duration	440 ft.	Reflex negates No