Character Sheet

Field	Value
Name	CHARACTER NAME
Character Level	Lvl 1 ClassA, Lvl 10 ClassB, Lvl 1 ClassC
Alignment	ALIGNMENT
Deity	DEITY
Player	PLAYER NAME
Homeland	HOMELAND
Race	RACE
Size	Large
Gender	GENDER
Age	AGE
Height	HEIGHT
Weight	WEIGHT
Hair	HAIR
Eyes	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 (CON) — TOTAL: 12 — DR:

WOUNDS/CURRENT HP:

NONLEATHAL DAMAGE:

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

Armor Class

AC (Armor Class) — TOTAL 36 = DEFAULT 10 + ARMOR BONUS 13 + SHIELD BONUS 2 + INT MODIFIER 6 + SIZE MODIFIER −1 + NATURAL ARMOR 5 + DEFLECTION MODIFIER 1 + MISC MODIFIER 0

TOUCH (Armour Class) 16

FLAT-FOOTED (Armour Class) 30

Saves

Save	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 — TOTAL 22 = BAB 11 + STR MOD. 10 + SIZE MOD. 1 + MISC 0

CMD — TOTAL 56 = BAB 11 + STR MOD. 10 + DEX MOD. 23 + SIZE MOD. 1 + MISC 11

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

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

FAVOURED CLASS ClassC

CONDITIONAL MODIFIERS

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

LANGUAGES

Common

Skills

	Skill Names	Total Bonus		Ability Mod.		Ranks		Misc. Mod.
☑	ACROBATICS	+17	=	DEX	+	0	+	−6
☐	APPRAISE	+17	=	INT	+	0	+	0
☑	BLUFF	−3	=	CHA	+	0	+	−2
☑	CLIMB	+4	=	STR	+	0	+	−6
☑	CRAFT (ARMOR)	+17	=	INT	+	0	+	0
☑	CRAFT (BOWS)	+17	=	INT	+	0	+	0
☑	CRAFT (WEAPONS)	+17	=	INT	+	0	+	0
☑	DIPLOMACY	−1	=	CHA	+	0	+	0
* ☐	DISABLE DEVICE	-	=	DEX	+	0	+	−6
☐	DISGUISE	−3	=	CHA	+	0	+	−2
☐	ESCAPE ARTIST	+17	=	DEX	+	0	+	−6
☐	FLY	+15	=	DEX	+	0	+	−8
* ☑	HANDLE ANIMAL	-	=	CHA	+	0	+	0
☐	HEAL	0	=	WIS	+	0	+	0
☑	INTIMIDATE	−1	=	CHA	+	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	=	WIS	+	0	+	0
☑	PERFORM (STRING INSTRUMENTS)	−1	=	CHA	+	0	+	0
* ☑	PROFESSION (OPTIONAL)	-	=	WIS	+	0	+	0
☑	RIDE	+17	=	DEX	+	0	+	−6
☑	SENSE MOTIVE	0	=	WIS	+	0	+	0
* ☐	SLEIGHT OF HAND	-	=	DEX	+	0	+	−6
* ☐	SPELLCRAFT	-	=	INT	+	0	+	0
☐	STEALTH	+11	=	DEX	+	0	+	−12
☑	SURVIVAL	0	=	WIS	+	0	+	0
☑	SWIM	+4	=	STR	+	0	+	−6
* ☑	USE MAGIC DEVICE	+14	=	CHA	+	10	+	2

☑ Class Skill * Trained Only — TOTAL 20

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 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.

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.
	Masterwork tool (UMD)	0	0 lbs.
TOTAL			283 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

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

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	USED	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 SPELL-OVERVIEW

SECOND LEVEL
Test1 +3 caster level
unknown Test3 +2 caster level

SIXTH LEVEL
Test2 +1 caster level

CLASSC SPELLS

PREP	SCHOOL	DURATION	RANGE	SAVE	TARGET
SECOND LEVEL					
TEST1 +3 CASTER LEVEL					
X	School	Instantaneous	personal	Reflex negates	you
Text					
UNKNOWN TEST3 +2 CASTER LEVEL					
	School	Duration	520 ft.	Reflex negates	45 ft. cone
Text					

PREP	SCHOOL	DURATION	RANGE	SAVE	TARGET
SIXTH LEVEL					
TEST2 +1 CASTER LEVEL					
	School	Duration	120 ft.	Reflex negates	-
Text					

SPELLS					
PREP.	SCHOOL	DURATION	RANGE	SAVE	TARGET
		FIFTH LEVEL			
		TEST1 +3 CASTER LEVEL			
	School	Duration	25 ft.	Reflex negates	-
Text					

TESTECLES (HUGE STORM GIANT BLOODY SKELETON)

NUMBER: 7 | HD: 12

Ability	Score	Mod
STR (STRENGTH)	16	+3
DEX (DEXTERITY)	12	+1
INT (INTELLIGENCE)	10	0
WIS (WISDOM)	10	0
CHA (CHARISMA)	14	+2

HP (CHA) TOTAL: 114 | WOUNDS: | DR: 5/B

BASE ATTACK BONUS 9

Save	Total	=	Base Save	+	Ability Modifier	+	Misc Modifier
FORTITUDE (CHARISMA)	6	=	4	+	2	+	0
REFLEX (DEXTERITY)	5	=	4	+	1	+	0
WILL (WISDOM)	8	=	8	+	0	+	0

WOUNDS #2 | WOUNDS #3 | WOUNDS #4 | WOUNDS #5 | WOUNDS #6 | WOUNDS #7

INITIATIVE MODIFIER 5 = 1 (DEX MODIFIER) + 4 (MISC MODIFIER) TOTAL

AC (ARMOR CLASS) 14 = 10 (DEFAULT) + 0 (ARMOR BONUS) + 0 (SHIELD BONUS) + 1 (DEX MODIFIER) + −2 (SIZE MODIFIER) + 2 (NATURAL ARMOR) + 2 (DEFLECTION MODIFIER) + 1 (MISC MODIFIER) TOTAL

TOUCH (ARMOUR CLASS) 12
FLAT-FOOTED (ARMOUR CLASS) 12

CMB 14 = 9 (BAB) + 3 (STR MOD.) + 2 (SIZE MOD.) + 0 (MISC) TOTAL

CMD 28 = 9 (BAB) + 3 (STR MOD.) + 1 (DEX MOD.) + 2 (SIZE MOD.) + 13 (MISC) TOTAL

SPEED
- BASE SPEED: 30 FT. 6 SQ.
- WITH ARMOUR: 30 FT. 6 SQ.
- FLY/MANOEUVRABILITY: 0 FT./ 0
- SWIM: 0 FT.
- CLIMB: 0 FT.
- BURROW: 0 FT.

FEATS AND FEATURES
FEATURES: Darkvision 60ft., Fast Healing 6, Channel resistance +4, Deathless,
FEATS: Improved Initiative,

WEAPONS

WEAPONS	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
Katana (Large) trip	+10/+5	3d6+3	18-20/x2	-	S	12 lbs.	-
Katana (Large) note	+10/+5	3d6+3	18-20/x2	-	S	12 lbs.	-
Katana (Large)	+10/+5	3d6+3	18-20/x2	-	S	12 lbs.	-

GREATER SHADOW (MEDIUM GREATER SHADOW INCORPOREAL)

NUMBER: 1 | HD: 9

Ability	Score	Mod
STR (STRENGTH)	-	0
DEX (DEXTERITY)	20	+5
INT (INTELLIGENCE)	6	−2
WIS (WISDOM)	12	+1
CHA (CHARISMA)	15	+2

HP (CHA) TOTAL: 58 | WOUNDS: | DR:

BASE ATTACK BONUS 6

Save	Total	=	Base Save	+	Ability Modifier	+	Misc Modifier
FORTITUDE (CHARISMA)	5	=	3	+	2	+	0
REFLEX (DEXTERITY)	8	=	3	+	5	+	0
WILL (WISDOM)	7	=	6	+	1	+	0

INITIATIVE MODIFIER 5 = 5 (DEX MODIFIER) + 0 (MISC MODIFIER) TOTAL

AC (ARMOR CLASS) 18 = 10 (DEFAULT) + 0 (ARMOR BONUS) + 0 (SHIELD BONUS) + 5 (DEX MODIFIER) + 0 (SIZE MODIFIER) + 0 (NATURAL ARMOR) + 2 (DEFLECTION MODIFIER) + 1 (MISC MODIFIER) TOTAL

TOUCH (ARMOUR CLASS) 18
FLAT-FOOTED (ARMOUR CLASS) 12

CMB 11 = 6 (BAB) + 5 (DEX MOD.) + 0 (SIZE MOD.) + 0 (MISC) TOTAL

CMD 24 = 6 (BAB) + 0 (STR MOD.) + 5 (DEX MOD.) + 0 (SIZE MOD.) + 13 (MISC) TOTAL

SPEED
- BASE SPEED: 0 FT. 0 SQ.
- WITH ARMOUR: 0 FT. 0 SQ.
- FLY/MANOEUVRABILITY: 40 FT./ 0
- SWIM: 0 FT.
- CLIMB: 0 FT.
- BURROW: 0 FT.

FEATS AND FEATURES
FEATURES: Strength Damage (Su), Darkvision 60ft.,
FEATS: Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth),

WEAPONS

WEAPONS	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
Katana (Large) negative strength score ⇒ DEATH, create spawn	+11	1d8 Strength	20/x2	-	touch	0 lbs.	-

NOTES	
NAME	Text

Companion name			*Alignment*			*Player*	
CHARACTER NAME			ALIGNMENT			PLAYER NAME	
Lvl 10 Class			*Deity*			*Homeland*	
CHARACTER LEVEL			DEITY			HOMELAND	
Race	*Large*	*Gender*	*Age*	*Height*	*Weight*	*Hair*	*Eyes*
RACE	SIZE	GENDER	AGE	HEIGHT	WEIGHT	HAIR	EYES

ATTRIBUTE

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 (CON) TOTAL 10 DR

WOUNDS/CURRENT HP

NONLEATHAL DAMAGE

INITIATIVE MODIFIER 1 = 1 + 0
TOTAL | DEX MODIFIER | MISC MODIFIER

AC ARMOR CLASS 18 = 10 + 0 + 0 + 1 + −1 + 10 + 0 + −2
TOTAL | DEFAULT | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | DEFLECTION MODIFIER | MISC MODIFIER

MODIFIERS

TOUCH ARMOUR CLASS 8   **FLAT-FOOTED ARMOUR CLASS** 19

	TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	8	=	7	+	1	+	0	+	0	+	0
REFLEX (DEXTERITY)	4	=	3	+	1	+	0	+	0	+	0
WILL (WISDOM)	8	=	7	+	1	+	0	+	0	+	0

BASE ATTACK BONUS 10   **SPELL RESISTANCE** 0

CMB 20 = 10 + 9 + 1 + 0
TOTAL | BAB | STR MOD. | SIZE MOD. | MISC

CMD 29 = 10 + 9 + 1 + 1 + 8
TOTAL | BAB | STR MOD. | DEX MOD. | SIZE MOD. | MISC

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

FAVOURED CLASS

SKILL NAMES

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

☑ **CLASS SKILL   * TRAINED ONLY**   TOTAL 12

CONDITIONAL MODIFIERS

LANGUAGES

WEAPONS

WEAPONS	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
Weapon int - str	+14/+9	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	10	-	0	0%	natural	70 lbs.

TOTALS	+8	-	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

CLASS

SPELLS PER DAY

SPELLS KNOWN	SAVE DC	LEVEL	USED	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 10 PRIMARY ATTRIBUTE INT

DOMAIN

test
- subtest1
- subtest2

CLASS SPELL-OVERVIEW

SECOND LEVEL

Test1 +3 caster level

CLASS SPELLS

PREP.	SCHOOL	DURATION	RANGE	SAVE	TARGET
SECOND LEVEL					
TEST1 +3 CASTER LEVEL					
	School	Duration	200 ft.	Reflex negates	No
Text					