

Companion name

CHARACTER NAME

Lvl 1 Classs, Lvl 16 Classsss, Lvl 1 Class,

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 | DR |
|---------------------|---------------|------------------|-----------------|---------------|----|-------|----|
| STR STRENGTH | 33 | +11 | +2 | +1 | | 0 | |
| DEX DEXTERITY | 10 | 0 | 0 | 0 | | | |
| CON CONSTITUTION | 10 | 0 | 0 | 0 | | | |
| INT INTELLIGENCE | 45 | +17 | 0 | 0 | | | |
| WIS WISDOM | 10 | 0 | 0 | 0 | | | |
| CHA CHARISMA | 10 | 0 | 0 | 0 | | | |

WOUNDS/CURRENT HP

NONLEATHAL DAMAGE

INITIATIVE MODIFIER 0 = 0 + 0

TOTAL DEX MODIFIER MISC MODIFIER

AC ARMOUR CLASS 24 = 10 + 2 + 1 + 0 + -1 + 2 + 0 + 10

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

TOUCH ARMOUR CLASS 19

FLAT-FOOTED ARMOUR CLASS 24

TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER

FORTITUDE (CONSTITUTION) 11 = 11 + 0 + 0 + 0 + 0

REFLEX (DEXTERITY) 7 = 7 + 0 + 0 + 0 + 0

WILL (WISDOM) 10 = 10 + 0 + 0 + 0 + 0

BASE ATTACK BONUS 17

SPELL RESISTANCE 0

CMB 29 = 17 + 11 + 1

TOTAL BAB STR MOD. SIZE MOD.

CMD 39 = 17 + 11 + 0 + 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

Class

0 FT. SWIM

0 FT. CLIMB

0 FT. BURROW

CONDITIONAL MODIFIERS

LANGUAGES

Common

| SKILL NAMES | TOTAL BONUS | ABILITY MOD. | RANKS | Misc. Mod. |
|--|-------------|--------------|-------|------------|
| <input checked="" type="checkbox"/> ACROBATICS | -1 | = D0X | + 0 | + 0 |
| <input type="checkbox"/> APPRAISE | +17 | = I17T | + 0 | + 0 |
| <input checked="" type="checkbox"/> BLUFF | -2 | = C0A | + 0 | + -2 |
| <input checked="" type="checkbox"/> CLIMB | +10 | = S1R | + 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 | 0 | = C0A | + 0 | + 0 |
| * <input type="checkbox"/> DISABLE DEVICE | -1 | = D0X | + 0 | + 0 |
| <input type="checkbox"/> DISGUISE | -2 | = C0A | + 0 | + -2 |
| <input type="checkbox"/> ESCAPE ARTIST | -1 | = D0X | + 0 | + 0 |
| <input type="checkbox"/> FLY | -3 | = D0X | + 0 | + -2 |
| * <input checked="" type="checkbox"/> HANDLE ANIMAL | 0 | = C0A | + 0 | + 0 |
| <input type="checkbox"/> HEAL | 0 | = W0S | + 0 | + 0 |
| <input checked="" type="checkbox"/> INTIMIDATE | 0 | = C0A | + 0 | + 0 |
| * <input type="checkbox"/> KNOWLEDGE (ARCANA) | +17 | = I17T | + 0 | + 0 |
| * <input type="checkbox"/> KNOWLEDGE (DUNGEONEERING) | +17 | = I17T | + 0 | + 0 |
| * <input type="checkbox"/> KNOWLEDGE (ENGINEERING) | +17 | = I17T | + 0 | + 0 |
| * <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY) | +17 | = I17T | + 0 | + 0 |
| * <input checked="" type="checkbox"/> KNOWLEDGE (HISTORY) | +17 | = I17T | + 0 | + 0 |
| * <input type="checkbox"/> KNOWLEDGE (LOCAL) | +17 | = I17T | + 0 | + 0 |
| * <input type="checkbox"/> KNOWLEDGE (NATURE) | +33 | = I17T | + 10 | + 6 |
| * <input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY) | +17 | = I17T | + 0 | + 0 |
| * <input type="checkbox"/> KNOWLEDGE (PLANES) | +17 | = I17T | + 0 | + 0 |
| * <input type="checkbox"/> KNOWLEDGE (RELIGION) | +17 | = I17T | + 0 | + 0 |
| * <input type="checkbox"/> LINGUISTIC | +17 | = I17T | + 0 | + 0 |
| <input type="checkbox"/> PERCEPTION | 0 | = W0S | + 0 | + 0 |
| <input checked="" type="checkbox"/> PERFORM (STRING INSTRUMENTS) | 0 | = C0A | + 0 | + 0 |
| * <input checked="" type="checkbox"/> PROFESSION (OPTIONAL) | 0 | = W0S | + 0 | + 0 |
| <input checked="" type="checkbox"/> RIDE | -1 | = D0X | + 0 | + 0 |
| <input checked="" type="checkbox"/> SENSE MOTIVE | 0 | = W0S | + 0 | + 0 |
| * <input type="checkbox"/> SLEIGHT OF HAND | -1 | = D0X | + 0 | + 0 |
| * <input type="checkbox"/> SPELLCRAFT | +17 | = I17T | + 0 | + 0 |
| <input type="checkbox"/> STEALTH | -7 | = D0X | + 0 | + -6 |
| <input checked="" type="checkbox"/> SURVIVAL | 0 | = W0S | + 0 | + 0 |
| <input checked="" type="checkbox"/> SWIM | +10 | = S1R | + 0 | + 0 |
| * <input checked="" type="checkbox"/> USE MAGIC DEVICE | 0 | = C0A | + 0 | + 0 |
| <input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY | | | | |
| | | TOTAL | 10 | |

| WEAPONS | ATTACK MODIFIERS | DAMAGE | CRITICAL | RANGE | TYPE | WEIGHT | AMMO |
|-------------------|-----------------------|---------|----------|-------|------|---------|------|
| Weapon int - str | +33 / +28 / +23 / +18 | 2d6 +11 | 18-20/x2 | - | S | 12 lbs. | - |
| Weapon str - none | +27 / +22 / +17 / +12 | 2d6 | 18-20/x2 | - | S | 12 lbs. | - |
| Weapon dex-dex | +16 / +11 / +6 / +1 | 2d6 | 18-20/x2 | - | S | 12 lbs. | - |
| Weapon str-str +5 | +32 / +27 / +22 / +17 | 2d6 +16 | 18-20/x2 | - | S | 12 lbs. | - |

| WORN MAGIC ITEM EQUIPMENT | |
|---------------------------|-------------|
| Belt: | Test belt |
| Body: | |
| Chest: | |
| Eyes: | |
| Feet: | |
| Hands: | |
| Head: | |
| Headband: | |
| Neck: | |
| Ring: | Test ring |
| Ring: | Test ring 2 |
| Shoulders: | |
| Wrist: | Test 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 | 2 | - | 0 | 0% | light | 70 lbs. |
| Test shield | 1 | - | -1 | 35% | shield | 70 lbs. |
| Test natural | 2 | - | 0 | 0% | natural | 70 lbs. |
| Test misc | 10 | - | 0 | 0% | misc | 70 lbs. |

| | | | | | | |
|--------|-----|---|----|-----|--|----------|
| TOTALS | +15 | - | −1 | 35% | | 280 lbs. |
|--------|-----|---|----|-----|--|----------|

| 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 |

| | | | | |
|----------|---|-----|---|-----|
| 280 + 48 | 2 | 203 | 0 | 533 |
|----------|---|-----|---|-----|

| LOADS & LIFT | | | | | |
|--------------|-------------|------------|-----------------|----------------|-------------|
| LIGHT LOAD | MEDIUM LOAD | HEAVY LOAD | LIFT ABOVE HEAD | LIFT OF GROUND | DRAG & PUSH |
| 1600 lbs. | 3200 lbs. | 4800 lbs. | 4800 lbs. | 9600 lbs. | 24000 lbs. |

| | |
|--------------|-------|
| CURRENT LOAD | LIGHT |
|--------------|-------|

| 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.

-

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. |

CLASS

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
• aaaaaaaaaa

CLASS SPELLS

| SECOND TIER | | | | | | | |
|-----------------------|--|------|--------|----------|---------|----------------|----|
| TEST1 +3 CASTER LEVEL | | | | | | | |
| | | Text | School | Duration | 110 ft. | 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 | | | | | | |
|-----------------------|--|------|--------|----------|--------|-------------------|
| FIFTH TIER | | | | | | |
| TEST1 +3 CASTER LEVEL | | | | | | |
| | | Text | School | Duration | 25 ft. | Reflex negates No |

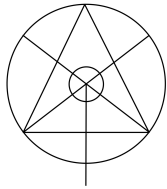
CUSTOM LIST

TEST1

| | | | | | | |
|---|---|---|---|---|---|---|
| a | b | c | d | e | f | g |
|---|---|---|---|---|---|---|

NOTES

| | |
|------|------|
| NAME | Text |
|------|------|



Companion name

Alignment

Player

CHARACTER NAME

ALIGNMENT

PLAYER NAME

Lvl 16 Class

Diety

Homeland

CHARACTER LEVEL

DEITY

HOMELAND

Race

Large

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 | 0 | DR |
| WOUNDS/CURRENT HP | | | |
| NONLEATHAL DAMAGE | | | |

| | | | | | | | |
|-------------------|----------|---|---|---|---|---|-------|
| INITIATIVE | MODIFIER | 0 | = | 0 | + | 0 | TOTAL |
|-------------------|----------|---|---|---|---|---|-------|

| | | | | | | | | | | | | | | | | | | | |
|--|----|---|----|---|---|---|---|---|---|---|---|---|----|---|----|---|---|---|----|
| AC ARMOUR CLASS | 47 | = | 10 | + | 0 | + | 0 | + | 0 | + | 0 | + | -1 | + | 40 | + | 0 | + | -2 |
| TOTAL DEFAULT ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOUR DEFLECTION MODIFIER MISC MODIFIER | | | | | | | | | | | | | | | | | | | |

| | | | |
|------------------------------|---|------------------------------------|----|
| TOUCH ARMOUR CLASS | 7 | FLAT-FOOTED ARMOUR CLASS | 49 |
|------------------------------|---|------------------------------------|----|

| | | | | | | | | | | | | |
|--|-------|----|---|----|---|---|---|---|---|---|---|---|
| FORTITUDE (CONSTITUTION) | TOTAL | 11 | = | 10 | + | 1 | + | 0 | + | 0 | + | 0 |
| BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER | | | | | | | | | | | | |

| | | | | | | | | | | | |
|--|---|---|---|---|---|---|---|---|---|---|---|
| REFLEX (DEXTERITY) | 6 | = | 5 | + | 1 | + | 0 | + | 0 | + | 0 |
| BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER | | | | | | | | | | | |

| | | | | | | | | | | | |
|--|----|---|----|---|---|---|---|---|---|---|---|
| WILL (WISDOM) | 11 | = | 10 | + | 1 | + | 0 | + | 0 | + | 0 |
| BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER | | | | | | | | | | | |

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

| | | | | | | | | | |
|---|----|---|----|---|---|---|---|--------------|--------------|
| CMB | 26 | = | 16 | + | 9 | + | 1 | SPEED | 30 FT. 6 SQ. |
| TOTAL BAB STR MOD. SIZE MOD. BASE SPEED | | | | | | | | | |

| | | | | | | | | | | | | | |
|---|----|---|----|---|---|---|---|---|---|---|----|--------------|--------------|
| CMD | 37 | = | 16 | + | 9 | + | 1 | + | 1 | + | 10 | SPEED | 30 FT. 6 SQ. |
| TOTAL BAB STR MOD. DEX MOD. SIZE MOD. DEFAULT WITH ARMOUR | | | | | | | | | | | | | |

| | | | | |
|--------------------------|-------|--------|-------|--------|
| FAVOURED CLASS | Class | 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 |
| <input type="checkbox"/> APPRAISE | +5 | INT | + | 0 |
| <input checked="" type="checkbox"/> BLUFF | +1 | CHA | + | 0 |
| <input checked="" type="checkbox"/> CLIMB | +14 | STR | + | 2 |
| <input checked="" type="checkbox"/> CRAFT (ARMOR) | +5 | INT | + | 0 |
| <input checked="" type="checkbox"/> CRAFT (BOWS) | +5 | INT | + | 0 |
| <input checked="" type="checkbox"/> CRAFT (WEAPONS) | +5 | INT | + | 0 |
| <input checked="" type="checkbox"/> DIPLOMACY | +1 | CHA | + | 0 |
| * <input type="checkbox"/> DISABLE DEVICE | +1 | DEX | + | 0 |
| <input type="checkbox"/> DISGUISE | +1 | CHA | + | 0 |
| <input type="checkbox"/> ESCAPE ARTIST | +1 | DEX | + | 0 |
| <input type="checkbox"/> FLY | +1 | DEX | + | 0 |
| * <input checked="" type="checkbox"/> HANDLE ANIMAL | +1 | CHA | + | 0 |
| <input type="checkbox"/> HEAL | +11 | WIS | + | 10 |
| <input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY | 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 | | 10 lbs. |

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

| | | | | | | |
|--------|-----|---|---|----|--|----------|
| TOTALS | +40 | 0 | 0 | 0% | | 280 lbs. |
|--------|-----|---|---|----|--|----------|

BAGS & CONTAINERS

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

CURRENCY

| CARRIED | CARRIED WEIGHT | STORED |
|---------|----------------|--------|
|---------|----------------|--------|

CARRIED WEIGHT

| ARMOR & WEAPONS | CURRENCY | EQUIPMENT | MISC | TOTAL |
|-----------------|----------|-----------|------|-------|
| 280 + 12 | 0 | 11 | 0 | 303 |

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 |
|--------------|-------|
|--------------|-------|

EXPERIENCE POINTS

| CURRENT | NEXT LEVEL |
|---------|------------|
| | |

CLASS

SPELLS PER DAY

CASTER LEVEL

16

DOMAIN

test

- subtest1
- subtest2

| 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

SECOND TIER

TEST1 +3 CASTER LEVEL

| | | | | | | | |
|--|--|------|--------|----------|---------|-------------------|----|
| | | Text | School | Duration | 260 ft. | Reflex negates | No |
|--|--|------|--------|----------|---------|-------------------|----|