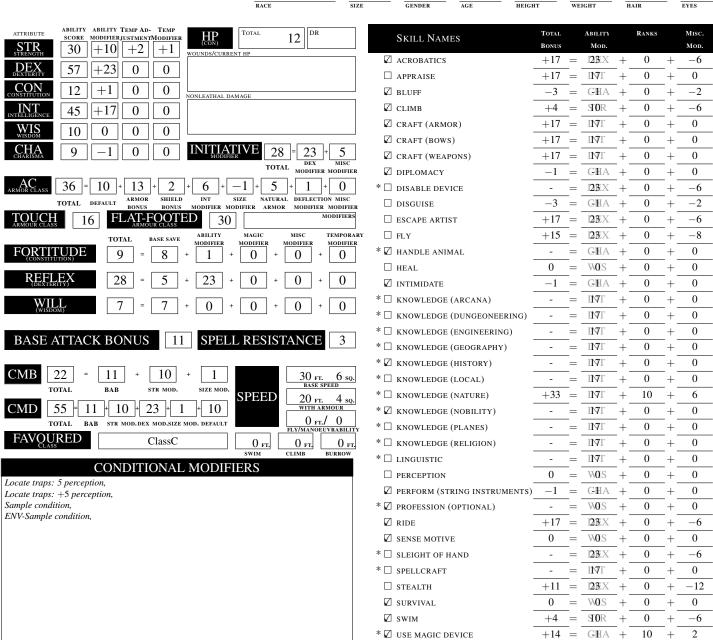


20

TOTAL



LANGUAGES	
Common	

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.	-

☑ CLASS SKILL * TRAINED ONLY

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 lb
1011120 21 0 0 000 21010

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	Cui	RRENCY	EQUIPMENT	Misc	,	TOTAL
240 + 4	.8	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 1bs.
CUR	CURRENT LOAD			LIGHT		
CURRE	ENCY	CARRIED	C	ARRIED WEIGHT	s	TORED
Platin	um	0		0		0
Gold	1	650		13		0
Silve	er	50		1		0
Copp	er	9		0		0

EXPERIENCE POINTS					
CURRENT	NEXT LEVEL				

GEAR		
ITEM	Qтv	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.

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	-				

	FEAIS
NAME	TEXT
EXOTIC WEAPON PROFICIENCY	You make attack rolls with the weapon normally.
WEAPON	
SKILL FOCUS (KNOWLEDGE	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.
NATURE)	
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 CASTER LEVEL 1 PRIMARY ATTRIBUTE INT SPELLS PER DAY SPELLS KNOWN SAVE DC ABILLITY MOD. LEVEL USED **DOMAIN** TOTAL 0 test 0 27 ∞ • subtest1 0 28 9 = 5 + 3 1st • subtest2 testdf 1 29 2nd5 4 + 0 30 SCHOOL 0 4 + 0 3rd testsd 31 0 4th 5 4 + 0 • subtestsd 0 32 5 4 + 5th 0 BLOODLINE 1 33 3 + 0 6th testb • subtestb 0 34 4 3 0 7th SOMETHING ELSE 0 35 4 3 + 8th 0 testasd 0 36 4 3 + 0 9th

CLASSC SPELL-OVERVIEW

aaaaaaaaa

SECOND LEVEL SIXTH LEVEL

Test1 +3 caster level unknown Test3 +2 caster level

2

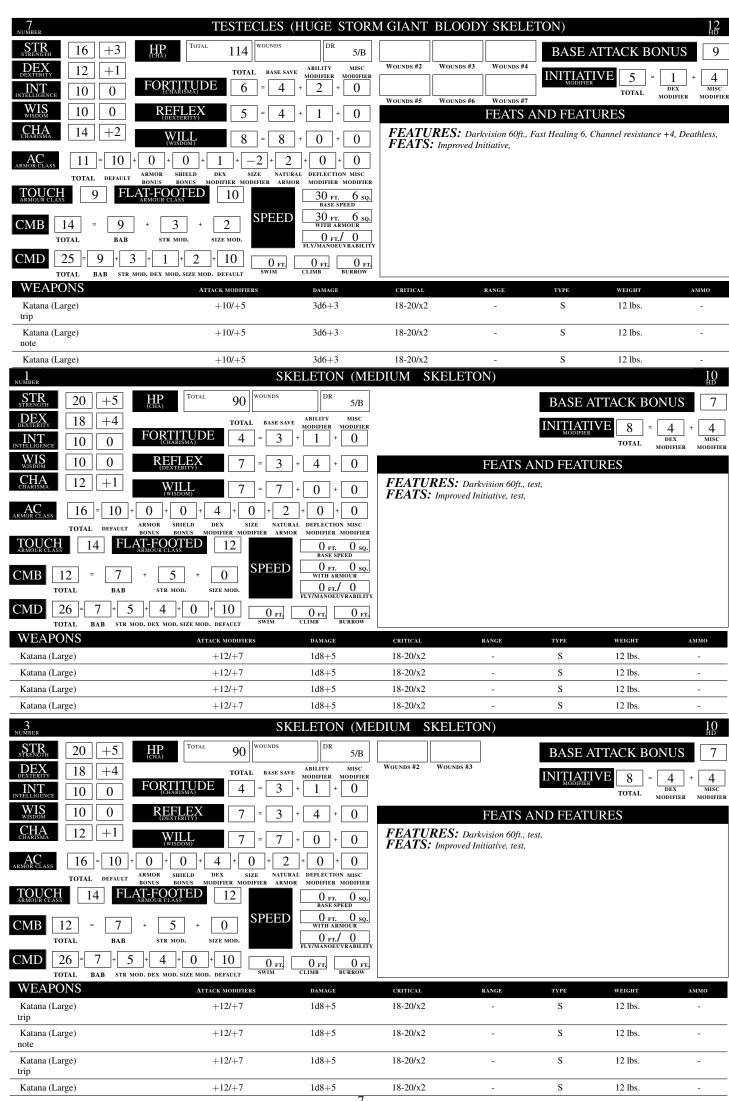
Test2 +1 caster level

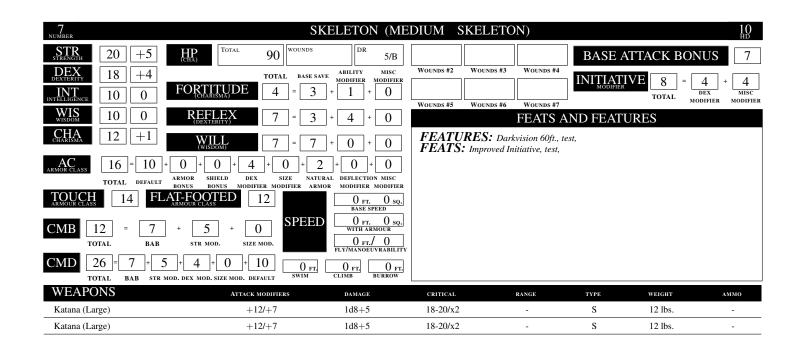
CLASSC SPELLS								
PREP	SCHOOL	DURATION	RANGE	SAVE	TARGET			
SECOND LEVEL								
Test1 +3 caster level								
X	School	Instantaneous	personal	Reflex negates	you			
Text								
UNKNOWN TEST3 +2 CASTER LEVEL								
	School	Duration	520 ft.	Reflex negates	45 ft. cone			
Text								

	SIXTH LEVEL						
	Test2 +1 caster level						
	School Duration 120 ft. Reflex negates -						
Text	Text						

			SPELLS		
PREP	SCHOOL	DURATION	RANGE	SAVE	TARGET

FIFTH LEVEL						
	Test1 +3 caster level					
	School Duration 25 ft. Reflex negates -					
Text						

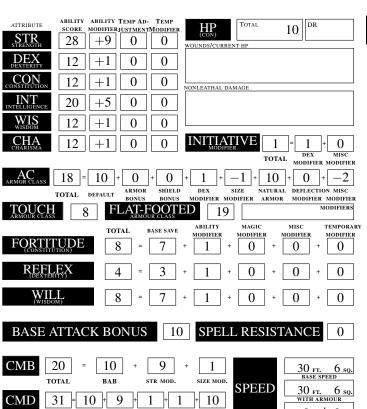




NOTES				
NAME	Text			

TESTCOMPANION





SKILL NAMES	TOTAL BONUS		ABILITY MOD.		RANKS		MISC. MOD.
☐ ACROBATICS	+9	=	S '9 R	+	0	+	0
☐ APPRAISE	+5	_	IN 5 T	+	0	+	0
☑ BLUFF	+1	_	СНА	+	0	+	0
□ CLIMB	+14	=	S '9 R	+	2	+	0
☐ CRAFT (ARMOR)	+5	_	IN 5 T	+	0	+	0
☐ CRAFT (BOWS)	+5	_	IN 5 T	+	0	+	0
☐ CRAFT (WEAPONS)	+5	_	IN 5 T	+	0	+	0
□ DIPLOMACY	+1	_	СНА	+	0	+	0
* □ DISABLE DEVICE	-	_	DEX	+	0	+	0
☐ DISGUISE	+1	_	СНА	+	0	+	0
☐ ESCAPE ARTIST	+1	=	DEX	+	0	+	0
☐ FLY	-1	=	DEX	+	0	+	-2
* ☑ HANDLE ANIMAL	-	=	СНА	+	0	+	0
☐ HEAL	+11	=	WIS	+	10	+	0
☑ CLASS SKILL * TRAINED ONLY		_	TOTAL		12	_	

CONDITIONAL MODIFIERS

1

STR MOD.DEX MOD.SIZE MOD. DEFAULT

ClassC

+ 10

50 ft.

CMD

TOTAL

FAVOURED

BAB

LANGUAGES

LANGUAGES

WEAPONS	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
Weapon int - str	+14/+9	2d6+9	18-20/x2	-	S	12 lbs.	-

O FT./ O

0 ft.

0 гт.

		TESTCOM	PANION
WOI	RN MAGIC ITEM EQUIPMENT		
SLOT	ITEM		ITEM
Belt:			Test
Body:			
Chest:			TOTAL
Eyes:			
Feet:			
Hands:			
Head:			
Headband:			
Neck:			
Ring:			
Ring:			
Shoulders:			
Wrist:			

GEAR

10 lbs.

11 lbs.

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.		

	CARRIED WEIGHT						
ARMOR & CURRENCY WEAPONS		RRENCY	EQUIPMENT	EQUIPMENT MISC		TOTAL	
70 + 12	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.	
CUR	RENT L	OAD			LIGHT		
CURRE	ENCY	CARRIED	С	ARRIED WEIGHT	:	STORED	

EXPERIENCE POINTS				
CURRENT	NEXT LEVEL			

TESTCOMPANION CLASS CASTER LEVEL 10 PRIMARY ATTRIBUTE INT SPELLS PER DAY SPELLS KNOWN SAVE DC ABILLITY MOD. LEVEL USED TOTAL CLASS MISC DOMAIN 0 test 1 = 1 + 0 + 0 0 15 • subtest1 0 16 3 2 + 0 1st • subtest2 1 17 2 1 + 0 2nd 0 18 2 1 + 3rd 0 19 4th 2 1 1 + 0 0 20 2 1 + 5th 0 0 21 1 0 + 6th

CLASS SPELL-OVERVIEW

0 + 0

0 + 0

0 +

SECOND LEVEL

7th

8th

9th

1

1

1

Test1 +3 caster level

22

23

24

0

0

0

1

CLASS SPELLS					
PREP	SCHOOL	DURATION	RANGE	SAVE	TARGET
SECOND LEVEL					
Test1 +3 caster level					
	School	Duration	200 ft.	Reflex negates	No
Text					