

Name

CHARACTER NAME

Lvl 5 Classs, Lvl 6 Classsss, Lvl 5 Class

CHARACTER LEVEL

Race

RACE

Alignment

ALIGNMENT

Diety

DEITY

Height

HEIGHT

Player

PLAYER NAME

Homeland

HOMELAND

Hair

HAIR

Eyes

EYES

ATTRIBUTE

STR

STRENGTH

ABILITY SCORE

18

ABILITY MODIFIER

+4

TEMP ADJUSTMENT

0

TEMP MODIFIER

0

HP

WOUNDS/CURRENT HP

TOTAL

0

DR

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

AC

ARMOUR CLASS

25

10

2

1

0

0

2

0

10

TOTAL

DEFAULT

ARMOR BONUS

SHIELD BONUS

DEX MODIFIER

SIZE MODIFIER

NATURAL ARMOUR

DEFLECTION MODIFIER

MISC MODIFIER

TOUCH

ARMOUR CLASS

20

FLAT-FOOTED

25

MODIFIERS

FORTITUDE

(CONSTITUTION)

3

3

0

0

0

0

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

REFLEX

(DEXTERITY)

4

4

0

0

0

0

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

WILL

(WISDOM)

5

5

0

0

0

0

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

BASE ATTACK BONUS

14

SPELL RESISTANCE

0

CMB

18

=

14

+

4

+

0

SPEED

30 FT. 6 SQ. BASE SPEED

CMD

28

=

14

+

4

+

0

+

0

+

10

0 FT. 0 FLY/MANOEUVRABILITY

FAVOURIED

CLASS

Class

0 FT. SWIM

0 FT. CLIMB

0 FT. BURROW

CONDITIONAL MODIFIERS

LANGUAGES

Common

SKILL NAMES

TOTAL BONUS

ABILITY MOD.

RANKS

MISC. MOD.

☒ ACROBATICS

-1

=

D0X

+

0

+

0

☐ APPRAISE

+17

=

117T

+

0

+

0

☒ BLUFF

-2

=

C0A

+

0

+

-2

☒ CLIMB

+3

=

S4R

+

0

+

0

☒ CRAFT (ARMOR)

+17

=

117T

+

0

+

0

☒ CRAFT (BOWS)

+17

=

117T

+

0

+

0

☒ CRAFT (WEAPONS)

+17

=

117T

+

0

+

0

☒ DIPLOMACY

0

=

C0A

+

0

+

0

☐ DISABLE DEVICE

-1

=

D0X

+

0

+

0

☐ DISGUISE

-2

=

C0A

+

0

+

-2

☐ ESCAPE ARTIST

-1

=

D0X

+

0

+

0

☐ FLY

-1

=

D0X

+

0

+

0

☒ HANDLE ANIMAL

0

=

C0A

+

0

+

0

☐ HEAL

0

=

V0S

+

0

+

0

☒ INTIMIDATE

0

=

C0A

+

0

+

0

☐ KNOWLEDGE (ARCANA)

+17

=

117T

+

0

+

0

☐ KNOWLEDGE (DUNGEONEERING)

+17

=

117T

+

0

+

0

☐ KNOWLEDGE (ENGINEERING)

+17

=

117T

+

0

+

0

☐ KNOWLEDGE (GEOGRAPHY)

+17

=

117T

+

0

+

0

☒ KNOWLEDGE (HISTORY)

+17

=

117T

+

0

+

0

☐ KNOWLEDGE (LOCAL)

+17

=

117T

+

0

+

0

☐ KNOWLEDGE (NATURE)

+33

=

117T

+

10

+

6

☒ KNOWLEDGE (NOBILITY)

+17

=

117T

+

0

+

0

☐ KNOWLEDGE (PLANES)

+17

=

117T

+

0

+

0

☐ KNOWLEDGE (RELIGION)

+17

=

117T

+

0

+

0

☐ LINGUISTIC

+17

=

117T

+

0

+

0

☐ PERCEPTION

0

=

V0S

+

0

+

0

☒ PERFORM (STRING INSTRUMENTS)

0

=

C0A

+

0

+

0

☒ PROFESSION (OPTIONAL)

0

=

V0S

+

0

+

0

☒ RIDE

-1

=

D0X

+

0

+

0

☒ SENSE MOTIVE

0

=

V0S

+

0

+

0

☐ SLEIGHT OF HAND

-1

=

D0X

+

0

+

0

☐ SPELLCRAFT

+17

=

117T

+

0

+

0

☐ STEALTH

-3

=

D0X

+

0

+

-2

☒ SURVIVAL

0

=

V0S

+

0

+

0

☒ SWIM

+3

=

S4R

+

0

+

0

☒ USE MAGIC DEVICE

0

=

C0A

+

0

+

0

☒ CLASS SKILL

\* TRAINED ONLY

TOTAL

10

WEAPONS	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
Weapon int - str	+31 / +26 / +21	2d6 +4	18-20/x2	-	S	12 lbs.	-
Weapon str - int	+18 / +13 / +8	2d6 +17	18-20/x2	-	S	12 lbs.	-
Weapon dex-dex	+14 / +9 / +4	2d6	18-20/x2	-	S	12 lbs.	-
Weapon str-str	+18 / +13 / +8	2d6 +4	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					

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.
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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
Silver	50	1	0

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL

280 + 48	1	203	0	532
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LOADS & LIFT					
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT ABOVE HEAD	LIFT OF GROUND	DRAG & PUSH
100 lbs.	200 lbs.	300 lbs.	300 lbs.	600 lbs.	1500 lbs.
CURRENT LOAD			OVER ENCUMBERED		

EXPERIENCE POINTS	
CURRENT	NEXT LEVEL

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

## 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.

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

5

DOMAIN

- test
- subtest1
  - subtest2

testdf

SCHOOL

- testsd
- subtestsd

BLOODLINE

- testb
- subtestb

SOMETHING ELSE

- testasd
- aaaaaaaaa

CLASS SPELLS

SECOND TIER

TEST1 +3 CASTER LEVELS

		Text	School	Duration	150 ft.	Reflex negates	No
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TEST3 +2 CASTER LEVELS

		Text	School	Duration	680 ft.	Reflex negates	No
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SIXTH TIER

TEST2 +1 CASTER LEVELS

		Text	School	Duration	160 ft.	Reflex negates	No
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SPELLS							
FIFTH TIER							
TEST1 +3 CASTER LEVELS							
		Text	School	Duration	25 ft.	Reflex negates	No

ATTRIBUTE	ABILITY SCORE	ABILITY MODIFIER
<b>STR</b> STRENGTH	12	+1
<b>DEX</b> DEXTERITY	0	0
<b>CON</b> CONSTITUTION	0	0
<b>INT</b> INTELLIGENCE	0	0
<b>WIS</b> WISDOM	0	0
<b>CHA</b> CHARISMA	0	0

  

<b>HP</b>	TOTAL	0	DR
WOUNDS/CURRENT HP			
NONLEATHAL DAMAGE			

  

<b>INITIATIVE</b> MODIFIER	0	=	0	+	0
	TOTAL		DEX MODIFIER		MISC MODIFIER

  

<b>AC</b> ARMOUR CLASS	10	=	10	+	0	+	0	+	0	+	0	+	0
	TOTAL		DEFAULT		ARMOR BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOUR		MISC MODIFIER

  

<b>TOUCH</b> ARMOUR CLASS	0
<b>FLAT-FOOTED</b> ARMOUR CLASS	0

<b>FORTITUDE</b> (CONSTITUTION)	0
<b>REFLEX</b> (DEXTERITY)	0
<b>WILL</b> (WISDOM)	0

  

<b>SPEED</b>	30 FT. 6 SQ. BASE SPEED	
	20 FT. 4 SQ. WITH ARMOUR	
	0 FT. / 0 FLY/MANOEUVRABILITY	
0 FT.	0 FT.	0 FT.
SWIM	CLIMB	BURROW

  

<b>SPELL RESISTANCE</b>	0
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<b>BASE ATTACK BONUS</b>	14
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<b>CMB</b>	15	=	14	+	1	+	0
	TOTAL		BAB		STR MOD.		SIZE MOD.

  

<b>CMD</b>	25	=	14	+	1	+	0	+	0	+	10
	TOTAL		BAB		STR MOD.		DEX MOD.		SIZE MOD.		DEFAULT

## MANEUVERS

### WARNING ROAR

2	Witnessing a clear and present danger to an ally, the disciple shouts out a well-timed warning and aids his ally in defending against an attack. The initiator makes a Diplomacy check opposing an opponents attack roll made on an ally. If successful then the attack is negated.	1 immediate action	60 ft.	One allied creature	instant	Golden Lion (Counter)
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### OATH OF THE INTERCESSOR

2	You make an unbreakable vow to take the brunt of an attack in place of your ally. You can initiate this counter in response to a melee or ranged attack being made against an ally within your melee reach. You and that ally switch places, and the attack targets you instead. Neither your nor your ally's movement provokes attacks of opportunity.	1 immediate action	Melee reach	One ally	Instant	Eternal Guardian (Counter)
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### INTRUDERS END

3	You declare an area to be your protected sanctum, and dare any foe to try their hand at entering your sanctum. With each opportunity, you warp space, teleporting across your domain to attack before returning. After initiating this counter, your threatened area increases to 20 feet for one round. This overlaps with, rather than stacking with, any natural reach you otherwise have; if your natural reach is greater than 20 feet, it is not reduced. In addition, for the duration of this boost, you gain a +2 circumstance bonus on attack rolls while making attacks of opportunity and can make a number of additional attacks of opportunity this round equal to your initiation modifier. This stacks with the Combat Reflexes feat and other effects that increase the number of attacks of opportunity you can make in a round.	1 immediate action	Personal	Self	1 round	Eternal Guardian (Counter)
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### FEAR THE REAPER

2	You have learned to use the fear you create as a method of defense for both yourself and your allies. You can initiate this counter in response to a melee or ranged attack being made against an ally (including you) within 60 feet. Make an Intimidate check, using your opponents attack roll as the DC. If you succeed, the attack is negated, and the attacker becomes shaken for one round, as if you had demoralized them with the Intimidate check.	1 immediate action	60 ft.	One ally	Instant	Eternal Guardian (Counter)
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### TAUNTING TURTLE

2	The initiator singles out an enemy on the field of battlefield and through words, postures, or gestures insults and infuriates the foe to attack him on its next available action with whatever means it possesses. The target makes a Will save (DC 12 + initiation modifier) or it must attack the initiator on its next action in some form or fashion. This maneuver only effects creatures with an Intelligence score of 2 or higher.	1 swift action	30 ft.	One creature of Intelligence 2 or higher.	Will negates	Iron Tortoise (Boost)
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### IRON TORTOISE STANCE

3	This stance allows the disciple of the Iron Tortoise greater offensive ability while still remaining on the defensive, protecting himself and his allies. By positioning his footwork to allow for fast lunges and withdrawal, the reach of the martial disciple increases to meet his foes as they try to evade him and he stands imposing, impassable. The martial disciple is considered one size larger for the purposes of determining his CMD while in this stance, and he gains +5 ft. reach for making attacks of opportunity and may make one additional attack of opportunity per round.	1 swift action	Personal	You	Stance	Iron Tortoise (Stance)
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