

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	7	-2	0	0			
CON CONSTITUTION	10	0	0	0			
INT INTELLIGENCE	45	+17	0	0			
WIS WISDOM	10	0	0	0			
CHA CHARISMA	9	-1	0	0			

WOUNDS/CURRENT HP

NONLEATHAL DAMAGE

INITIATIVE
MODIFIER

-2 = -2 + 0

TOTAL DEX MODIFIER MISC MODIFIER

AC
ARMOUR CLASS

22 = 10 + 2 + 1 + -2 + -1 + 2 + 0 + 10

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

TOUCH
ARMOUR CLASS

17

FLAT-FOOTED
ARMOUR CLASS

24

MODIFIERS

FORTITUDE
(CONSTITUTION)

11 = 11 + 0 + 0 + 0 + 0

TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER

REFLEX
(DEXTERITY)

5 = 7 + -2 + 0 + 0 + 0

TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER

WILL
(WISDOM)

10 = 10 + 0 + 0 + 0 + 0

TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER

BASE ATTACK BONUS

17

SPELL RESISTANCE

0

CMB

29 = 17 + 11 + 1

TOTAL BAB STR MOD. SIZE MOD.

SPEED

30 FT. 6 SQ. BASE SPEED

CMD

37 = 17 + 11 + -2 + 1 + 10

TOTAL BAB STR MOD. DEX MOD. SIZE MOD. DEFAULT

20 FT. 4 SQ. WITH ARMOUR

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	-3	D2X	+ 0	+ 0
<input type="checkbox"/> APPRAISE	+17	I17T	+ 0	+ 0
<input checked="" type="checkbox"/> BLUFF	-3	GHA	+ 0	+ -2
<input checked="" type="checkbox"/> CLIMB	+10	SIR	+ 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	-1	GHA	+ 0	+ 0
* <input type="checkbox"/> DISABLE DEVICE	-3	D2X	+ 0	+ 0
<input type="checkbox"/> DISGUISE	-3	GHA	+ 0	+ -2
<input type="checkbox"/> ESCAPE ARTIST	-3	D2X	+ 0	+ 0
<input type="checkbox"/> FLY	-5	D2X	+ 0	+ -2
* <input checked="" type="checkbox"/> HANDLE ANIMAL	-1	GHA	+ 0	+ 0
<input type="checkbox"/> HEAL	0	WOS	+ 0	+ 0
<input checked="" type="checkbox"/> INTIMIDATE	-1	GHA	+ 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	WOS	+ 0	+ 0
<input checked="" type="checkbox"/> PERFORM (STRING INSTRUMENTS)	-1	GHA	+ 0	+ 0
* <input checked="" type="checkbox"/> PROFESSION (OPTIONAL)	0	WOS	+ 0	+ 0
<input checked="" type="checkbox"/> RIDE	-3	D2X	+ 0	+ 0
<input checked="" type="checkbox"/> SENSE MOTIVE	0	WOS	+ 0	+ 0
* <input type="checkbox"/> SLEIGHT OF HAND	-3	D2X	+ 0	+ 0
* <input type="checkbox"/> SPELLCRAFT	+17	I17T	+ 0	+ 0
<input type="checkbox"/> STEALTH	-9	D2X	+ 0	+ -6
<input checked="" type="checkbox"/> SURVIVAL	0	WOS	+ 0	+ 0
<input checked="" type="checkbox"/> SWIM	+10	SIR	+ 0	+ 0
* <input checked="" type="checkbox"/> USE MAGIC DEVICE	-1	GHA	+ 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	+14 / +9 / +4 / -1	2d6 -2	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.
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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
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.

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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

1

DOMAIN

test

- subtest1
- subtest2

testdf

SCHOOL

testsd

- subtestsd

BLOODLINE

testb

- subtestb

SOMETHING ELSE

testasd

- aaaaaaaaa

CLASS SPELLS

SECOND TIER

TEST1 +3 CASTER LEVEL

		Text	School	Duration	110 ft.	Reflex negates	No
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TEST3 +2 CASTER LEVEL

		Text	School	Duration	520 ft.	Reflex negates	No
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SIXTH TIER

TEST2 +1 CASTER LEVEL

		Text	School	Duration	120 ft.	Reflex negates	No
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SPELLS						
FIFTH TIER						
TEST1 +3 CASTER LEVEL						
		Text	School	Duration	25 ft.	Reflex negates No

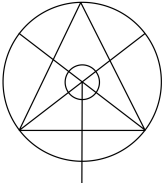
CUSTOM LIST

TEST1

a	b	c	d	e	f	g
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NOTES

NAME	Text
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Companion name

CHARACTER NAME

CHARACTER LEVEL

Race

Size

Gender

Alignment

ALIGNMENT

Diet

DEITY

Height

Weight

HEIGH

WEIGHT

Player

PLAYER NAME

Homeland

HOMELAND

Hai

Eyes

HAIR

EYES

ATTRIBUTE	ABILITY SCORE	MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP	TOTAL	DR
STR STRENGTH	28	+9	0	0		0	
DEX DEXTERITY	12	+1	0	0	WOUNDS/CURRENT HP		
CON CONSTITUTION	12	+1	0	0	NONLEATHAL DAMAGE		
INT INTELLIGENCE	20	+5	0	0			
WIS WISDOM	12	+1	0	0			
CHA CHARISMA	12	+1	0	0	INITIATIVE MODIFIER	-2	= -2 + 0

$$\begin{array}{cccccccccc} \text{AC} & \boxed{45} & = & \boxed{10} & + & \boxed{0} & + & \boxed{0} & + & \boxed{-2} & + & \boxed{-1} & + & \boxed{40} & + & \boxed{0} & + & \boxed{-2} \\ \text{ARMOUR CLASS} & \text{TOTAL} & & \text{DEFAULT} & & \text{ARMOR} & & \text{SHIELD} & & \text{DEX} & & \text{SIZE} & & \text{NATURAL} & & \text{DEFLECTION} & & \text{MISC} \end{array}$$

TOUCH ARMOUR CLASS		5		FLAT-FOOTED ARMOUR CLASS		49		MODIFIERS	

$$\text{FORTITUDE (CONSTITUTION)} = \text{TOTAL } 11 = \text{BASE SAVE } 10 + \text{ABILITY MODIFIER } 1 + \text{MAGIC MODIFIER } 0 + \text{MISC MODIFIER } 0 + \text{TEMPORARY MODIFIER } 0$$

$$\text{REFLEX (DEXTERITY)} \quad \boxed{6} = \boxed{5} + \boxed{1} + \boxed{0} + \boxed{0} + \boxed{0}$$

$$\boxed{11} = \boxed{10} + \boxed{1} + \boxed{0} + \boxed{0} + \boxed{0}$$

BASE ATTACK BONUS	16	SPELL RESISTANCE	0
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$$\begin{array}{ccccccc} \text{CMB} & \boxed{26} & = & \boxed{16} & + & \boxed{9} & + & \boxed{1} & & \boxed{30 \text{ FT. } 6 \text{ SQ.}} \\ \text{TOTAL} & & & \text{BAB} & & \text{STR MOD.} & & \text{SIZE MOD.} & & \text{BASE SPEED} \end{array}$$

CMD **37** = **16** + **9** + **1** + **1** + **10**

TOTAL BAB STR MOD. DEX MOD. SIZE MOD. DEFAULT

FAVOURED CLASS	Class	FLY/MANOEUVRABILITY		
		50 FT. SWIM	0 FT. CLIMB	0 FT. BURROW

CONDITIONAL MODIFIERS

LANGUAGES	
1	English
2	Spanish
3	French
4	German
5	Italian
6	Portuguese
7	Russian
8	Chinese
9	Japanese
10	Hindi
11	Arabic
12	Hebrew
13	Yiddish
14	Swedish
15	Norwegian
16	Danish
17	Finnish
18	Polish
19	Czech
20	Slovak
21	Hungarian
22	Romanian
23	Bulgarian
24	Serbian
25	Croatian
26	Slovenian
27	Macedonian
28	Albanian
29	Greek
30	Turkish
31	Ukrainian
32	Belarusian
33	Georgian
34	Armenian
35	Azerbaijani
36	Ossetian
37	Abkhazian
38	Ingush
39	Dagestanian
40	Chechen
41	Ingrian
42	Karelian
43	Lithuanian
44	Latvian
45	Estonian
46	Belgian
47	Dutch
48	German
49	French
50	Italian
51	Spanish
52	Portuguese
53	Russian
54	Chinese
55	Japanese
56	Hindi
57	Arabic
58	Hebrew
59	Yiddish
60	Swedish
61	Norwegian
62	Danish
63	Finnish
64	Polish
65	Czech
66	Slovak
67	Hungarian
68	Romanian
69	Bulgarian
70	Serbian
71	Croatian
72	Slovenian
73	Macedonian
74	Albanian
75	Greek
76	Turkish
77	Ukrainian
78	Belarusian
79	Georgian
80	Armenian
81	Azerbaijani
82	Ossetian
83	Abkhazian
84	Ingush
85	Dagestanian
86	Chechen
87	Ingrian
88	Karelian
89	Lithuanian
90	Latvian
91	Estonian
92	Belgian
93	Dutch
94	German
95	French
96	Italian
97	Spanish
98	Portuguese
99	Russian
100	Chinese

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.
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BAGS & CONTAINERS

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

CURRENCY

CARRIED	CARRIED WEIGHT	STORED
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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
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EXPERIENCE POINTS

CURRENT	NEXT LEVEL

CLASS

SPELLS PER DAY

CASTER LEVEL

16

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

DOMAIN

test

- subtest1
- subtest2

CLASS SPELLS

SECOND TIER

TEST1 +3 CASTER LEVEL

		Text	School	Duration	260 ft.	Reflex negates	No
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