

Name

CHARACTER NAME

Lvl 1 Class, Lvl 15 Classs

CHARACTER LEVEL

Race

RACE

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	0	DR													
STR STRENGTH	18	+4	0	0	WOUNDS/CURRENT HP																
DEX DEXTERITY	10	0	0	0																	
CON CONSTITUTION	10	0	0	0	NONLEATHAL DAMAGE																
INT INTELLIGENCE	45	+17	0	0																	
WIS WISDOM	10	0	0	0																	
CHA CHARISMA	10	0	0	0	INITIATIVE MODIFIER	0	=	0	+ 0												
TOTAL DEX MODIFIER MISC MODIFIER																					
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 ARMOUR CLASS	25	MODIFIERS																	
TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER																					
FORTITUDE (CONSTITUTION)	0	=	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0				
REFLEX (DEXTERITY)	0	=	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0				
WILL (WISDOM)	0	=	0	+	0	+	0	+	0	+	0	+	0	+	0	+	0				
BASE ATTACK BONUS										16	SPELL RESISTANCE										0
CMB	20	=	16	+	4	+	0	SPEED													
TOTAL BAB STR MOD. SIZE MOD.										30 FT. 6 SQ. BASE SPEED											
CMD	30	=	16	+	4	+	0	+	0	+	10	20 FT. 4 SQ. WITH ARMOUR									
TOTAL BAB STR MOD. DEX MOD. SIZE MOD. DEFAULT										0 FT. / 0 FLY/MANOEUVRABILITY											
FAVOURIED CLASS	Class										0 FT.	0 FT.	0 FT.								
										SWIM	CLIMB	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	+3	=	S4R	+ 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	-1	=	D0X	+ 0 + 0	
* <input checked="" type="checkbox"/> HANDLE ANIMAL	0	=	C0A	+ 0 + 0	
<input type="checkbox"/> HEAL	0	=	V0S	+ 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	=	V0S	+ 0 + 0	
<input checked="" type="checkbox"/> PERFORM (STRING INSTRUMENTS)	0	=	C0A	+ 0 + 0	
* <input checked="" type="checkbox"/> PROFESSION (OPTIONAL)	0	=	V0S	+ 0 + 0	
<input checked="" type="checkbox"/> RIDE	-1	=	D0X	+ 0 + 0	
<input checked="" type="checkbox"/> SENSE MOTIVE	0	=	V0S	+ 0 + 0	
* <input type="checkbox"/> SLEIGHT OF HAND	-1	=	D0X	+ 0 + 0	
* <input type="checkbox"/> SPELLCRAFT	+17	=	I17T	+ 0 + 0	
<input type="checkbox"/> STEALTH	-3	=	D0X	+ 0 + -2	
<input checked="" type="checkbox"/> SURVIVAL	0	=	V0S	+ 0 + 0	
<input checked="" type="checkbox"/> SWIM	+3	=	S4R	+ 0 + 0	
* <input checked="" type="checkbox"/> USE MAGIC DEVICE	0	=	C0A	+ 0 + 0	
				TOTAL	10
<input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY					

WEAPONS	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
Weapon int - str	+33 / +28 / +23 / +18	2d6 +4	18-20/x2	-	S	12 lbs.	-
Weapon str - int	+20 / +15 / +10 / +5	2d6 +17	18-20/x2	-	S	12 lbs.	-
Weapon dex-dex	+16 / +11 / +6 / +1	2d6	18-20/x2	-	S	12 lbs.	-
Weapon str-str	+20 / +15 / +10 / +5	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.
--------	-----	---	----	-----	--	----------

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	725
----------	---	-----	---	-----

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.

-

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

CASTER LEVEL

-2

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

CLASS SPELLS

SECOND TIER

TEST1 +3 CASTER LEVELS

		Text	School	Duration	80 ft.	Reflex negates	No
--	--	------	--------	----------	--------	-------------------	----

TEST3 +2 CASTER LEVELS

		Text	School	Duration	400 ft.	Reflex negates	No
--	--	------	--------	----------	---------	-------------------	----

SIXTH TIER

TEST2 +1 CASTER LEVELS

		Text	School	Duration	90 ft.	Reflex negates	No
--	--	------	--------	----------	--------	-------------------	----

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

ATTRIBUTE	ABILITY SCORE	ABILITY MODIFIER
STR STRENGTH	0	0
DEX DEXTERITY	0	0
CON CONSTITUTION	0	0
INT INTELLIGENCE	0	0
WIS WISDOM	0	0
CHA CHARISMA	0	0

HP	TOTAL	0	DR
WOUNDS/CURRENT HP			
NONLEATHAL DAMAGE			

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

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

TOUCH ARMOUR CLASS	0
FLAT-FOOTED ARMOUR CLASS	0

FORTITUDE (CONSTITUTION)	0
REFLEX (DEXTERITY)	0
WILL (WISDOM)	0

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

SPELL RESISTANCE	0
-------------------------	---

BASE ATTACK BONUS	16
--------------------------	----

CMB	20	=	16	+	4	+	0
	TOTAL		BAB		STR MOD.		SIZE MOD.

CMD	30	=	16	+	4	+	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)
---	---	--------------------	--------	---------------------	---------	-----------------------

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)
---	---	--------------------	-------------	----------	---------	----------------------------

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)
---	--	--------------------	----------	------	---------	----------------------------

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)
---	--	--------------------	--------	----------	---------	----------------------------

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)
---	--	----------------	--------	---	--------------	-----------------------

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)
---	--	----------------	----------	-----	--------	------------------------