

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

-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

TOTAL

BASE SAVE

ABILITY MODIFIER

MAGIC MODIFIER

MISC MODIFIER

TEMPORARY MODIFIER

FORTITUDE

(CONSTITUTION)

11

=

11

+

0

+

0

+

0

+

0

REFLEX

(DEXTERITY)

5

=

7

+

-2

+

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

37

=

17

+

11

+

-2

+

1

+

10

TOTAL

BAB

STR MOD.

DEX MOD.

SIZE MOD.

DEFAULT

FAVoured

CLASS

Class

0 FT.

SWIM

0 FT.

CLIMB

0 FT.

BURROW

SPEED

30 FT. 6 SQ.

BASE SPEED

20 FT. 4 SQ.

WITH ARMOUR

0 FT. / 0

FLY/MANOEUVRABILITY

CONDITIONAL MODIFIERS

LANGUAGES

Common

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.	-

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

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
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						
TEST 1 +3 CASTER LEVEL						
		Text	School	Duration	25 ft.	Reflex negates

CUSTOM LIST

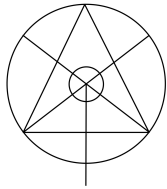
TEST1

a	b	c	d	e	f	g
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NOTES

NAME	Text
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Companion name

Alignment

Player

CHARACTER NAME

ALIGNMENT

PLAYER NAME

Lvl 16 Class

Diety

Homeland

CHARACTER LEVEL

DEITY

HOMELAND

Race

Size

Gender

Age

Height

Weight

Hair

Eyes

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ATTRIBUTE	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER
<b>STR</b> STRENGTH	28	+9	0	0
<b>DEX</b> DEXTERITY	12	+1	0	0
<b>CON</b> CONSTITUTION	12	+1	0	0
<b>INT</b> INTELLIGENCE	20	+5	0	0
<b>WIS</b> WISDOM	12	+1	0	0
<b>CHA</b> CHARISMA	12	+1	0	0

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

<b>INITIATIVE</b>	MODIFIER	-2	=	-2	+	0
TOTAL DEX MODIFIER MISC MODIFIER						

<b>AC</b> ARMOUR CLASS	45	=	10	+	0	+	0	+	-2	+	-1	+	40	+	0	+	-2
TOTAL DEFAULT ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE NATURAL DEFLECTION MISC MODIFIER																	

<b>TOUCH</b> ARMOUR CLASS	5	<b>FLAT-FOOTED</b> ARMOUR CLASS	49
MODIFIERS			

<b>FORTITUDE</b> (CONSTITUTION)	TOTAL	11	=	10	+	1	+	0	+	0	+	0
BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER												

<b>REFLEX</b> (DEXTERITY)	6	=	5	+	1	+	0	+	0	+	0
BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER											

<b>WILL</b> (WISDOM)	11	=	10	+	1	+	0	+	0	+	0
BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER											

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	Misc. Mod.
<input type="checkbox"/> ACROBATICS	+1	=	DEX	+ 0 + 0
<input type="checkbox"/> APPRAISE	+5	=	INT	+ 0 + 0
<input checked="" type="checkbox"/> BLUFF	+1	=	CHA	+ 0 + 0
<input checked="" type="checkbox"/> CLIMB	+14	=	STR	+ 2 + 0
<input checked="" type="checkbox"/> CRAFT (ARMOR)	+5	=	INT	+ 0 + 0
<input checked="" type="checkbox"/> CRAFT (BOWS)	+5	=	INT	+ 0 + 0
<input checked="" type="checkbox"/> CRAFT (WEAPONS)	+5	=	INT	+ 0 + 0
<input checked="" type="checkbox"/> DIPLOMACY	+1	=	CHA	+ 0 + 0
* <input type="checkbox"/> DISABLE DEVICE	+1	=	DEX	+ 0 + 0
<input type="checkbox"/> DISGUISE	+1	=	CHA	+ 0 + 0
<input type="checkbox"/> ESCAPE ARTIST	+1	=	DEX	+ 0 + 0
<input type="checkbox"/> FLY	+1	=	DEX	+ 0 + 0
* <input checked="" type="checkbox"/> HANDLE ANIMAL	+1	=	CHA	+ 0 + 0
<input type="checkbox"/> HEAL	+11	=	WIS	+ 10 + 0
<input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY	TOTAL 12			

<b>BASE ATTACK BONUS</b>	16	<b>SPELL RESISTANCE</b>	0
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<b>CMB</b>	26	=	16	+	9	+	1	<b>SPEED</b>	30 FT. 6 SQ.			
TOTAL BAB STR MOD. SIZE MOD. BASE SPEED												
<b>CMD</b>	37	=	16	+	9	+	1	+	1	+	10	30 FT. 6 SQ.
TOTAL BAB STR MOD. DEX MOD. SIZE MOD. DEFAULT WITH ARMOUR												
<b>FAVOURED</b> CLASS	Class						50 FT.	0 FT.	0 FT.			
							SWIM	CLIMB	BURROW			

CONDITIONAL MODIFIERS

LANGUAGES

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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