

LANGUAGES

Common

Name

CHARACTER NAME

Lvl 10 Name

CHARACTER LEVEL

Race

Size

Gender

Age

Lawful Neutral

ALIGNMENT

Player

PLAYER NAME

Diety

DEITY

Height

WEIGHT

Homeland

HOMELAND

Hair

Eyes

HAIR

EYES

ATTRIBUTE	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP	TOTAL	-50	DR
STR STRENGTH	0	-5	0	0	WOUNDS/CURRENT HP			
DEX DEXTERITY	0	-5	0	0				
CON CONSTITUTION	0	-5	0	0	NONLEATHAL DAMAGE			
INT INTELLIGENCE	0	-5	0	0				
WIS WISDOM	0	-5	0	0	INITIATIVE MODIFIER			
CHA CHARISMA	0	-5	0	0				

AC ARMOUR CLASS	19	=	10	+	2	+	1	+	-5	+	0	+	1	+	0	+	10	
	TOTAL		DEFAULT		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOUR		DEFLECTION MODIFIER		MISC MODIFIERS	
TOUCH ARMOUR CLASS	15	FLAT-FOOTED ARMOUR CLASS																
	24																	
FORTITUDE (CONSTITUTION)																		
-5 = 0 + -5 + 0 + 0 + 0																		
REFLEX (DEXTERITY)																		
-5 = 0 + -5 + 0 + 0 + 0																		
WILL (WISDOM)																		
-5 = 0 + -5 + 0 + 0 + 0																		

BASE ATTACK BONUS	1	SPELL RESISTANCE	0
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CMB	-4	=	1	+	-5	+	0	SPEED	30 FT. 6 SQ BASE SPEED				
	TOTAL		BAB		STR MOD.		SIZE MOD.		20 FT. 4 SQ WITH ARMOUR				
CMD	1	=	1	+	-5	+	-5		+	0	+	10	0 FT. / 0 FLY/MANOEUVRABILITY
	TOTAL		BAB		STR MOD.		DEX MOD.		SIZE MOD.		DEFAULT		
FAVOURIED CLASS	Name										0 FT	0 FT	0 FT
											SWIM	CLIMB	BURROW

CONDITIONAL MODIFIERS

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	1	-	0	0%	natural	70 lbs.
Test misc	10	-	0	0%	misc	70 lbs.

TOTALS

+14

+99

-1

35%

280 lbs.

WEAPONS	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
Weapon	+8	2d6+4	18-20/x2	-	S	12 lbs.	-

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> ACROBATICS	-6	=	DE-5	+ 0 + 0
<input type="checkbox"/> APPRAISE	-5	=	IN-5	+ 0 + 0
<input checked="" type="checkbox"/> BLUFF	-7	=	CH-5	+ 0 + -2
<input checked="" type="checkbox"/> CLIMB	-6	=	ST-5	+ 0 + 0
<input checked="" type="checkbox"/> CRAFT (ARMOR)	-5	=	IN-5	+ 0 + 0
<input checked="" type="checkbox"/> CRAFT (BOWS)	-5	=	IN-5	+ 0 + 0
<input checked="" type="checkbox"/> CRAFT (WEAPONS)	-5	=	IN-5	+ 0 + 0
<input checked="" type="checkbox"/> DIPLOMACY	-5	=	CH-5	+ 0 + 0
* <input type="checkbox"/> DISABLE DEVICE	-6	=	DE-5	+ 0 + 0
<input type="checkbox"/> DISGUISE	-7	=	CH-5	+ 0 + -2
<input type="checkbox"/> ESCAPE ARTIST	-6	=	DE-5	+ 0 + 0
<input type="checkbox"/> FLY	-6	=	DE-5	+ 0 + 0
* <input checked="" type="checkbox"/> HANDLE ANIMAL	-5	=	CH-5	+ 0 + 0
<input type="checkbox"/> HEAL	-5	=	WI-5	+ 0 + 0
<input checked="" type="checkbox"/> INTIMIDATE	-5	=	CH-5	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (ARCANA)	-5	=	IN-5	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)	-5	=	IN-5	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (ENGINEERING)	-5	=	IN-5	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	-5	=	IN-5	+ 0 + 0
* <input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)	-5	=	IN-5	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (LOCAL)	-5	=	IN-5	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (NATURE)	-2	=	IN-5	+ 0 + 3
* <input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY)	-5	=	IN-5	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (PLANES)	-5	=	IN-5	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (RELIGION)	-5	=	IN-5	+ 0 + 0
* <input type="checkbox"/> LINGUISTIC	-5	=	IN-5	+ 0 + 0
<input type="checkbox"/> PERCEPTION	-5	=	WI-5	+ 0 + 0
<input checked="" type="checkbox"/> PERFORM (STRING INSTRUMENTS)	-5	=	CH-5	+ 0 + 0
* <input type="checkbox"/> PROFESSION (OPTIONAL)	-5	=	WI-5	+ 0 + 0
<input checked="" type="checkbox"/> RIDE	-6	=	DE-5	+ 0 + 0
<input checked="" type="checkbox"/> SENSE MOTIVE	-5	=	WI-5	+ 0 + 0
* <input type="checkbox"/> SLEIGHT OF HAND	-6	=	DE-5	+ 0 + 0
* <input type="checkbox"/> SPELLCRAFT	-5	=	IN-5	+ 0 + 0
<input type="checkbox"/> STEALTH	-8	=	DE-5	+ 0 + -2
<input checked="" type="checkbox"/> SURVIVAL	-5	=	WI-5	+ 0 + 0
<input checked="" type="checkbox"/> SWIM	-6	=	ST-5	+ 0 + 0
* <input checked="" type="checkbox"/> USE MAGIC DEVICE	-5	=	CH-5	+ 0 + 0
<input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY				

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

CURRENCY	CARRIED	CARRIED WEIGHT	STORED
Silver	50	1	0

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
280 + 12	1	10	0	303

LOADS & LIFT					
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT ABOVE HEAD	LIFT OF GROUND	DRAG & PUSH
0 lbs.	0 lbs.	0 lbs.	0 lbs.	0 lbs.	0 lbs.
CURRENT LOAD			OVER ENCUMBERED		

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

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.