

Name

Alignment

Player

CHARACTER NAME

ALIGNMENT

PLAYER NAME

Lvl 1 ClassA, Lvl 10 ClassB, Lvl 1 ClassC

Deity

Homeland

CHARACTER LEVEL

DEITY

HOMELAND

Race

Large

Gender

Age

Height

Weight

Hair

Eyes

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ATTRIBUTE	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP (CON)	TOTAL	12	DR	100
STR STRENGTH	30	+10	+2	+1	WOUNDS/CURRENT HP				
DEX DEXTERITY	57	+23	0	0					
CON CONSTITUTION	12	+1	0	0	NONLEATHAL DAMAGE				
INT INTELLIGENCE	45	+17	0	0					
WIS WISDOM	10	0	0	0					
CHA CHARISMA	9	-1	0	0	INITIATIVE MODIFIER	28	=	23	+ 5
TOTAL DEX MODIFIER MISC									
AC ARMOR CLASS	31	=	10	+ 13	+ 2	+ 6	+ -1	+ 0	+ 1 + 0
TOTAL DEFAULT ARMOR BONUS SHIELD BONUS INT MODIFIER SIZE NATURAL DEFLECTION MISC MODIFIER MODIFIER MODIFIERS									
TOUCH ARMOUR CLASS	16	FLAT-FOOTED ARMOUR CLASS 25							
TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER									
FORTITUDE (CONSTITUTION)	9	=	8	+ 1	+ 0	+ 0	+ 0	+ 0	
REFLEX (DEXTERITY)	28	=	5	+ 23	+ 0	+ 0	+ 0	+ 0	
WILL (WISDOM)	7	=	7	+ 0	+ 0	+ 0	+ 0	+ 0	
BASE ATTACK BONUS 11 SPELL RESISTANCE 3									
CMB	22	=	11	+ 10	+ 1	+ 0	30 FT. 6 SQ. BASE SPEED		
TOTAL BAB STR MOD. SIZE MOD. MISC									
CMD	56	=	11	+ 10	+ 23	+ 1	+ 11	20 FT. 4 SQ. WITH ARMOUR	
TOTAL BAB STR MOD.DEX MOD.SIZE MOD. MISC									
FAVOURED CLASS	ClassC					0 FT.	0 FT.	0 FT. FLY/MANOEUVRABILITY	
SWIM CLIMB BURROW									
CONDITIONAL MODIFIERS									
Locate traps: 5 perception, Locate traps: +5 perception, Sample condition, ENV-Sample condition,									

LANGUAGES
Common

WEAPONS	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
MA Weapon int - str +5 note	+34/+29/+24	2d6+15	18-20/x2	-	S	12 lbs.	-
MW Weapon str - none	+21/+16/+11	2d6	18-20/x2	-	S	12 lbs.	-
Weapon dex-dex	+33/+28/+23	2d6+23	18-20/x2	-	S	12 lbs.	-
Weapon int - str flaming, hamster bane	+29/+24/+19	2d6+10	18-20/x2	-	S	12 lbs.	-

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	Misc. Mod.
<input checked="" type="checkbox"/> ACROBATICS	+16	= 23X	+ 0	+ -7
<input type="checkbox"/> APPRAISE	+17	= 17T	+ 0	+ 0
<input checked="" type="checkbox"/> BLUFF	-3	= 6HA	+ 0	+ -2
<input checked="" type="checkbox"/> CLIMB	+3	= 10R	+ 0	+ -7
<input checked="" type="checkbox"/> CRAFT (ARMOR)	+17	= 17T	+ 0	+ 0
<input checked="" type="checkbox"/> CRAFT (BOWS)	+17	= 17T	+ 0	+ 0
<input checked="" type="checkbox"/> CRAFT (WEAPONS)	+17	= 17T	+ 0	+ 0
<input checked="" type="checkbox"/> DIPLOMACY	-1	= 6HA	+ 0	+ 0
* <input type="checkbox"/> DISABLE DEVICE	-	= 23X	+ 0	+ -7
<input type="checkbox"/> DISGUISE	-3	= 6HA	+ 0	+ -2
<input type="checkbox"/> ESCAPE ARTIST	+16	= 23X	+ 0	+ -7
<input type="checkbox"/> FLY	+14	= 23X	+ 0	+ -9
* <input checked="" type="checkbox"/> HANDLE ANIMAL	-	= 6HA	+ 0	+ 0
<input type="checkbox"/> HEAL	0	= 10S	+ 0	+ 0
<input checked="" type="checkbox"/> INTIMIDATE	-1	= 6HA	+ 0	+ 0
* <input type="checkbox"/> KNOWLEDGE (ARCANA)	-	= 17T	+ 0	+ 0
* <input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)	-	= 17T	+ 0	+ 0
* <input type="checkbox"/> KNOWLEDGE (ENGINEERING)	-	= 17T	+ 0	+ 0
* <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	-	= 17T	+ 0	+ 0
* <input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)	-	= 17T	+ 0	+ 0
* <input type="checkbox"/> KNOWLEDGE (LOCAL)	-	= 17T	+ 0	+ 0
* <input type="checkbox"/> KNOWLEDGE (NATURE)	+33	= 17T	+ 10	+ 6
* <input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY)	-	= 17T	+ 0	+ 0
* <input type="checkbox"/> KNOWLEDGE (PLANES)	-	= 17T	+ 0	+ 0
* <input type="checkbox"/> KNOWLEDGE (RELIGION)	-	= 17T	+ 0	+ 0
* <input type="checkbox"/> LINGUISTIC	-	= 17T	+ 0	+ 0
<input type="checkbox"/> PERCEPTION	0	= 10S	+ 0	+ 0
<input checked="" type="checkbox"/> PERFORM (STRING INSTRUMENTS)	-1	= 6HA	+ 0	+ 0
* <input checked="" type="checkbox"/> PROFESSION (OPTIONAL)	-	= 10S	+ 0	+ 0
<input checked="" type="checkbox"/> RIDE	+16	= 23X	+ 0	+ -7
<input checked="" type="checkbox"/> SENSE MOTIVE	0	= 10S	+ 0	+ 0
* <input type="checkbox"/> SLEIGHT OF HAND	-	= 23X	+ 0	+ -7
* <input type="checkbox"/> SPELLCRAFT	-	= 17T	+ 0	+ 0
<input type="checkbox"/> STEALTH	+10	= 23X	+ 0	+ -13
<input checked="" type="checkbox"/> SURVIVAL	0	= 10S	+ 0	+ 0
<input checked="" type="checkbox"/> SWIM	+3	= 10R	+ 0	+ -7
* <input checked="" type="checkbox"/> USE MAGIC DEVICE	+14	= 6HA	+ 10	+ 2
<input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY		TOTAL	20	

WORN MAGIC ITEM EQUIPMENT						
SLOT	ITEM					
Belt:						
Body:						
Chest:						
Eyes:						
Feet:						
Hands:						
Head:						
Headband:						
Neck:						
Ring:	Ring of protection					
Ring:						
Shoulders:						
Wrist:						

AC ITEMS	AC BONUS	MAX INT	PENALTY	SPELL FAILURE	TYPE	WEIGHT
Test armor+ 5 benevolent	13	6	-6	0%	heavy	100 lbs.
Test shield	2	-	-1	35%	shield	70 lbs.
Ring of protection	1	-	0	0%	deflection	0 lbs.

TOTALS	+16	+6	−7	35%		170 lbs.
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BAGS & CONTAINERS			
CONTAINER	VOLUME		WT.
Container	10 lbs.		1 lbs.
1 Bag of holding	100/100 lbs.		12 lbs.
2 Env-Container2	10/500 lbs.		12 lbs.
TOTAL	25 lbs.		

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL

170 + 48	14	283	0	515
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LOADS & LIFT					
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT ABOVE HEAD	LIFT OF GROUND	DRAG & PUSH
1066 lbs.	2133 lbs.	3200 lbs.	3200 lbs.	6400 lbs.	16000 lbs.

CURRENT LOAD		LIGHT	
CURRENCY	CARRIED	CARRIED WEIGHT	STORED
Platinum	0	0	0
Gold	650	13	0
Silver	50	1	0
Copper	9	0	0

EXPERIENCE POINTS	
CURRENT	NEXT LEVEL

GEAR		
ITEM	QTY	WT.
Test	10	10 lbs.
ENV-Test	10	10 lbs.
1 ENV-Container-Test-1	60	20 lbs.
ENV-Container-Test-2	1	2 lbs.
ENV-Container-Test-3	1	2 lbs.
ENV-Container-Test-4	1	2 lbs.
ENV-Container-Test-5	100	200 lbs.
ENV-Container-Test-6	1	2 lbs.
2 ENV-Container2-Test-1	1	2 lbs.
2 ENV-Container2-Test-2	1	2 lbs.
2 ENV-Container2-Test-3	1	2 lbs.
2 ENV-Container2-Test-4	1	2 lbs.
ENV-Container2-Test-5	0	0 lbs.
2 ENV-Container2-Test-6	1	2 lbs.
Masterwork tool (UMD)	0	0 lbs.
TOTAL		283 lbs.

FEATURES		
NAME	TEXT	USES
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.	-
CLASSB		
CLASSB LEVEL 10		-
CLASSC		
ARMOR TRAINING		-
MIND OVER METAL	use int instead of dex for armor class	-

FEATS

NAME	TEXT
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.
CUNNING INITIATIVE	At 2nd level, an inquisitor adds her Wisdom modifier on initiative checks, in addition to her Dexterity modifier.
WEAPON FOCUS LONGSWORD	You gain a +1 bonus on all attack rolls you make using the selected weapon.
SHIELD FOCUS	
WEAPON FOCUS HEAVY BLADES	

CLASSC

SPELLS PER DAY

SPELLS KNOWN	SAVE DC	LEVEL	USED	TOTAL	CLASS	ABILITY MOD.	MISC
0	27	0		∞			
0	28	1st		9	=	1	+ 5 + 3
1	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
2							

CASTER LEVEL 1 PRIMARY ATTRIBUTE INT

DOMAIN

test

- subtest1
- subtest2

testdf

SCHOOL

testsd

- subtestsd

BLOODLINE

testb

- subtestb

SOMETHING ELSE

testasd

- aaaaaaaaa

CLASSC SPELL-OVERVIEW

SECOND LEVELSIXTH LEVEL

Test1 +3 caster levelTest2 +1 caster level
unknown Test3 +2 caster level

CLASSC SPELLS

PREP	SCHOOL	DURATION	RANGE	SAVE	TARGET
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SECOND LEVEL					
TEST1 +3 CASTER LEVEL					
X	School	Instantaneous	personal	Reflex negates	you
Text					
UNKNOWN TEST3 +2 CASTER LEVEL					
	School	Duration	520 ft.	Reflex negates	45 ft. cone
Text					

SIXTH LEVEL					
TEST2 +1 CASTER LEVEL					
	School	Duration	120 ft.	Reflex negates	-
Text					

SPELLS					
PREP.	SCHOOL	DURATION	RANGE	SAVE	TARGET
FIFTH LEVEL					
TEST1 +3 CASTER LEVEL					
	School	Duration	25 ft.	Reflex negates	-
Text					

7
NUMBER

TESTECLES (HUGE STORM GIANT BLOODY SKELETON)

12
HD

STR
STRENGTH

16

+3

DEX
DEXTERITY

12

+1

INT
INTELLIGENCE

10

0

WIS
WISDOM

10

0

CHA
CHARISMA

14

+2

HP
(CHA)

TOTAL

69

WOUNDS

DR

5/B

BASE ATTACK BONUS

9

FORTITUDE
(CHARISMA)

6

=

4

+

2

+

0

REFLEX
(DEXTERITY)

5

=

4

+

1

+

0

WILL
(WISDOM)

8

=

8

+

0

+

0

AC
ARMOR CLASS

15

=

10

+

0

+

0

+

1

+

-2

+

3

+

2

+

1

TOUCH
ARMOUR CLASS

12

FLAT-FOOTED
ARMOUR CLASS

13

SPEED

30 FT. 6 SQ.
BASE SPEED

30 FT. 6 SQ.
WITH ARMOUR

0 FT./ 0
FLY/MANOEUVRABILITY

CMB

14

=

9

+

3

+

2

+

0

CMD

28

=

9

+

3

+

1

+

2

+

13

WEAPONS

ATTACK MODIFIERS

DAMAGE

CRITICAL

RANGE

TYPE

WEIGHT

AMMO

Katana (Large)

+10/+5

3d6+3

18-20/x2

-

S

12 lbs.

-

trip

Katana (Large)

+10/+5

3d6+3

18-20/x2

-

S

12 lbs.

-

note

1
NUMBER

GREATER SHADOW (MEDIUM GREATER SHADOW INCORPOREAL)

9
HD

STR
STRENGTH

-

0

DEX
DEXTERITY

20

+5

INT
INTELLIGENCE

6

-2

WIS
WISDOM

12

+1

CHA
CHARISMA

15

+2

HP
(CHA)

TOTAL

58

WOUNDS

DR

BASE ATTACK BONUS

6

FORTITUDE
(CHARISMA)

5

=

3

+

2

+

0

REFLEX
(DEXTERITY)

8

=

3

+

5

+

0

WILL
(WISDOM)

7

=

6

+

1

+

0

AC
ARMOR CLASS

18

=

10

+

0

+

0

+

5

+

0

+

0

+

2

+

1

TOUCH
ARMOUR CLASS

18

FLAT-FOOTED
ARMOUR CLASS

12

SPEED

0 FT. 0 SQ.
BASE SPEED

0 FT. 0 SQ.
WITH ARMOUR

40 FT./ 0
FLY/MANOEUVRABILITY

CMB

11

=

6

+

5

+

0

+

0

CMD

24

=

6

+

0

+

5

+

0

+

13

WEAPONS

ATTACK MODIFIERS

DAMAGE

CRITICAL

RANGE

TYPE

WEIGHT

AMMO

Melee

+11

1d8 Strength

20/x2

-

touch

0 lbs.

-

incorporeal, negative strength score => DEATH, create spawn

FEATS AND FEATURES

FEATURES: Strength Damage (Su), Darkvision 60ft.,
FEATS: Dodge, Flyby Attack, Mobility, Skill Focus (Perception, Stealth),

NOTES

NAME	Text
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TESTCOMPANION

Companion name

Alignment

Player

CHARACTER NAME

ALIGNMENT

PLAYER NAME

Lvl 10 Class

Deity

Homeland

CHARACTER LEVEL

DEITY

HOMELAND

Race

Large

Gender

Age

Height

Weight

Hair

Eyes

RACE

SIZE

GENDER

AGE

HEIGHT

WEIGHT

HAIR

EYES

ATTRIBUTE	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP (CON)	TOTAL	DR
STR STRENGTH	28	+9	0	0	HP (CON) WOUNDS/CURRENT HP	10	
DEX DEXTERITY	12	+1	0	0			
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			

AC	TOTAL	DEFAULT	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER
AC ARMOR CLASS	18	10	0	0	1	-1	10	0	-2

TOUCH	TOTAL	FLAT-FOOTED	ARMOR CLASS	MODIFIERS
TOUCH ARMOR CLASS	8	19		

FORTITUDE	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	8	7	1	0	0	0

REFLEX	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
REFLEX (DEXTERITY)	4	3	1	0	0	0

WILL	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
WILL (WISDOM)	8	7	1	0	0	0

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	+9	= S9R	+ 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	= S9R	+ 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	-	= 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	+ -2
* <input checked="" type="checkbox"/> HANDLE ANIMAL	-	= CHA	+ 0	+ 0
<input type="checkbox"/> HEAL	+11	= WIS	+ 10	+ 0
<input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY		TOTAL	12	

BASE ATTACK BONUS	10	SPELL RESISTANCE	0
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CMB	TOTAL	BAB	STR MOD.	SIZE MOD.	MISC	SPEED	30 FT. 6 SQ.	BASE SPEED
CMB	20	10	9	1	0	SPEED	30 FT. 6 SQ.	30 FT. 6 SQ.
CMD	29	10	9	1	1		8	WITH ARMOUR

FAVoured	TOTAL	BAB	STR MOD.	DEX MOD.	SIZE MOD.	MISC	FLY/MANOEUVRABILITY	50 FT.	0 FT.	0 FT.
FAVoured CLASS								SWIM	CLIMB	BURROW

CONDITIONAL MODIFIERS

LANGUAGES

WEAPONS

	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
Weapon int - str	+14/+9	2d6+9	18-20/x2	-	S	12 lbs.	-

TESTCOMPANION			
WORN MAGIC ITEM EQUIPMENT		GEAR	
SLOT	ITEM	ITEM	QTY WT.
Belt:		Test	10 10 lbs.
Body:			
Chest:		TOTAL	11 lbs.
Eyes:			
Feet:			
Hands:			
Head:			
Headband:			
Neck:			
Ring:			
Ring:			
Shoulders:			
Wrist:			

AC ITEMS	AC BONUS	MAX DEX	PENALTY	SPELL FAILURE	TYPE	WEIGHT
Companion misc	10	-	0	0%	natural	70 lbs.

TOTALS	+8	-	0	0%		70 lbs.
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BAGS & CONTAINERS			
CONTAINER	VOLUME		WT.
Container	10		1 lbs.
TOTAL			1 lbs.

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL
70 + 12	0	11	0	93

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		
CURRENCY	CARRIED	CARRIED WEIGHT	STORED		

EXPERIENCE POINTS	
CURRENT	NEXT LEVEL

TESTCOMPANION

CLASS

SPELLS PER DAY

SPELLS KNOWN	SAVE DC	LEVEL	USED	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
1							

CASTER LEVEL

10

PRIMARY ATTRIBUTE

INT

DOMAIN

test

- subtest1
- subtest2

CLASS SPELL-OVERVIEW

SECOND LEVEL

Test1 +3 caster level

CLASS SPELLS

PREP.	SCHOOL	DURATION	RANGE	SAVE	TARGET
SECOND LEVEL					
TEST1 +3 CASTER LEVEL					
	School	Duration	200 ft.	Reflex negates	No
Text					