

Name

CHARACTER NAME

Lvl 5 Classs, Lvl 6 Classss, Lvl 5 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	10	0	0	0			
CON CONSTITUTION	10	0	0	0			
INT INTELLIGENCE	45	+17	0	0			
WIS WISDOM	10	0	0	0			
CHA CHARISMA	10	0	0	0			

AC ARMOUR CLASS	TOTAL	DEFAULT	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOUR	DEFLECTION MODIFIER	MISC MODIFIER
	24	10	2	1	0	-1	2	0	10

TOUCH ARMOUR CLASS	TOTAL	FLAT-FOOTED ARMOUR CLASS	MODIFIERS
	19		24

FORTITUDE (CONSTITUTION)	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
	6	6	0	0	0	0

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

WILL (WISDOM)	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC MODIFIER	TEMPORARY MODIFIER
	5	5	0	0	0	0

BASE ATTACK BONUS	14	SPELL RESISTANCE	0
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CMB	TOTAL	BAB	STR MOD.	SIZE MOD.	SPEED	
	26	14	11	1	30 FT. 6 SQ. BASE SPEED	
CMD	TOTAL	BAB	STR MOD.	DEX MOD.	SIZE MOD.	DEFAULT
	36	14	11	0	1	10

FAVOURIED CLASS	Class	0 FT. SWIM	0 FT. CLIMB	0 FT. BURROW
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CONDITIONAL MODIFIERS
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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	+10	S1R	+ 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	-3	D0X	+ 0	+ -2
* <input checked="" type="checkbox"/> HANDLE ANIMAL	0	C0A	+ 0	+ 0
<input type="checkbox"/> HEAL	0	W0S	+ 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	W0S	+ 0	+ 0
<input checked="" type="checkbox"/> PERFORM (STRING INSTRUMENTS)	0	C0A	+ 0	+ 0
* <input checked="" type="checkbox"/> PROFESSION (OPTIONAL)	0	W0S	+ 0	+ 0
<input checked="" type="checkbox"/> RIDE	-1	D0X	+ 0	+ 0
<input checked="" type="checkbox"/> SENSE MOTIVE	0	W0S	+ 0	+ 0
* <input type="checkbox"/> SLEIGHT OF HAND	-1	D0X	+ 0	+ 0
* <input type="checkbox"/> SPELLCRAFT	+17	I17T	+ 0	+ 0
<input type="checkbox"/> STEALTH	-7	D0X	+ 0	+ -6
<input checked="" type="checkbox"/> SURVIVAL	0	W0S	+ 0	+ 0
<input checked="" type="checkbox"/> SWIM	+10	S1R	+ 0	+ 0
* <input checked="" type="checkbox"/> USE MAGIC DEVICE	0	C0A	+ 0	+ 0
<input checked="" type="checkbox"/> CLASS SKILL   * TRAINED ONLY				
		TOTAL	10	

WEAPONS	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
Weapon int - str	+30 / +25 / +20	2d6 +11	18-20/x2	-	S	12 lbs.	-
Weapon str - int	+24 / +19 / +14	2d6 +17	18-20/x2	-	S	12 lbs.	-
Weapon dex-dex	+13 / +8 / +3	2d6	18-20/x2	-	S	12 lbs.	-
Weapon str-str +5	+29 / +24 / +19	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

5

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	150 ft.	Reflex negates	No
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TEST3 +2 CASTER LEVEL

		Text	School	Duration	680 ft.	Reflex negates	No
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SIXTH TIER

TEST2 +1 CASTER LEVEL

		Text	School	Duration	160 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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ATTRIBUTE

STR  
STRENGTH

28

+9

0

0

DEX  
DEXTERITY

12

+1

0

0

CON  
CONSTITUTION

12

+1

0

0

INT  
INTELLIGENCE

22

+6

0

0

WIS  
WISDOM

12

+1

0

0

CHA  
CHARISMA

12

+1

0

0

ABILITY SCORE

ABILITY MODIFIER

TEMP ADJUSTMENT

TEMP MODIFIER

HP

TOTAL

0

DR

WOUNDS/CURRENT HP

NONLEATHAL DAMAGE

INITIATIVE  
MODIFIER

0

=

0

+

0

AC  
ARMOUR CLASS

48

=

10

+

0

+

0

+

0

+

0

+

40

+

0

+

-2

TOTAL

DEFAULT

ARMOR BONUS

SHIELD BONUS

DEX MODIFIER

SIZE MODIFIER

NATURAL ARMOUR

DEFLECTION MODIFIER

MISC MODIFIER

TOUCH  
ARMOUR CLASS

8

FLAT-FOOTED  
ARMOUR CLASS

50

MODIFIERS

FORTITUDE  
(CONSTITUTION)

7

=

6

+

1

+

0

+

0

+

0

REFLEX  
(DEXTERITY)

5

=

4

+

1

+

0

+

0

+

0

WILL  
(WISDOM)

6

=

5

+

1

+

0

+

0

+

0

BASE ATTACK BONUS

0

SPELL RESISTANCE

0

CMB

9

=

0

+

9

+

0

TOTAL

BAB

STR MOD.

SIZE MOD.

CMD

20

=

0

+

9

+

1

+

0

+

10

TOTAL

BAB

STR MOD.

DEX MOD.

SIZE MOD.

DEFAULT

FAVOURED  
CLASS

Class

50 FT.

SWIM

0 FT.

CLIMB

0 FT.

BURROW

SPEED

0 FT. 0 SQ.

BASE SPEED

0 FT. 0 SQ.

WITH ARMOUR

0 FT. / 0

FLY/MANOEUVRABILITY

CONDITIONAL MODIFIERS

LANGUAGES

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	+1	DEX	+	0
<input type="checkbox"/> APPRAISE	+6	INT	+	0
<input checked="" type="checkbox"/> BLUFF	+1	CHA	+	0
<input checked="" type="checkbox"/> CLIMB	+14	STR	+	2
<input checked="" type="checkbox"/> CRAFT (ARMOR)	+6	INT	+	0
<input checked="" type="checkbox"/> CRAFT (BOWS)	+6	INT	+	0
<input checked="" type="checkbox"/> CRAFT (WEAPONS)	+6	INT	+	0
<input checked="" type="checkbox"/> DIPLOMACY	+1	CHA	+	0
* <input type="checkbox"/> DISABLE DEVICE	+1	DEX	+	0
<input type="checkbox"/> DISGUISE	+1	CHA	+	0
<input type="checkbox"/> ESCAPE ARTIST	+1	DEX	+	0
<input type="checkbox"/> FLY	+1	DEX	+	0
* <input checked="" type="checkbox"/> HANDLE ANIMAL	+1	CHA	+	0
<input type="checkbox"/> HEAL	+11	WIS	+	0
<input checked="" type="checkbox"/> CLASS SKILL   * TRAINED ONLY		TOTAL	12	

WEAPONS	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
Weapon int - str	+6 / +1 / -4	2d6 +9	18-20/x2	-	S	12 lbs.	-
Weapon str - int	+9 / +4 / -1	2d6 +6	18-20/x2	-	S	12 lbs.	-
Weapon dex-dex	+1 / -4 / -9	2d6 +1	18-20/x2	-	S	12 lbs.	-
Weapon str-str +5	+14 / +9 / +4	2d6 +14	18-20/x2	-	S	12 lbs.	-
Weapon str-str +5	+14 / +9 / +4	2d6 +14	18-20/x2	-	S	12 lbs.	-
Weapon str-str +5	+14 / +9 / +4	2d6 +14	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 + 72	0	11	0	363

LOADS & LIFT

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT ABOVE HEAD	LIFT OF GROUND	DRAG & PUSH
400 lbs.	800 lbs.	1200 lbs.	1200 lbs.	2400 lbs.	6000 lbs.
CURRENT LOAD				LIGHT	

EXPERIENCE POINTS

CURRENT	NEXT LEVEL