

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								
STR STRENGTH	30	+10	+2	+1	WOUNDS/CURRENT HP											
DEX DEXTERITY	57	+23	0	0	NONLEATHAL DAMAGE											
CON CONSTITUTION	12	+1	0	0	INITIATIVE											
INT INTELLIGENCE	45	+17	0	0	28	=	23	+ 5								
WIS WISDOM	10	0	0	0	TOTAL DEX MODIFIER MISC MODIFIER											
CHA CHARISMA	9	-1	0	0	AC											
					36	=	10	+ 13	+ 2	+ 6	+ -1	+ 5	+ 1	+ 0		
					TOTAL DEFAULT ARMOR BONUS SHIELD BONUS INT MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC MODIFIER											
TOUCH ARMOUR CLASS	16	FLAT-FOOTED ARMOUR CLASS					30	MODIFIERS								
					TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER											
					9	=	8	+ 1	+ 0	+ 0	+ 0					
					FORTITUDE (CONSTITUTION)											
					28	=	5	+ 23	+ 0	+ 0	+ 0					
					REFLEX (DEXTERITY)											
					7	=	7	+ 0	+ 0	+ 0	+ 0					
					WILL (WISDOM)											
					BASE ATTACK BONUS											
					11	SPELL RESISTANCE					3					
					CMB											
					22	=	11	+ 10	+ 1	30 FT. 6 SQ. BASE SPEED						
					TOTAL BAB STR MOD. SIZE MOD. SPEED											
					CMD											
					55	=	11	+ 10	+ 23	+ 1	+ 10	20 FT. 4 SQ. WITH ARMOUR				
					TOTAL BAB STR MOD. DEX MOD. SIZE MOD. DEFAULT FLY/MANOEUVRABILITY											
					FAVOURED CLASS											
					ClassC											
					0 FT. SWIM											
					0 FT. CLIMB											
					0 FT. BURROW											
CONDITIONAL MODIFIERS																
Locate traps: 5 perception,																
Locate traps: +5 perception,																
Sample condition,																
ENV-Sample condition,																

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	Misc. Mod.
<input checked="" type="checkbox"/> ACROBATICS	+17	= 23X	+ 0	+ -6
<input type="checkbox"/> APPRAISE	+17	= 17T	+ 0	+ 0
<input checked="" type="checkbox"/> BLUFF	-3	= 6HA	+ 0	+ -2
<input checked="" type="checkbox"/> CLIMB	+4	= 10R	+ 0	+ -6
<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	+ -6
<input type="checkbox"/> DISGUISE	-3	= 6HA	+ 0	+ -2
<input type="checkbox"/> ESCAPE ARTIST	+17	= 23X	+ 0	+ -6
<input type="checkbox"/> FLY	+15	= 23X	+ 0	+ -8
* <input checked="" type="checkbox"/> HANDLE ANIMAL	-	= 6HA	+ 0	+ 0
<input type="checkbox"/> HEAL	0	= 10S	+ 0	+ 0
<input 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	+17	= 23X	+ 0	+ -6
<input checked="" type="checkbox"/> SENSE MOTIVE	0	= 10S	+ 0	+ 0
* <input type="checkbox"/> SLEIGHT OF HAND	-	= 23X	+ 0	+ -6
* <input type="checkbox"/> SPELLCRAFT	-	= 17T	+ 0	+ 0
<input type="checkbox"/> STEALTH	+11	= 23X	+ 0	+ -12
<input checked="" type="checkbox"/> SURVIVAL	0	= 10S	+ 0	+ 0
<input checked="" type="checkbox"/> SWIM	+4	= 10R	+ 0	+ -6
* <input checked="" type="checkbox"/> USE MAGIC DEVICE	+14	= 6HA	+ 10	+ 2
<input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY		TOTAL	20	

LANGUAGES
Common

WEAPONS	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
Weapon int - str note	+28/+23/+18	2d6+10	18-20/x2	-	S	12 lbs.	-
Weapon str - none	+20/+15/+10	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	+28/+23/+18	2d6+10	18-20/x2	-	S	12 lbs.	-

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	-5	0%	heavy	100 lbs.
Test shield	2	-	-1	35%	shield	70 lbs.
Test natural	5	-	0	0%	natural	70 lbs.
Ring of protection	1	-	0	0%	deflection	0 lbs.

TOTALS	+21	+6	−6	35%		240 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

240 + 48	14	283	0	585
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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.
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CURRENT LOAD	LIGHT
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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	

CLASSC

SPELLS PER DAY

SPELLS KNOWN	SAVE DC	LEVEL	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 LEVEL1PRIMARY ATTRIBUTEINT

DOMAIN

- test
- subtest1
 - subtest2

testdf

SCHOOL

- testsd
- subtestsd

BLOODLINE

- testb
- subtestb

SOMETHING ELSE

- testasd
- aaaaaaaaa

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					
TEST3 +2 CASTER LEVEL, KNOWN = FALSE					
	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					

NOTES

NAME	Text
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COMPANION

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	HP (CON)	TOTAL	DR													
STR STRENGTH	28	+9	0	0	<div>HP (CON)</div> <div>WOUNDS/CURRENT HP</div> <div>NONLEATHAL DAMAGE</div>	16														
DEX DEXTERITY	12	+1	0	0																
CON CONSTITUTION	12	+1	0	0																
INT INTELLIGENCE	20	+5	0	0																
WIS WISDOM	12	+1	0	0	<div>INITIATIVE MODIFIER</div> <div> <div>1</div> = <div>1</div> + <div>0</div> <div>TOTAL</div> <div>DEX MODIFIER</div> <div>MISC MODIFIER</div> </div>															
CHA CHARISMA	12	+1	0	0																
AC ARMOR CLASS	18	=	10	+		0	+	0	+	0	+	1	+	-1	+	10	+	0	+	-2
TOUCH ARMOUR CLASS	8				FLAT-FOOTED ARMOUR CLASS	19														
FORTITUDE (CONSTITUTION)	11	=	10	+	1	+	0	+	0	+	0	+	0							
REFLEX (DEXTERITY)	6	=	5	+	1	+	0	+	0	+	0	+	0							
WILL (WISDOM)	11	=	10	+	1	+	0	+	0	+	0	+	0							

BASE ATTACK BONUS	16	SPELL RESISTANCE	0
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CMB	26	=	16	+	9	+	1	SPEED	30 FT. 6 SQ.				
	TOTAL		BAB		STR MOD.		SIZE MOD.		BASE SPEED				
CMD	37	=	16	+	9	+	1	+	1	+	10	SPEED	30 FT. 6 SQ.
	TOTAL		BAB		STR MOD.		DEX MOD.		SIZE MOD.		DEFAULT		WITH ARMOUR
FAVOUR												0 FT. / 0	
	ClassC											FLY/MAHOEUVRABILITY	
CLASS												50 FT.	
												SWIM	
											0 FT.		
											CLIMB		
											0 FT.		
											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.	-

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

COMPANION		
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	13	-	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	DRAW & 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

SPELLS PER DAY

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
1									

CASTER LEVEL

16

PRIMARY ATTRIBUTE

INT

DOMAIN

test

CLASS SPELLS

PREP.	SCHOOL	DURATION	RANGE	SAVE	TARGET
SECOND LEVEL					
TEST 1 +3 CASTER LEVEL					
	School	Duration	260 ft.	Reflex negates	No
Text					