

Name

CHARACTER NAME

Lvl 1 Classs, Lvl 10 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	12	DR
STR STRENGTH	30	+10	+2	+1				
DEX DEXTERITY	7	-2	0	0				
CON CONSTITUTION	12	+1	0	0				
INT INTELLIGENCE	45	+17	0	0				
WIS WISDOM	10	0	0	0				
CHA CHARISMA	9	-1	0	0				

HP	TOTAL	12	DR
WOUNDS/CURRENT HP			
NONLEATHAL DAMAGE			

INITIATIVE	MODIFIER	-2	=	-2	+	0
TOTAL DEX MISC MODIFIER MODIFIER 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 MISC MODIFIER																		

TOUCH	ARMOUR CLASS	17	FLAT-FOOTED	ARMOUR CLASS	24
TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER					

FORTITUDE	(CONSTITUTION)	9	=	8	+	1	+	0	+	0	+	0
TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER												

REFLEX	(DEXTERITY)	3	=	5	+	-2	+	0	+	0	+	0
TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER												

WILL	(WISDOM)	7	=	7	+	0	+	0	+	0	+	0
TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER TEMPORARY MODIFIER												

BASE ATTACK BONUS	11	SPELL RESISTANCE	0
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CMB	22	=	11	+	10	+	1
TOTAL BAB STR MOD. SIZE MOD.							

CMD	30	=	11	+	10	+	-2	+	1	+	10
TOTAL BAB STR MOD. DEX MOD. SIZE MOD. DEFAULT											

FAVoured	CLASS	Class	0 FT.	0 FT.	0 FT.
SWIM CLIMB BURROW					

CONDITIONAL MODIFIERS
Locate traps: 5 perception, Locate traps: +5 perception, Sample condition

LANGUAGES
Common

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	Misc. Mod.
<input checked="" type="checkbox"/> ACROBATICS	-3	=	B2X	+ 0 + 0
<input type="checkbox"/> APPRAISE	+17	=	I17T	+ 0 + 0
<input checked="" type="checkbox"/> BLUFF	-3	=	GHA	+ 0 + -2
<input checked="" type="checkbox"/> CLIMB	+9	=	SOR	+ 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	-	=	B2X	+ 0 + 0
<input type="checkbox"/> DISGUISE	-3	=	GHA	+ 0 + -2
<input type="checkbox"/> ESCAPE ARTIST	-3	=	B2X	+ 0 + 0
<input type="checkbox"/> FLY	-5	=	B2X	+ 0 + -2
* <input checked="" type="checkbox"/> HANDLE ANIMAL	-	=	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)	-	=	I17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)	-	=	I17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (ENGINEERING)	-	=	I17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)	-	=	I17T	+ 0 + 0
* <input checked="" type="checkbox"/> KNOWLEDGE (HISTORY)	-	=	I17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (LOCAL)	-	=	I17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (NATURE)	+33	=	I17T	+ 10 + 6
* <input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY)	-	=	I17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (PLANES)	-	=	I17T	+ 0 + 0
* <input type="checkbox"/> KNOWLEDGE (RELIGION)	-	=	I17T	+ 0 + 0
* <input type="checkbox"/> LINGUISTIC	-	=	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)	-	=	WOS	+ 0 + 0
<input checked="" type="checkbox"/> RIDE	-3	=	B2X	+ 0 + 0
<input checked="" type="checkbox"/> SENSE MOTIVE	0	=	WOS	+ 0 + 0
* <input type="checkbox"/> SLEIGHT OF HAND	-	=	B2X	+ 0 + 0
* <input type="checkbox"/> SPELLCRAFT	-	=	I17T	+ 0 + 0
<input type="checkbox"/> STEALTH	-9	=	B2X	+ 0 + -6
<input checked="" type="checkbox"/> SURVIVAL	0	=	WOS	+ 0 + 0
<input checked="" type="checkbox"/> SWIM	+9	=	SOR	+ 0 + 0
* <input checked="" type="checkbox"/> USE MAGIC DEVICE	+12	=	GHA	+ 10 + 0
<input checked="" type="checkbox"/> CLASS SKILL * TRAINED ONLY		TOTAL		20

WEAPONS	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
Weapon int - str	+27 / +22 / +17	2d6 +10	18-20/x2	-	S	12 lbs.	-
Weapon str - none	+20 / +15 / +10	2d6	18-20/x2	-	S	12 lbs.	-
Weapon dex-dex	+8 / +3 / -2	2d6 -2	18-20/x2	-	S	12 lbs.	-
Weapon str-str +5	+25 / +20 / +15	2d6 +15	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
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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
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EXPERIENCE POINTS	
CURRENT	NEXT LEVEL

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.	-

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.

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						
PREP.	TEXT	SCHOOL	DURATION	RANGE	SAVE	SR

SECOND TIER								
TEST1 +3 CASTER LEVEL								
X	Text			School	Instantaneous	personal	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						
PREP.	TEXT	SCHOOL	DURATION	RANGE	SAVE	SR

FIFTH TIER						
TEST1 +3 CASTER LEVEL						
	Text	School	Duration	25 ft.	Reflex negates	No

CUSTOM LIST

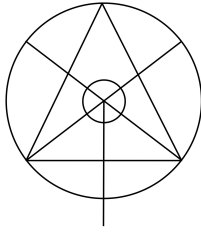
TEST1

a	b	c	d	e	f	g
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NOTES

NAME	Text
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COMPANION



Companion name

CHARACTER NAME

Lvl 16 Class

CHARACTER LEVEL		
<i>Race</i>	<i>Size</i>	<i>Gender</i>

Race

RACE

Size

SIZE

Gender

 GENDER

Age

 AGE

Alignment

ALIGNMENT

Diety

Diety

DEITY

<i>Height</i>	<i>Weight</i>
HEIGHT	WEIGHT

Weight

WEIGHT

Player

PLAYER NAME
Homeland

HOMELAND	
<i>Hair</i>	<i>Eyes</i>

<i>Hair</i>	<i>Eyes</i>
HAIR	EYES
Black	Blue
Brown	Brown
Blond	Green
Gray	Gray
Red	Yellow
White	Black

Eyes

EYES

ATTRIBUTE	ABILITY SCORE	ABILITY MODIFIER	TEMP ADJUSTMENT	TEMP MODIFIER	HP	TOTAL	DR
STR STRENGTH	28	+9	0	0		WOUNDS/CURRENT HP	
DEX DEXTERITY	12	+1	0	0			
CON CONSTITUTION	12	+1	0	0			
INT INTELLIGENCE	20	+5	0	0			
WIS WISDOM	12	+1	0	0			
CHA CHARISMA	12	+1	0	0	INITIATIVE MODIFIER	-2 = -2 + 0	

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

TOUCH ARMOUR CLASS	5	FLAT-FOOTED ARMOUR CLASS	49		BONUS	BONUS	MODIFIER	MODIFIER	ARMOUR	MODIFIER	MODIFIER

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

$$\text{REFLEX}_{(\text{DEXTERITY})} = 6 = 5 + 1 + 0 + 0 + 0$$

$$\boxed{11} = \boxed{10} + \boxed{1} + \boxed{0} + \boxed{0} + \boxed{0}$$

BASE ATTACK BONUS	16	SPELL RESISTANCE	0
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CMB	26	=	16	+	9	+	1	GREED	30 FT. 6 SQ.
	TOTAL		BAB		STR. MOD.		SIZE MOD.		BASE SPEED

CMD 37 = 16 + 9 + 1 + 1 + 10
 TOTAL BAB STR MOD. DEX MOD. SIZE MOD. DEFAULT

FAVOURÉD CLASS	Class	FLY/MANOEUVRABILITY		
		50 FT. SWIM	0 FT. CLIMB	0 FT. BURROW

CONDITIONAL MODIFIERS

[illegible]

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	-	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	

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

PREP.	TEXT	SCHOOL	DURATION	RANGE	SAVE	SR
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SECOND TIER

TEST1 +3 CASTER LEVEL						
	Text	School	Duration	260 ft.	Reflex negates	No