

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	MODIFIER	28	=	23	+	5							
WIS WISDOM	10	0	0	0	TOTAL DEX MODIFIER												
CHA CHARISMA	9	-1	0	0	TOTAL DEX MODIFIER												
AC ARMOR CLASS	36	=	10	+	13	+	2	+	6	+	-1	+	5	+	1	+	0
TOUCH ARMOUR CLASS	16	FLAT-FOOTED ARMOUR CLASS															
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	SPEED									
CMD	55	=	11	+	10	+	23	+	1	+	10	30 FT. 6 SQ. BASE SPEED					
FAVOURED CLASS	ClassC					0 FT.			20 FT. 4 SQ. WITH ARMOUR								
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
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.	-

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	=	GHA	+ 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	=	GHA	+ 0 + 0
* <input type="checkbox"/> DISABLE DEVICE	-	=	23X	+ 0 + -6
<input type="checkbox"/> DISGUISE	-3	=	GHA	+ 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	-	=	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)	-	=	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	=	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	+17	=	23X	+ 0 + -6
<input checked="" type="checkbox"/> SENSE MOTIVE	0	=	WOS	+ 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	=	WOS	+ 0 + 0
<input checked="" type="checkbox"/> SWIM	+4	=	10R	+ 0 + -6
* <input checked="" type="checkbox"/> USE MAGIC DEVICE	+14	=	GHA	+ 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	-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.

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	

# 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

- aaaaaaaaaa

## CLASSC SPELL-OVERVIEW

### SECOND LEVEL

Test1 +3 caster level  
unknown Test3 +2 caster level

### SIXTH LEVEL

Test2 +1 caster level

## CLASSC SPELLS

PREP	SCHOOL	DURATION	RANGE	SAVE	TARGET
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

STR  
STRENGTH

16

+3

DEX  
DEXTERITY

12

+1

INT  
INTELLIGENCE

10

0

WIS  
WISDOM

10

0

CHA  
CHARISMA

14

+2

HP  
(CHA)

TOTAL

114

WOUNDS

DR

5/B

FORTITUDE  
(CHARISMA)

TOTAL

6

=

4

+

2

+

0

REFLEX  
(DEXTERITY)

5

=

4

+

1

+

0

WILL  
(WISDOM)

8

=

8

+

0

+

0

AC  
ARMOR CLASS

11

=

10

+

0

+

0

+

1

+

-2

+

2

+

0

+

0

TOUCH  
ARMOUR CLASS

9

FLAT-FOOTED  
ARMOUR CLASS

10

SPEED

30 FT. 6 SQ.  
BASE SPEED

30 FT. 6 SQ.  
WITH ARMOUR

0 FT./ 0  
FLY/MANOEUVRABILITY

CMB

14

=

9

+

3

+

2

TOTAL

BAB

STR MOD.

SIZE MOD.

CMD

25

=

9

+

3

+

1

+

2

+

10

TOTAL

BAB

STR MOD.

DEX MOD.

SIZE MOD.

DEFAULT

SWIM

0 FT.

CLIMB

0 FT.

BURROW

0 FT.

WEAPONS

ATTACK MODIFIERS

DAMAGE

CRITICAL

RANGE

TYPE

WEIGHT

AMMO

Katana (Large) trip

+10/+5

3d6+3

18-20/x2

-

S

12 lbs.

-

Katana (Large) note

+10/+5

3d6+3

18-20/x2

-

S

12 lbs.

-

Katana (Large)

+10/+5

3d6+3

18-20/x2

-

S

12 lbs.

-

BASE ATTACK BONUS

9

INITIATIVE  
MODIFIER

5

=

1

+

4

TOTAL

DEX  
MODIFIER

MISC  
MODIFIER

FEATS AND FEATURES

FEATURES: Darkvision 60ft., Fast Healing 6, Channel resistance +4, Deathless, FEATS: Improved Initiative,

1  
NUMBER

STR  
STRENGTH

20

+5

DEX  
DEXTERITY

18

+4

INT  
INTELLIGENCE

10

0

WIS  
WISDOM

10

0

CHA  
CHARISMA

12

+1

HP  
(CHA)

TOTAL

90

WOUNDS

DR

5/B

FORTITUDE  
(CHARISMA)

TOTAL

4

=

3

+

1

+

0

REFLEX  
(DEXTERITY)

7

=

3

+

4

+

0

WILL  
(WISDOM)

7

=

7

+

0

+

0

AC  
ARMOR CLASS

16

=

10

+

0

+

0

+

4

+

0

+

2

+

0

+

0

TOUCH  
ARMOUR CLASS

14

FLAT-FOOTED  
ARMOUR CLASS

12

SPEED

0 FT. 0 SQ.  
BASE SPEED

0 FT. 0 SQ.  
WITH ARMOUR

0 FT./ 0  
FLY/MANOEUVRABILITY

CMB

12

=

7

+

5

+

0

TOTAL

BAB

STR MOD.

SIZE MOD.

CMD

26

=

7

+

5

+

4

+

0

+

10

TOTAL

BAB

STR MOD.

DEX MOD.

SIZE MOD.

DEFAULT

SWIM

0 FT.

CLIMB

0 FT.

BURROW

0 FT.

WEAPONS

ATTACK MODIFIERS

DAMAGE

CRITICAL

RANGE

TYPE

WEIGHT

AMMO

Katana (Large)

+12/+7

1d8+5

18-20/x2

-

S

12 lbs.

-

Katana (Large)

+12/+7

1d8+5

18-20/x2

-

S

12 lbs.

-

Katana (Large)

+12/+7

1d8+5

18-20/x2

-

S

12 lbs.

-

Katana (Large)

+12/+7

1d8+5

18-20/x2

-

S

12 lbs.

-

BASE ATTACK BONUS

7

INITIATIVE  
MODIFIER

8

=

4

+

4

TOTAL

DEX  
MODIFIER

MISC  
MODIFIER

FEATS AND FEATURES

FEATURES: Darkvision 60ft., test, FEATS: Improved Initiative, test,

3  
NUMBER

STR  
STRENGTH

20

+5

DEX  
DEXTERITY

18

+4

INT  
INTELLIGENCE

10

0

WIS  
WISDOM

10

0

CHA  
CHARISMA

12

+1

HP  
(CHA)

TOTAL

90

WOUNDS

DR

5/B

FORTITUDE  
(CHARISMA)

TOTAL

4

=

3

+

1

+

0

REFLEX  
(DEXTERITY)

7

=

3

+

4

+

0

WILL  
(WISDOM)

7

=

7

+

0

+

0

AC  
ARMOR CLASS

16

=

10

+

0

+

0

+

4

+

0

+

2

+

0

+

0

TOUCH  
ARMOUR CLASS

14

FLAT-FOOTED  
ARMOUR CLASS

12

SPEED

0 FT. 0 SQ.  
BASE SPEED

0 FT. 0 SQ.  
WITH ARMOUR

0 FT./ 0  
FLY/MANOEUVRABILITY

CMB

12

=

7

+

5

+

0

TOTAL

BAB

STR MOD.

SIZE MOD.

CMD

26

=

7

+

5

+

4

+

0

+

10

TOTAL

BAB

STR MOD.

DEX MOD.

SIZE MOD.

DEFAULT

SWIM

0 FT.

CLIMB

0 FT.

BURROW

0 FT.

WEAPONS

ATTACK MODIFIERS

DAMAGE

CRITICAL

RANGE

TYPE

WEIGHT

AMMO

Katana (Large) trip

+12/+7

1d8+5

18-20/x2

-

S

12 lbs.

-

Katana (Large) note

+12/+7

1d8+5

18-20/x2

-

S

12 lbs.

-

Katana (Large) trip

+12/+7

1d8+5

18-20/x2

-

S

12 lbs.

-

Katana (Large)

+12/+7

1d8+5

18-20/x2

-

S

12 lbs.

-

BASE ATTACK BONUS

7

INITIATIVE  
MODIFIER

8

=

4

+

4

TOTAL

DEX  
MODIFIER

MISC  
MODIFIER

FEATS AND FEATURES

FEATURES: Darkvision 60ft., test, FEATS: Improved Initiative, test,

7  
NUMBER

SKELETON (MEDIUM SKELETON)

10  
HD

STR  
STRENGTH

20

+5

DEX  
DEXTERITY

18

+4

INT  
INTELLIGENCE

10

0

WIS  
WISDOM

10

0

CHA  
CHARISMA

12

+1

AC  
ARMOR CLASS

16

=

10

+

0

+

0

+

4

+

0

+

2

+

0

+

0

TOUCH  
ARMOUR CLASS

14

CMB

12

=

7

+

5

+

0

CMD

26

=

7

+

5

+

4

+

0

+

10

HP  
(CHA)

TOTAL

90

WOUNDS

DR

5/B

FORTITUDE  
(CHARISMA)

TOTAL

4

=

3

+

1

+

0

REFLEX  
(DEXTERITY)

7

=

3

+

4

+

0

WILL  
(WISDOM)

7

=

7

+

0

+

0

FLAT-FOOTED  
ARMOUR CLASS

12

SPEED

0 FT. 0 SQ.  
BASE SPEED

0 FT. 0 SQ.  
WITH ARMOUR

0 FT./ 0  
FLY/MANOEUVRABILITY

0 FT.  
SWIM

0 FT.  
CLIMB

0 FT.  
BURROW

WOUNDS #2

WOUNDS #3

WOUNDS #4

WOUNDS #5

WOUNDS #6

WOUNDS #7

BASE ATTACK BONUS

7

INITIATIVE  
MODIFIER

8

=

4

+

4

TOTAL

DEX  
MODIFIER

MISC  
MODIFIER

FEATS AND FEATURES

FEATURES:

Darkvision 60ft., test,

FEATS:

Improved Initiative, test,

WEAPONS

ATTACK MODIFIERS

DAMAGE

CRITICAL

RANGE

TYPE

WEIGHT

AMMO

Katana (Large)

+12/+7

1d8+5

18-20/x2

-

S

12 lbs.

-

Katana (Large)

+12/+7

1d8+5

18-20/x2

-

S

12 lbs.

-



NOTES

NAME	Text
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TESTCOMPANION

Player

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**PLAYER NAME**

*Homeland*

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**HOMELAND**

*Eyes*

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EYES

ATTRIBUTE	ABILITY SCORE	ABILITY TEMP ADJUSTMENT	ABILITY TEMP ADJUSTMENT MODIFIER	HP (CON)	TOTAL	DR											
STR STRENGTH	18	+9	0	0													
DEX DEXTERITY	12	+1	0	0	WOUNDS/CURRENT HP												
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 ARMOR CLASS	18	=	10	+	0	+	0	+	1	+	-1	+	10	+	0	+	-2
TOTAL		DEFAULT		ARMOR BONUS		SHIELD BONUS		DEX MODIFIER		SIZE MODIFIER		NATURAL ARMOR		DEFLECTION MODIFIER		MISC MODIFIER	
TOUCH ARMOUR CLASS	8	FLAT-FOOTED ARMOUR CLASS		19	MODIFIERS												
TOTAL		BASE SAVE		ABILITY MODIFIER		MAGIC MODIFIER		MISC MODIFIER		TEMPORARY MODIFIER							
8		7		1		0		0		0							
4		3		1		0		0		0							
WILL (WISDOM)		8		7		1		0		0		0		0			

<b>BASE ATTACK BONUS</b>	<b>10</b>	<b>SPELL RESISTANCE</b>	<b>0</b>
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<b>CMB</b>	<input type="text" value="20"/>	=	<input type="text" value="10"/>	+	<input type="text" value="9"/>	+	<input type="text" value="1"/>		<b>SPEED</b>	<input type="text" value="30 FT. 6 SQ."/> BASE SPEED		
	TOTAL		BAB		STR MOD.		SIZE MOD.			<input type="text" value="30 FT. 6 SQ."/> WITH ARMOUR		
<b>CMD</b>	<input type="text" value="31"/>	=	<input type="text" value="10"/>	+	<input type="text" value="9"/>	+	<input type="text" value="1"/>	+		<input type="text" value="1"/>	+	<input type="text" value="10"/>
	TOTAL		BAB		STR MOD.		DEX MOD.			SIZE MOD.		DEFAULT
<b>FAVoured</b> CLASS										<input type="text" value="50 FT."/> SWIM		
<input type="text" value="ClassC"/>										<input type="text" value="0 FT."/> CLIMB		
										<input type="text" value="0 FT."/> BURROW		
										<input type="text" value="0 FT./ 0"/> FLY/MANOEUVRABILITY		

## CONDITIONAL MODIFIERS

## LANGUAGES

WEAPONS	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
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AMMO

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SKILL NAMES		TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/>	ACROBATICS	+9	= S <sup>9</sup> R	+ 0	+ 0
<input type="checkbox"/>	APPRAISE	+5	= I <sup>5</sup> T	+ 0	+ 0
<input checked="" type="checkbox"/>	BLUFF	+1	= C <sup>1</sup> H <sup>1</sup> A	+ 0	+ 0
<input checked="" type="checkbox"/>	CLIMB	+14	= S <sup>9</sup> R	+ 2	+ 0
<input checked="" type="checkbox"/>	CRAFT (ARMOR)	+5	= I <sup>5</sup> T	+ 0	+ 0
<input checked="" type="checkbox"/>	CRAFT (BOWS)	+5	= I <sup>5</sup> T	+ 0	+ 0
<input checked="" type="checkbox"/>	CRAFT (WEAPONS)	+5	= I <sup>5</sup> T	+ 0	+ 0
<input checked="" type="checkbox"/>	DIPLOMACY	+1	= C <sup>1</sup> H <sup>1</sup> A	+ 0	+ 0
* <input type="checkbox"/>	DISABLE DEVICE	-	= D <sup>0</sup> E <sup>0</sup> X	+ 0	+ 0
<input type="checkbox"/>	DISGUISE	+1	= C <sup>1</sup> H <sup>1</sup> A	+ 0	+ 0
<input type="checkbox"/>	ESCAPE ARTIST	+1	= D <sup>0</sup> E <sup>0</sup> X	+ 0	+ 0
<input type="checkbox"/>	FLY	-1	= D <sup>0</sup> E <sup>0</sup> X	+ 0	+ -2
* <input checked="" type="checkbox"/>	HANDLE ANIMAL	-	= C <sup>1</sup> H <sup>1</sup> A	+ 0	+ 0
<input type="checkbox"/>	HEAL	+11	= W <sup>1</sup> I <sup>1</sup> S	+ 10	+ 0
<input checked="" type="checkbox"/>	CLASS SKILL	* TRAINED ONLY		TOTAL 12	

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	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

CASTER LEVEL

10

PRIMARY ATTRIBUTE

INT

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							

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					