

WEAPONS	ATTACK MODIFIERS	DAMAGE	CRITICAL	RANGE	TYPE	WEIGHT	AMMO
Weapon str	+16 / +11 / +6 / +1	2d6	18-20/x2	-	S	12 lbs.	-
Weapon dex	+16 / +11 / +6 / +1	2d6	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					

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%	shield	70 lbs.
Test misc	10	-	0	0%	misc	70 lbs.

TOTALS	+15	-	−1	35%		280 lbs.
--------	-----	---	----	-----	--	----------

BAGS & CONTAINERS						
CONTAINER	VOLUME				WT.	
TOTAL						0 lbs.

CURRENCY	CARRIED	CARRIED WEIGHT	STORED
Silver	50	1	0

CARRIED WEIGHT				
ARMOR & WEAPONS	CURRENCY	EQUIPMENT	MISC	TOTAL

280 + 24	1	10	0	315
----------	---	----	---	-----

LOADS & LIFT					
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT ABOVE HEAD	LIFT OF GROUND	DRAG & PUSH
33 lbs.	66 lbs.	100 lbs.	100 lbs.	200 lbs.	500 lbs.
CURRENT LOAD			OVER ENCUMBERED		

EXPERIENCE POINTS	
CURRENT	NEXT LEVEL

GEAR		
ITEM	QTY	WT.
Test	10	10 lbs.
TOTAL		10 lbs.

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.

-

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
1	10	0	0 = 0 + 0 + 0			
1	11	1st	7 = 1 + 0 + 6			
2	12	2nd	1 = 1 + 0 + 0			
0	13	3rd	1 = 1 + 0 + 0			
0	14	4th	1 = 1 + 0 + 0			
0	15	5th	1 = 1 + 0 + 0			
0	16	6th	1 = 1 + 0 + 0			
0	17	7th	1 = 1 + 0 + 0			
0	18	8th	1 = 1 + 0 + 0			
0	19	9th	10 = 1 + 0 + 9			

CASTER LEVEL

16

BLOODLINES & PATRONS

Bloodline

DOMAINS

Domain

WIZARD SPECIALITY SCHOOL

School

CLASS SPELLS

ZEROTH TIER						
TEST1 +3 CASTER LEVELS						
		Text	School	Duration	70 ft.	Reflex negates No
FIRST TIER						
TEST1 +3 CASTER LEVELS						
		Text	School	Duration	70 ft.	Reflex negates No
SECOND TIER						
TEST1 +3 CASTER LEVELS						
		Text	School	Duration	70 ft.	Reflex negates No
TEST1 +3 CASTER LEVELS						
		Text	School	Duration	70 ft.	Reflex negates No