

Ludovico Zanni (Level 5)

This Should Default to lhp default despite the keyword
LG Medium Humanoid [Evil] **Age:** Age
CE Medium Humanoid [Evil] **Age:** Age
Init +8 [uncanny dodge]; **Senses** Perception +10, Darkvision,
Life-Sense.
AC 18 [20], **Touch** 13 [15], **Flat-Footed** 16

Section											
Ref	*+8	=	+4	+2	Dex	+1	luck	+1	res	hp	35+1d8
Fort	+4	=	+1	+1	Con	+1	luck				8, 8, 7, 7
Will	+5	=	+4	-1	Wis	+1	luck				(5d8+5)

Ref *+8 = +4 +2 Dex +1 luck +1 res +1 res
Fort +4 = +1 +1 Con +1 luck +1 res
Will +5 = +4 -1 Wis +1 luck +1 res
hp 101 + ∞

vp (6d12 + 6 rage); wp 99; DR 10 / Cold Iron
vp 99; wp 66
Fort +9; REF -1; Will ±∞
hp 10; dr 20/Gold

Fast Healing 2; DR 2/—
Resist Fire 10; Immune Lightning Strikes.
Speed 20 ft.; Carrying Capacity 10/20/30 lb.
Space 10 ft.; Reach 100 ft.
Speed 10 ft.

Section									
Ranged +1 Composite (+2 Str) shortbow [+6 BAB +5 Str + 1 Enh]									
Normal					+12/+7		1d6 + 3/x3		
Deadly Aim					+10/+5		1d8 + 7/x3		
Rapid Shot					+10/+10/+5		1d8 + 3/x3		
R. Shot + D. Aim					+8/+8/+3		1d8 + 7/x3		

Melee mwk Battle Axe [+6 BAB +2 Str + 1 Enh]
Normal +9/+5 1d8 + 2/x3
Two-handed +8/+4 1d8 + 3/x3 [-1 AC, buckler]

Melee Cold Iron Longsword +10 (1d8 + 2; 18-20/x2)

Ranged mwk Longbow +3 (1d4 - 1; /x3)

Section labelled									
Str 10, Dex 12, Con 18, Int 20+1d4, Wis 33, Cha 8									
Str	(-1)	8	=	11	-1	(age)	-2	(race)	
Dex	(+2)	14	=	13	-1	(age)	+2	(race)	
Con	(+1)	12	=	13	-1	(age)			
Int	(+3)	16	=	15	+1	(age)			
Wis	(-1)	8	=	9	+1	(age)			
Cha	(+5)	20	=	17	+1	(age)	+2	(race)	
Base Attack +10; CMB +9; CMD 22 [+2 vs Trip]									

Some Regular Text Example

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Break Here for Skills and Feats

Feats Blindfold-fighting, merciless killing, elephant-room, triple punch,
highlight casting, treant spculation, doppleganger mode.

- 1 Blindfold-fighting Does a thing.
- 1b Merciless Killing Does a different thing.
- 3 Elephant-room alternative ruleset.
- 5 Triple punch Punch one extra time when using Double punch, but not when using single punch, honestly, I just want this line long enough to lorem this ipsum a bit.

Skills Acrobatics +12, Bluff* +9, Climb +11, Craft [Fletching] +6, Heal +6,
Know [Loc]* +9, Know [Geo]* +11, Know [Nob]* +7, Perception* +13, Ride
+10, Sense Motive* +13, Stealth +19, Survival* +11 (+14 when tracking),
Swim +7

	Skill		=	rnk	cs	abl	misc
	Acrobatics	+6	=	1	+3	+2	
	Appraise	+13	=	2	+3	+3	+5 (cl/fam)
	Bluff	+10	=	2	+3	+5	
X	Craft [Woodworking]*	+17	=	5	+3	+5	+4 (tr/mwk)
	Diplomacy	+12	=	4	+3	+5	
	Fly	+6	=	1	+3	+2	
♪	Intimidate†	+15	=	—	—	—	

Q Inventory

On Person	cost	weight
+1 Darkleaf Lamellar Armour	1810 gp	12½ lb.
Mwk Rapier	20 gp	1 lb.
Sling + 10 bullets		2½ lb.
Mwk Violin + Case	100 gp	1 lb.
Mwk Artisan's tools	55 gp	2½ lb.
+1 Cloak of Resistance	1000 gp	½ lb

Wand of Cure M. Wounds

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Wand of Grease

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Symbol of Brigh

White Keypad

Inventory rope, lorem, ipsum [2x], dolor, tas, brillig, and, the/slithy, toves,
did, gyre, and, gimble, in, the, wabe, all, mimsy.

Some Magic Here

Spells

9th (∞/day) – Rain of Exploding Fish

3rd (3/day) – Fireball (DC 12, reflex half), Haste, Narcolapsy, Greater
Aphasia, Torrential Glaze

2nd – Acid Arrow, Cast-Iron.

Cantrips – Acid Arrow, Cast-Iron.

Spell-Like Abilities – Speak with Animals (3/day)

Spell-Like Abilities

At Will – Detect evil, Light

3/day – Cure Light Wounds

Constant – Cure Light Wounds

Abilities

Ennui [sp] (3/day) does a thing, involving stuff.

Excruciate [su] very much pain, and all of the lorem ipsum dolor, dulce et
decorum est pro patria mori.

Aperture Great for Science?

Break Yet Again

Note how !name and ||= breaks properly start new columns of pages.

We could put more stuff here.

Another NPC???

Even more? What in the Ipsum?