

## ABILITIES

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

Level	
<b>1</b>	
Level	
<b>7</b>	
Level	
<b>12</b>	
Уровень	
<b>17</b>	

[illegible]

## Name

Former Race

Size

Size  
Modifier

	Hit Dice	Base Attack Bonus	Max Attacks	Skill Ranks	Feats
<div style="border: 1px dashed black; width: 50px; height: 50px; display: flex; align-items: center; justify-content: center;"> <div style="width: 40px; height: 40px; border: 1px solid black; margin: 5px;"></div> <div style="width: 10px; height: 10px; border: 1px solid black; margin: 5px;"></div> </div> <b>SPIRITUALIST LEVEL</b>	d10	<div style="border: 1px solid black; width: 60px; height: 40px; margin: 5px;"></div>			
		Armour Bonus	(Good)	Saves (Bad)	Good saves: <input type="checkbox"/> <b>FORT</b> <input type="checkbox"/> <b>REF</b> <input type="checkbox"/> <b>WILL</b>
		<div style="border: 1px solid black; width: 60px; height: 40px; margin: 5px;"></div>		/	

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[illegible]