

## ABILITIES

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

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

## This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins or other markings on the paper.

## Name

Former Race

Size

Size  
Modifier

	Hit Dice	Base Attack Bonus	Max Attacks	Skill Ranks	Feats
<b>SPIRITUALIST LEVEL</b>	d10				
		Armour Bonus	Saves (Good) / (Bad)		Good saves: <input type="checkbox"/> <b>FORT</b> <input type="checkbox"/> <b>REF</b> <input type="checkbox"/> <b>WILL</b>

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[illegible]