

NAME		PLAYERNAME		DEITY		ALIGNMENT
Art5 Mer1 Exp3	45000	Tiefling	Medium	0 cm	0 kg	Darkvision (60')
CLASS	EXPERIENCE	RACE	SIZE	HEIGHT	WEIGHT	VISION
9/10	55000	0	Maschio			-1
Character Level/ECL	NEXT LEVEL	AGE	GENDER	EYES	HAIR	POINTS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
FORTITUDE (constitution)	+2	= +2	+ +0	+ +0	+ +0	+ +0		
REFLEX (dexterity)	+2	= +2	+ +0	+ +0	+ +0	+ +0		
WILL (wisdom)	+9	= +9	+ +0	+ +0	+ +0	+ +0		

UNARMED	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	REACH
	+3	1d3-1	20/x2	1.5 m

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

SKILL NAME		SKILLS				FAILURE	PENALTY
		KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MAX RANKS	12/6 MISC MODIFIER
✓	Appraise	INT	15	= 3	+ 12.0	+	
✓	Balance	DEX	-3	= 0	+	+	-3
✓	Bluff	CHA	10	= 0	+	+ 6.0	+ 4
✓	Climb	STR	-4	= -1	+	+	-3
✓	Concentration	CON	0	= 0	+	+	
	Craft (Alchemy)	INT	20	= 3	+ 12.0	+	5
	Craft (Armorsmithing)	INT	20	= 3	+ 12.0	+	5
	Craft (Leatherworking)	INT	18	= 3	+ 12.0	+	3
	Craft (Metalworking)	INT	13	= 3	+	+ 7.0	+ 3
✓	Craft (Untrained)	INT	3	= 3	+	+	
	Craft (Weaponsmithing)	INT	20	= 3	+ 12.0	+	5
✓	Diplomacy	CHA	20	= 0	+ 12.0	+	8
✓	Disguise	CHA	0	= 0	+	+	
✓	Escape Artist	DEX	-3	= 0	+	+	-3
✓	Forgery	INT	11	= 3	+	+ 8.0	+
✓	Gather Information	CHA	12	= 0	+	+ 12.0	+
✓	Heal	WIS	0	= 0	+	+	
✓	Hide	DEX	-1	= 0	+	+	-1
✓	Intimidate	CHA	2	= 0	+	+	2
✓	Jump	STR	-10	= -1	+	+	-9
	Knowledge (Arcana)	INT	11	= 3	+	+ 8.0	+
	Knowledge (The Planes)	INT	13	= 3	+	+ 10.0	+
✓	Listen	WIS	0	= 0	+	+	
✓	Move Silently	DEX	-3	= 0	+	+	-3
✓	Ride	DEX	0	= 0	+	+	
✓	Search	INT	3	= 3	+	+	
✓	Sense Motive	WIS	11	= 0	+	+ 9.0	+ 2
✓	Spot	WIS	0	= 0	+	+	
✓	Survival	WIS	0	= 0	+	+	
✓	Swim	STR	-7	= -1	+	+	-6
✓	Use Rope	DEX	0	= 0	+	+	
				=	+	+	
					+	+	

EQUIPMENT					
ITEM	LOCATION	QTY	WT	COST	
Alchemist's Lab	Equipped	1	20.0	500.0	
Masterwork Artisan's Tools (Armorsmithing)	Equipped	1	NaN	55.0	
Masterwork Artisan's Tools (Weaponsmithing)	Equipped	1	NaN	55.0	
Artisan's Outfit	Equipped	1	2.0	0.0	
TOTAL WEIGHT CARRIED/VALUE			25 kg	610.0 gp	

WEIGHT ALLOWANCE					
Light	15	Medium	30	Heavy	45
Lift over head	45	Lift off ground	90	Push / Drag	225

SPECIAL ABILITIES	
Canny Businessman (Ex)	
Helpers 5	
Journeyman	
Man About Town (Ex) ~ 6 weeks	
Master Craftman (Ex)	
Resistance to acid 5, electricity 5, and fire 5.	
Skill Level 9	

FEATS	
Negotiator	You get a +2 bonus on all Diplomacy checks and Sense Motive checks.
Skill Focus (Craft (Armorsmithing), Craft (Leatherworking), Craft (Metalworking))	You get a +3 bonus on all checks involving that skill.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.

PROFICIENCIES
Blowgun, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Gauntlet, Gauntlet (Spiked), Javelin, Longspear, Mace (Heavy), Mace (Light), Morningstar, Quarterstaff, Shortspike, Sickle, Sling, Spear, Spells(Ray), Unarmed Strike

LANGUAGES
Common, Draconic, Dwarven, Elven, Infernal

Innate Racial Spells

	Name	DC	Saving Throw	Time	Duration	Range	Comp.	Spell Resistance	School	Source
☐	Darkness	12	None		1 standard 90 minutes [D] action	Touch	V, M/DF	No	Evocation [Darkness]	RSRD: SpellsD-E.rtf
<i>Effect:</i> 20-ft. radius of supernatural shadow.						<i>Target:</i> Object touched			<i>Caster Level:</i> 9	
* =Domain/Specialty Spell										

Notes:

Character Sheet Notes: