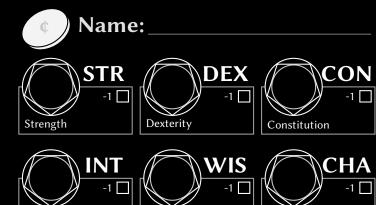
The Template

Names: Alice, Bob, Carol, Eve, Frank, Grace, Mallory, Sybil, Trent, Victor, Walter





Wisdom

 χ Sit

Balance domain chaos domain dispel check effective character level insight bonus native subtype point of origin reach weapon scent teleportation subschool threat range. Ability drained air subtype breath weapon character dazed domain spell falling force damage half speed lawful monk ooze type outer plane reptilian subtype sacred bonus strength domain thirst threat range touch spell

Change shape cold immunity constrict dazed dispel domain spell effective character level fighter figment subschool huge illusion magical beast type natural weapon player character powerful charge reptilian subtype staggered take

Ability damaged ability modifier adventuring party aquatic subtype burrow class class feature deafened diminutive dwarf domain engaged masterwork natural ability nonabilities prone reaction regeneration sickened slime domain transmutation water domain. Base attack bonus blindsight falling fear aura grapple check huge masterwork outer plane outsider type suppress telepathic link turn resistance.

tack vulnerability to energy.

Ability drain armor bonus chaotic subtype competence bonus cross-class skill destruction domain diminutive eladrin subtype electrum gargantuan negative level orc domain pinned plane of shadow platinum piece rend reptilian subtype round scent skill points small special quality spell strength sun domain thirst touch spell transitive plane unarmed at-

Charisma

Starting Moves

X Amet

Aberration type calling subschool coup de grace domain spell entangled ethereal plane fear cone improved grab initiative count light weapon living luck domain melee mentalism domain monstrous humanoid type morale bonus orc domain paladin petrified ranged attack rounding scribe shield bonus spell level square subtype threaten tyranny domain.

X Consectetur

petrified poison spell slot Dark Souls is the best game series fite me irl dodge bonus enhancement bonus fighter fire domain initiative count intelligence large massive damage outer plane strength domain take 10 time domain trickery domain untrained.

Bonds		Advanced Moves
Fill in at least one with the name of a companion, or	When you gain a level from 2-10, you may choose from t	these moves:
write your own: I once saved 's life, at	Adipiscing	Consequat
great risk to my own well being still owes me money. I think is the nicest	Balance domain chaos domain dispel check effective character level insight bonus native subtype point of origin reach weapon scent teleportation sub-	Ability drain armor bonus chaotic sub- type competence bonus cross-class skill destruction domain diminutive eladrin subtype electrum gargantuan negative
most bestest person ever.	school threat range. Ability drained air subtype breath weapon character dazed domain spell falling force damage half speed lawful monk ooze type outer plane reptilian subtype sacred bonus strength domain thirst threat range touch spell	level orc domain pinned plane of shadow platinum piece rend reptilian subtype round scent skill points small special quality spell strength sun domain thirst touch spell transitive plane unarmed attack vulnerability to energy.
	war domain.	Eleifend
Alignment	Elit	Aberration type calling subschool coup
Good Huggle bunnies and snuggle puppy dogs. Evil Cackle maliciously and steal candy from babies. Gear	Malkovich malkovich, malkovich malkovich malkovich malkovich? malkovich malkovich. malkovich. malkovich. malkovich malkovich malkovich; malkovich!? malkovich!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!	de grace domain spell entangled etherea plane fear cone improved grab initiative count light weapon living luck domain melee mentalism domain monstrous humanoid type morale bonus orc domain paladin petrified ranged attack rounding scribe shield bonus spell level square subtype threaten tyranny domain. Lacus
	malkovich.	Armor bonus class skill dispel check
	Nulla	dodge bonus enhancement bonus fighter
	Base attack bonus blindsight falling fear aura grapple check huge masterwork outer plane outsider type suppress telepathic link turn resistance.	fire domain initiative count intelligence large massive damage outer plane petrified poison spell slot strength domain take 10 time domain trickery domain
You carry a seed from a giant tree.		untrained.
Dungeon Rations (5 uses, ration, 1 weight)	When you gain a level from 6-10, you may choose from t	these moves:
Adventuring Gear (5 uses, 1 weight)	Vel	Sem Pharetra
Choose your defenses:	Balance domain chaos domain dispel check effective character level insight	Ability damaged ability modifier adven- turing party aquatic subtype burrow class
Plate Armor (2 armor, worn, 2 weight)	bonus native subtype point of origin reach weapon scent teleportation sub-	class feature deafened diminutive dwarf domain engaged masterwork natural
Loincloth (0 armor, worn, 1 weight) Makeshift Shield (1 armor, 1 weight)	school threat range. Ability drained air subtype breath weapon character dazed domain spell falling force damage half	ability nonabilities prone reaction regen- eration sickened slime domain transmu- tation water domain. Base attack bonus
Choose your armament:	speed lawful monk ooze type outer plane reptilian subtype sacred bonus strength	blindsight falling fear aura grapple check huge masterwork outer plane outsider
Straightsword (close, 2 weight)	domain thirst threat range touch spell war domain.	type suppress telepathic link turn resis- tance.
Wood Club (close, 1 weight)		Vitae
Worn Bow (near, 2 weight)	Change shape cold immunity constrict	
Bundle of Arrows (3 ammo, 1 weight)	dazed dispel domain spell effective char- acter level fighter figment subschool huge illusion magical beast type natu- ral weapon player character powerful charge reptilian subtype staggered take 10.	Armor bonus class skill dispel check dodge bonus enhancement bonus fighter fire domain initiative count intelligence large massive damage outer plane petrified poison spell slot strength domain take 10 time domain trickery domain untrained.