JATHFINDER	CHARACTER NAME		LIGNMENT PL	AYER			
Molleplaying Game /c	CHARACTER LEVEL	DEITY	HOMELAND		AMPAIGN	N	
Auchemist	RACE	SIZE GENDE	R AGE HEI	GHT WEIG	HT THE	HAIR	EYES
ABILITY ABILITY ABILITY TEMP. NAME SCORE MODIFIER SCORE MODIFIER					_		
STR MODIFIER SCORE MODIFIER	HP I		MOV	EMENT			
STRENGTH	HIT POINTS TOTAL NONLETHAL DAMAGE	FT.	sq. FT.	sq.	FT.		
DEX DEXTERITY		BASE SPEED	ARMOR SPEED				
CON]		FT.	FT.		
INT	WOUNDS/CURRENT HP INITIATIVE = +		ERABILITY SWIM	CLIMB		EMP. MODII	FIERS
INTELLIGENCE	TOTAL DEX MOD. MISC. MOD.		Sk	KILLS			
WIS	DAMAGE REDUCTION	SKILL NAM	1E	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
CHA	SPELL ENERGY RESIST	ACROBATIC	s	=DEX	+		+
CHARISMA	KESSI KESSI	☑ APPRAISE		=INT	+		+
AC =10+ + +	+ + + + + + + + + + + + + + + + + + + +	BLUFF		=CHA	+	·	+
ARMOR CLASS ARMOR SHIELD BONUS BONUS	DEX SIZE NATURAL DEFLECTION MISC. MODIFIER MODIFIER ARMOR MODIFIER MODIFIER	□Сымв		=STR	+	·	+
тоисн	MODIFIERS	☑ CRAFT		=INT	+	·	+
		☑ CRAFT		=INT	+	·—	+
FLAT FOOTED		☐ DIPLOMACY ☑ DISABLE DE		=CHA	+	· ——	<u>+</u>
TOTAL BASE ABILITY MAN	GIC MISC. TEMP.		LVICE	=DEX			+
FORTITUDE = + + +	FIER MODIFIER MODIFIER + H H MODIFIERS	<u> </u>	TIST		+		+
constitution		☑ FLY		=DEX	+	·	+
REFLEX = + +	++	☐ HANDLE AN	IIMAL *	=CHA	+	·	+
WILL = + +	¬+(¬+(¬)	☑ HEAL		=WIS	+	·	+
WISDOM				=CHA	+	·	+
B.A.B.	BOMB /	☑ KNOWLEDG	_	=INT	+	·—	+
CMB	MODIFIERS	_	E (DUNGEONEERING)*	" =INT =INT	+		+
CMB = B.A.E] + + 3. STR SIZE	KNOWLEDG	_	=INT			+
TOTAL BIALL	MODIFIER MODIFIER			=INT	+		+
CMD =	+++ 1O	Knowledg	E (LOCAL)*	=INT	+	·	+
TOTAL B.A.E	3. STR DEX SIZE MODIFIER MODIFIER	☑ Knowledg	E (NATURE)*	=INT	+	·	+
EXTRACTS	TOUCH ATTACK SAVE DC MOD.			=INT	+	· ——	+
1st /2nd / 3rd / 4th / 5th / 6th	MELEE / RANGED	KNOWLEDG		=INT	+		+
	CIAL PROPERTIES	KNOWLEDG		=INT	+	·	+
		☐ LINGUISTICS ☑ PERCEPTION		=INT		·	+
		' _					
BOMB	TTACK BONUS DAMAGE	☐ PERFORM _		=CHA	+	·	+
	DIRECT / SPLASH	☑ Profession	N *	=WIS	+	·	+
CRITICAL RANGE SAVE DC	SPECIAL PROPERTIES	_	N *				
		RIDE		=DEX			
		SENSE MOT		=WIS			
WEAPON	TACK BONUS DAMAGE CRITICAL	SLEIGHT OF ☑ SPELLCRAF		=DEX			
		STEALTH		=DEX			
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	☑ SURVIVAL		=WIS			
		□Swiм		=STR	+	·	+
		USE MAGIC		=CHA			
WEAPON	TACK BONUS DAMAGE CRITICAL	1					
]			+	· —	+
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	CLASS SKILL	* TRAINED ONLY				
		CONDITION	AL MODIFIER	5:			
	-	<i></i>					
WEAPON	TTACK BONUS DAMAGE CRITICAL						
		LANGUAGE	s:				
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES						
		<i></i>					

INVENTORY

STAVES	CL CHARGES	ITEM	#	REF.	LBS.	ITEM		#	REF.	LBS.
	DC:									
	DC:									
	DC:		1							
	DC:		\top							
			+							
SPELLS:			+							
			+-							
	DC:		+-		_					
	DC:		+							
	DC:		+		-					
			+							
WANDS	CL DC CHARGES									
			\top							
			\top							
			+							
					<u> </u>				TOTAL	\vdash
CONTAINER		1.82						- [WEIGHT	
CONTAINER		LBS.						•		
						CHARAC	TER GEAR			
CAPACITY:						1	HEAD		1	REF.
							1			
CAPACITY:										
CALACITI.							FACE		1	REF.
-						1-1				
CAPACITY:					1	Val	THROAT		Į.	REF.
	ARMOR						SHOULDERS		.1	REF.
							SHOOLDERS			· · ·
ARMOR/PROTEC	TIVE ITEM TYPE	AC BONUS MAX DEX								
							BODY		ļ.	REF.
CHECK PENALTY SPEL	L FAIL SPEED WEIGHT SI	PECIAL PROPERTIES			- 40	4				
					45		TORSO		1	REF.
					í					
CHIELD (BROTEC	TIVE ITEM . WEIGHT:	AC DONIUS : CHECK DENALTY								
SHIELD/ PROTEC	IIVETTEN WEIGHT	AC BONUS CHECK PENALTY			7 1		ARMS		 	REF.
					54					
SPELL FAIL SPECIAL PF	ROPERTIES				3.4		HANDS		ار	REF.
					1					
				-	/		WAIST			REF.
	CARRYING CAPA	CITY					WAIST			KEF.
LIGHT LOAD	LIFT O	VER HEAD MAX	. 11							
		INIAA INIAA	11				FEET		- I	REF.
MEDIUM LOAD	LIFT OF	FF GROUND MAX x2	<i>j</i> 40							
					1 4		RING		ı l	REF.
HEAVY LOAD	PUSH C	DR DRAG MAX x5			7					
					- 1		RING			REF.
	WEALTH									
COINS	VALUABLES									
CP						OTHER/	NOTES			
ep.	1									
SP										
GP										
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	≺ FEA	ATS			EXTR	ACTS	
FEAT	PAGE REF.	FEAT	PAGE R	FORMULAE KNOWN	EXTRACT SAVE DC LEV	EXTRACTS 'EL PER DAY	BONUS EXTRACTS
NOTES		NOTES			15	т	
FEAT	PAGE REF.	FEAT	PAGE R		21	ID	
NOTES		NOTES		_	3F	RD	
FEAT	PAGE REF.	FEAT	_I PAGE R		41		H
CIA.		C ID			51		H
Z		NATION NATIONAL PROPERTY.		CONDITIONAL		^п Ш	\perp
FEAT	PAGE REF.	FEAT	PAGE R	33			
NOTES		NOTES					
FEAT	PAGE REF.	FEAT	PAGE R	EF.	MUTA	GEN	
NOTES		NOTES		MUTAGI BONU			NEW RE MOD.
FEAT	PAGE REF.	FEAT	PAGE R			INT	+
NOTES		Sara		CON		CHA	+
FEAT	PAGE REF.	FEAT	PAGE R	FF -			
S		S		NAT. ARMOR BONUS	ARMOR TO	UCH F.F.	DURATION
NOTES		NON					
CLASS F	EATURES	3					
				N	OTES		
EXPE	RIENCE						
EXPERIENCE:							
NEXT LEVEL:							

PATHFINDER	CHARACTER NAME		ALIGNMENT PL	AYER		
A	CHARACTER LEVEL	DEITY	HOMELAND	CA	AMPAIGN	
Afrikaramil	RACE	SIZE GEN	NDER AGE HE	IGHT WEIG	HAIR HAIR	EYES
ABILITY ABILITY ABILITY TEMP. TEMP. NAME SCORE MODIFIER SCORE MODIFIER		. —	MO	VEMENT		
STR STRENGTH	HP HIT POINTS		<u> </u>	$\neg \vdash$	₹,	
DEX DEXTERITY	TOTAL NONLETHAL DAMAGE	FT. BASE SF	SQ. FT. PEED ARMOR SPEEI		FT.	
CON					\neg	
INT	WOUNDS/CURRENT HP	FLY M/	ANUVERABILITY SWIM	FT. CLIMB	TEMP. MOD	DIFIERS
INTELLIGENCE	TOTAL = DEX MOD. + MISC. MOD		S	KILLS		
WIS	DAMAGE REDUCTION	SKILL	NAME	TOTAL BONUS	ABILITY MOD. RANKS	MISC.
CHA CHARISMA	SPELL ENERGY RESIST	☐ ACROBA	ATICS	=DEX	+	+
		☐ APPRAIS	SE	=INT	+	+
AC =10+ +	++	☑ BLUFF		=CHA	+_	+
TOTAL ARMOR SHIELD BONUS BONUS	DEX SIZE NATURAL DEFLECTION MISC. MODIFIER MODIFIER ARMOR MODIFIER MODIFIER	☐ CLIMB		=STR	+	- +
TOUCH	MODIFIERS	☑ CRAFT_		=INT	+_	+
FLAT		□ DIPLOM		=CHA	+_	+
FOOTED		DISABLE	E DEVICE *	=DEX	+	. +
	GIC MISC. TEMP. IFIER MODIFIER MODIFIER MODIFIERS	☑ Disguis		=CHA		+
FORTITUDE = + +	+ + + MODIFIERS	☐ ESCAPE	ARTIST	=DEX		- +
REFLEX DEXTERITY + +	+ + +	HANDLE	ANIMAL*	=DEX	+	. +
WILL = + +		HEAL		=WIS	+	+
WISDOM			ATE	=CHA	+	+
B.A.B.	TOUCH OF CORRUPTION		EDGE (ARCANA)*	=INT	+	- +
CMB =	MODIFIERS	a <u> </u>	E DGE (DUNGEONEERING) E DGE (ENGINEERING)*	* =INT =INT	+	- +
TOTAL B.A.I	B. STR SIZE		EDGE (GEOGRAPHY)*	=INT	+_	+
	MODIFIER MODIFIER	KNOWL	EDGE (HISTORY)*	=INT	+	+
CMD	B. STR DEX SIZE + 10		EDGE (LOCAL)*	=INT	+	+
	MODIFIER MODIFIER	_	EDGE (NATURE)*	=INT	+	- +
SMITE GOOD A	TTACK BONUS DAMAGE	<u> </u>	EDGE (NOBILITY)* EDGE (PLANES)*	=INT	+	- +
	GOOD / CLERIC		EDGE (RELIGION)*	=INT	+_	+
CRITICAL TYPE S	SPECIAL PROPERTIES	LINGUIS	TICS *	=INT	+	. +
					+	
WEAPON			M			
A A	TTACK BONUS DAMAGE CRITICAL	-	SION *			
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	I —	SION *			
ANIMONITION ANIMONITION	O. LOME PROFERRIES	☑ Ride			+_	
		Sense N			+	
WEAPON	TTACK BONUS DAMAGE CRITICAL	U SLEIGHT ☑ SPELLCI	OF HAND *		+_	
		STEALTI			+_	
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	SURVIVA			+	
		SWIM	_		+	
WEARON			GIC DEVICE *		+	
WEAPON	TTACK BONUS DAMAGE CRITICAL	□ CONCE			+	
			LL * TRAINED ONLY			
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	CONDITI	ONAL MODIFIER	es:		
WEAPON	TTACK BONUS DAMAGE CRITICAL	\				
	HACK BONGS BAWAGE CRITICAL	LANGUA	GES:			
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES					
] ——				
		<i></i>				

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STAVES	CL CHARGES	ITEM	#	REF.	LBS.	ITEM	#	REF.	LBS.
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SPELLS:	DC:		+				+		
	DC:		+-				\vdash		
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SPELLS:	DC:								
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CONTAINED								TOTAL WEIGHT	
CONTAINER		LBS.					,		
						CHARACTER GEAR			
CAPACITY:						HEAD			REF.
CAPACITI.						HEAD			KEF.
-								\longrightarrow	
CAPACITY:						FACE		, i	REF.
CAPACITY:				7		THROAT		l J	REF.
				1 5					
	ARMOR					SHOULDERS			REF.
	ARMOR				4	SHOULDERS			KEF.
ARMOR/PROTEC	TIVE ITEM TYPE	AC BONUS MAX DEX	- 5						
						BODY		Į. į	REF.
CHECK PENALITY SPELI	L FAIL SPEED WEIGHT SF	PECIAL PROPERTIES							
						TORSO		Į.	REF.
		_							
SHIELD/PROTECT	TIVE ITEM WEIGHT A	AC BONUS CHECK PENALTY				ARMS			REF.
					. 4	7.15			
					7				
SPELL FAIL SPECIAL PR	ROPERTIES		4			HANDS		Į.	REF.
	CARRYING CAPA	CITY				WAIST		F	REF.
LIGHT LOAD	LIFT OV	YER HEAD MAX				FEET			REF.
MEDIUM LOAD	LIFT OF	FF GROUND MAX x2			V				
HEAVY LOAD	PUSH C	DR DRAG MAX x5				RING		, 5	REF.
TIEAT I EGAD		M BRAG							J
						RING		Į.	REF.
	WEALTH								
COINS	VALUABLES								
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	FE	ATS			SPE	LLS	
FEAT	PAGE REF.	FEAT	PAGE REF.	SPELLS	SPELL SAVE DC LEV	SPELLS EL PER DAY	BONUS
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	FEATURES			RACIA	L TRAITS		
SAVE DC	= 10 +	+ + +					
HEALING/DAMAGE TOTAL	1/2 PAL	ADIN CHARISMA MISC.					
Тоисно	F CORRUPTION		-				
USES PER DAY TOUCH ATTAC	K HEA	LLING / DAMAGE					
		_		N	OTES		
-							
EXPE	ERIENCE						
EXPERIENCE:							
NEXT LEVEL:							



TYPE

PATHFINDER	CHARACTER NAME			ALIG	NMENT	PLAYER				
Warner and Games and Samue Jo	CHARACTER LEVEL		DEIT	<u>ү</u> н	OMELAI	4D	CAM	IPAIGN		
Cavalier	RACE		SIZE	GENDER	AGE	HEIGHT	WEIGH	т н	AIR	EYES
ABILITY ABILITY ABILITY TEMP. TEMP. NAME SCORE MODIFIER SCORE MODIFIE	:R					MOVEM	FNT			
STR STRENGTH	HP HIT POINTS					MOVEM	-111	,		
DEX		THAL DAMAGE		FT. SQ.		T. SQ.	FT BURROW	.]		
DEXTERITY				BASE SPEED	ARMC	R SPEED	BURROW	٦		
CON	WOUNDS/CURRENT HP		FLY	FT. Y MANUVERAE	ILITY	SWIM	CLIMB		MP. MODIF	FIERS
INT	INITIATIVE = DEX MOD.	+ MISC. MOD.				SKILL	S			
WIS	DAMAGE REDUCTION		CIA			TOTAL	A	BILITY	RANKS	Mısc.
CHA				ILL NAME		BONUS		MOD.		MOD.
CHARISMA	SPELL RESIST ENERGY RESIST			ROBATICS PRAISE			_ =DEX _ _ =INT _	+ ·		+ +
AC =10+ +	1+ + + + + +	+	☑ BL				_ =CHA _			+
ARMOR CLASS TOTAL ARMOR SHIELD BONUS BONUS	D DEX SIZE NATURAL DEFLECT MODIFIER MODIFIER ARMOR MODIFIER	TION MISC. ER MODIFIER	☑ CLI				=STR _	+		+
TOUCH		MODIFIERS	☑ CR	AFT			=INT _	+		+
				AFT			=INT _	+		+
FLAT FOOTED				PLOMACY	- *		_ =CHA _	+.		+
TOTAL BASE ABILITY M	MAGIC MISC. TEMP.			SABLE DEVI SGUISE	CE "	-	_ =DEX _	+ . + .		+
FORTITUDE = + +	ODIFIER MODIFIER MODIFIER	MODIFIERS	n —	CAPE ARTIS	т		_ =CHA _ _ =DEX _	+		т +
CONSTITUTION			FLY		-		=DEX _			+
REFLEX = + +	++		☑HA	NDLE ANIM	AL*	-	=CHA _	+		+
WILL = + + +	─ ,		☐ HE.	AL			=WIS _	+		+
WISDOM				IMIDATE			_ =CHA _	+		+
B.A.B.	CHALLENGE	/		OWLEDGE (#		*	_ =INT _	— + ·	<u> </u>	+
CMB =		MODIFIERS	1 _	OWLEDGE (E			. =INT _ . =INT _			+
	A.B. STR SIZE			OWLEDGE (= = INT _	·		· +
	MODIFIER MODIFIER] _	OWLEDGE (F			=INT _	+		+
CMD =		+ 10	□KN	OWLEDGE (L	.OCAL)*		=INT _	+		+
TOTAL B.A	A.B. STR DEX SIZE MODIFIER MODIFIER MODIFIER		□Kn	OWLEDGE (N	IATURE)*		=INT _	+		+
WEAPON	ATTACK BONUS DAMAGE	CRITICAL		OWLEDGE (N	_	-	_ =INT _	— + ·	<u> </u>	+
			_	OWLEDGE (F		-	. =INT _ . =INT _	+ ·		+ +
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES		_	IGUISTICS *	(ELIGION)		INT _	+		+
			l	RCEPTION			=WIS _			
			⊓PEI	RFORM			=CHA _	+		+
WEAPON	ATTACK BONUS DAMAGE	CRITICAL	PE	RFORM			=CHA _	+		+
				OFESSION *						
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES			OFESSION *			_ =WIS _ _ =DEX _			
			☑ Ric	DE NSE MOTIVE			_ =DEX _ _ =WIS _			
WEARAN				EIGHT OF HA			_ =DEX _			
WEAPON	ATTACK BONUS DAMAGE	CRITICAL		ELLCRAFT *			=INT _			
			□Ѕтв	EALTH			=DEX _	+		+
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES			RVIVAL			=WIS _			
			☑ Sw		nnc- 4		_ =STR _			
MEADON				E MAGIC DE			_ =CHA _			
WEAPON	ATTACK BONUS DAMAGE	CRITICAL								
				.ss Skill * -				·		
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES		CON	IDITIONAL	MODI	FIFRS.				
				.DITIONAL	וטטוייו	illi				
WEAPON										
- MEAI ON	ATTACK BONUS DAMAGE	CRITICAL	ΙΔN	GNAGES.						
			LAN	GUAGES:						

			\dashv	INVEN	ITORY							
										.11.		
ITEM		REF. LB	S. ITEM			REF.	LBS.	ITEM		# 	REF.	LBS.
		\vdash										
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			+									
	,		•								TOTAL WEIGHT	
CONTAINER				LBS.	1					(WEIGITI	
								CHARAC	TER GEAR			
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CAPACITY:												
									FACE			REF.
CAPACITY:									THROAT			REF.
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	AR	MOR			-				SHOULDERS		,	REF.
ARMOR/PROTECT	TIVE ITEM	ıTYPE ı A	.C.BONUS I N	MAX DEX	1							
									BODY		١	REF.
CHECK PENALTY SPELI	L FAIL SPEED W	/EIGHT SPEC	IAL PROPERTIES		1							
					_				TORSO		1	REF.
SHIELD/PROTECT	TIVE ITEM . W	EIGHT . AG	DONIUS - CUE	CK DEN N TV	,							
SHIELD/ PROTEC	IIVEIIEM W	EIGHT AC	BONUS CHE	CK PENALI Y	•				ARMS			REF.
SPELL FAIL SPECIAL PR	ROPERTIES				1				HANDS			REF.
						7						
					-			7	WAIST			REF.
	CARRYING	G CAPACI	TY		1							
LIGHT LOAD		LIFT OVER	R HEAD	MAX					FEET		,	REF.
MEDIUM LOAD		LIFT OFF	GROUND	лах х2								
HEAVY LOAD		PUSH OR	DRAG M	AX x5					RING			REF.
_							7		RING			REF.
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COINS	VALUABLES					· ·		OTHER	NOTES			
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		-	ORD	CHALLENGE ER BONUS	
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CLASS FE	ATURES	DAMA ORDER AB		DEMANDING CHALLENG	ίΕ
TACTIO	CIAN				
ROUNDS PER DAY TIMES PER I	☐ Two T.W. FEATS				
				VOTES	
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EXPER	IENCE				
EXPERIENCE:					
NEXT LEVEL:					



CHARACTER NAME ALIGNMENT PLAYER

CHARACTER LEVEL	DEITY	HOMELAND	CAMPAIGN

Inquisitor	CHARACTER LEVEL	DEII	т н	IOMELAND		CAMPAIG	ıN.	
	RACE	SIZE	GENDER	AGE I	HEIGHT	WEIGHT	HAIR	EYES
ABILITY ABILITY ABILITY TEMP. TEMP. NAME SCORE MODIFIER SCORE MODIFIER		_		М	OVEME	NT _		
STR STRENGTH	HP HIT POINTS							
DEX	TOTAL NONLETHAL DAMAGE		FT. SQ.	FT.	sq.	FT.		
DEXTERITY			BASE SPEED	ARMOR SP	JEED	BURROW		
CON	WOUNDS/CURRENT HP	J L	FT. Y MANUVERAE	EILITY EV	FT.	FT.	TEMP. MODI	FIEDE
INT	INITIATIVE = +		T MANUVERAE	_			TEMP. MODI	FIERS
WIS	TOTAL DEX MOD. MISC. MOD				SKILLS			
WISDOM	REDUCTION	sk	ILL NAME		TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
CHA CHARISMA	SPELL ENERGY RESIST	□Ac	ROBATICS			=DEX	+	+
		□АР	PRAISE			=INT	+	+
AC =10+ +	+ + + +	☑ BL	UFF			=CHA	+	+
ARMOR CLASS ARMOR SHIELD BONUS BONUS	DEX SIZE NATURAL DEFLECTION MISC. MODIFIER MODIFIER ARMOR MODIFIER MODIFIER	☑ CL	IMB			=STR	+	+
TOUCH	MODIFIERS	☑ CR	AFT			=INT	+	+
			AFT			=INT	+	+
FLAT FOOTED			PLOMACY	at.	·		+	+
TOTAL BASE ABILITY MAG	IC MISC. TEMP.		SABLE DEVI	CE *				+
TOTAL BASE SAVE MODIFIER MODIF	TIER MODIFIER MODIFIER MODIFIER MODIFIER	¬	GUISE	·-				+
CONSTITUTION	++		CAPE ARTIS	51		=DEX		
REFLEX = + +		1 -	ı NDLE ANIM	A1 *		=DEX		
DEXTERITY		MHE		AL			+	
WILL WISDOM = + +	+ +	-	'IMIDATE		·		+	<u> </u>
B.A.B.	JUDGMENT /	_	OWLEDGE (ARCANA)*			+	+
Б.А.В.	JODGINENT	J⊠ĸ'n	OWLEDGE (I	DUNGEONEERII	NG)*	=INT	+	+
CMB =	+ + MODIFIERS	N⊓ KN	OWLEDGE (ENGINEERING)	*	=INT	+	+
TOTAL B.A.B.	STR SIZE MODIFIER MODIFIER	□KN	OWLEDGE (GEOGRAPHY)*		=INT	+	+
CMD		^¹ □ KN	OWLEDGE (HISTORY)*		=INT	+	+
CMD TOTAL B.A.B.	+		OWLEDGE (I			=INT	+	+
	MODIFIER MODIFIER		OWLEDGE (1		·	=INT	+	+
SPELLS	TOUCH ATTACK SAVE DC MOD.	1	OWLEDGE (1			=INT	<u>+</u>	+
0 / 1st / 2nd / 3rd / 4th / 5th / 6th	MELEE / RANGED		OWLEDGE (F		·		+	<u>+</u>
	IAL PROPERTIES		OWLEDGE (F			=INT	+	+
			RCEPTION		·		+	<u>+</u>
		,	RFORM			=CHA	+	+
WEAPON	TACK BONUS DAMAGE CRITICAL		RFORM				+	+
			OFESSION *			=WIS	+	+
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES					=WIS	+	+
THE RANGE ANIMONTHON	SI EGIAL PROPERTIES	☑ Ric	DE			=DEX	+	+
		J ☑ SE	NSE MOTIVE	Ε		=WIS	+	+
WEAPON			EIGHT OF H	AND *		=DEX	+	+
ATT	TACK BONUS DAMAGE CRITICAL	W 5P	ELLCRAFT *	÷		=INT	+	+
		-	EALTH			=DEX		
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES		RVIVAL			=WIS		
		J ⊠ Sw		-VICE *		=STR		
WEARON			E MAGIC DE NCENTRATI			=CHA		
WEAPON	TACK BONUS DAMAGE CRITICAL		NCENTRATI	I OIN		=wis		
			SS SKILL *	TRAINED ON! Y			· —	
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES							
		CON	IDITIONAL	_ MODIFIE	LRS.			
WEARAN	-	´ —						
WEAPON	TACK BONUS DAMAGE CRITICAL	_						
		LAN	GUAGES:					
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	—						
1 1 1		1						

			INVEN	TOR'	Y						
STAVES	CL CHARGES	ITEM		#	REF.	LBS.	ITEM		#	REF.	LBS.
				_					+		┼
SPELLS:	DC:			_					+		\vdash
	DC:			-					+		\vdash
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	DC:										\vdash
SPELLS:	DC:										
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	DC:								_		—
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WANDS	CL DC CHARGES			_		-	-		+	-	\vdash
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		-		-		-	-		+		\vdash
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					<u> </u>				<u> </u>	TOTAL	
CONTAINER			LBS.						Į	WEIGHT	<u>1 </u>
							CHAR	ACTER GEAR			
CAPACITY:								HEAD			REF.
								TIERD			х.
CAPACITY:											
CAFACITI.							/	FACE			REF.
CAPACITY:								THROAT			REF.
	ARMOR							SHOULDERS		1	REF.
ARMOR/PROTECT	IVE ITEM TYPE	ı AC BONU	S MAX DEX			7.0					
							\wedge	BODY		,	REF.
CHECK PENALTY SPELL	FAIL SPEED WEIGHT S	L SPECIAL PROPER	L RTIES			4					
					37	1		TORSO		,	REF.
				1	3						
SHIELD/PROTECT	IVE ITEM WEIGHT	AC BONUS	CHECK PENALTY		4			ARMS			REF.
									77		
SPELL FAIL SPECIAL PRO	OPERTIES							HANDS			REF.
<u>'</u>											
	CARRYING CAPA	CITY						WAIST			REF.
LIGHT LOAD	LIFT O	VER HEAD	MAX								
		_						FEET		1	REF.
MEDIUM LOAD	LIFT O	FF GROUND	мах х2								
HEAVY LOAD	PUSH	OR DRAG	мах х5					RING		1	REF.
								DIV.			DEE
	WEALTH							RING			REF.
COINS	VALUABLES										
CP							OTH	ER/NOTES			

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	— FE <i>l</i>	ATS			SPELLS					
FEAT	PAGE REF.	FEAT		PAGE REF.	SPELLS	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	
NOTES		NOTES		<u> </u>			0			
FEAT	PAGE REF.	FEAT		PAGE REF.	\mathbb{H}	H	15T	H	H	
чотев		COTES			H	H	2ND 3RD	H		
FEAT	PAGE REF.	FEAT		PAGE REF.	H	H	4тн	H	H	
NOTES.		AOTES		<u> </u>			5тн			
FEAT	PAGE REF.	FEAT		PAGE REF.			6тн			
OTES		OTES		<u> </u>	CONDITIONAL	MODIFIERS				
FEAT	PAGE REF.	FEAT		PAGE REF.			DOMAIN			
STOP		AOTES		<u> </u>		DOM	IAIN POWE	PC		
FEAT	PAGE REF.	§ FEAT		PAGE REF.			IAIN FOWE			
STOR		VOTES								
	AL TRAITS	o z		GMENT						
CLASS	FEATURES		STANDAF	JUST PIER PRO PUR RESI	TICE: AT 10TH IN CCING: C TECTIOI 10TH IN 10TH IN 1STANCI TING: WE 6TH IN 10TH IN		LS S TO CONFIE RATION / S R CLASS S VS. CONFIE WS RSES, DISEA GIC OSITE ALIGN EY RESIST COUNT AS A ALIGNMENT S ADAMANT	SR CHEC RM CRIT SE , POISON IMENT ANCE MAGIC V VS. DR NE VS. DR WIS MOD.	rs. DR	
EXPERIENCE: NEXT LEVEL:	ERIENCE							PA	AGE REF.	



CHARACTER NAME ALIGNMENT PLAYER

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CHARACTER LEVEL DEITY HOMELAND CAMPAIGN

RACE	SIZE GENDER AGE HEIGH	T WEIGHT HAIR EYES
ABILITY ABILITY ABILITY TEMP. TEMP.		
NAME SCORE MODIFIER SCORE MODIFIER STR	MOVE	MENT
STRENGTH HIT POINTS		
DEX DEXTERITY	FT. SQ. FT. SQ. BASE SPEED ARMOR SPEED	BURROW FT.
CON		
CONSTITUTION WOUNDS/CURRENT HP	FT. FT. SWIM	CLIMB TEMP. MODIFIERS
INITIATIVE = DEX MOD. + MISC. MOD.	SKI	II S
WIS	тс	OTAL ABILITY MISC.
WISDOM REDUCTION SPELL ENERGY	SKILL NAME BO	NUS MOD. RANKS MOD.
CHA CHARISMA SPELL RESIST ENERGY RESIST	ACROBATICS	=DEX++
	APPRAISE _	=INT + +
ARMOR CLASS = 10+	BLUFF _	=CHA + +
TOTAL BONUS BONUS MODIFIER MODIFIER ARMOR MODIFIER MODIFIER	CLIMB _	=STR + +
TOUCH	☑ CRAFT	=INT++ =INT++
	☑ CRAFT	=CHA + +
FLAT	☐ DISABLE DEVICE *	=DEX + +
TOTAL BASE ABILITY MAGIC MISC. TEMP. SAVE MODIFIER MODIFIER MODIFIER	☐ DISGUISE	=CHA + +
FORTITUDE _ + + + MODIFIERS	_	=DEX + +
CONSTITUTION	□FLY _	=DEX++
REFLEX DEXTERITY + + + +	☐ HANDLE ANIMAL *	=CHA + +
WILL	☑ HEAL	=WIS++
WISDOM	☐ INTIMIDATE	=CHA++
B.A.B. POWER /	☐ KNOWLEDGE (ARCANA)*	=INT + +
	J KNOWLEDGE (DUNGEONEERING)* L	=INT++
- CMB + + +	KNOWLEDGE (ENGINEERING)"	=INT + +
TOTAL B.A.B. STR SIZE MODIFIER MODIFIER	KNOWLEDGE (GEOGRAPHY)*	=INT + +
CMD = + + + + + 10	✓ KNOWLEDGE (HISTORY)*✓ KNOWLEDGE (LOCAL)*	=INT++ =INT++
TOTAL B.A.B. STR DEX SIZE	KNOWLEDGE (LOCAL)*	=INT + +
SPELLS	KNOWLEDGE (NOBILITY)*	=INT + +
TOOCH ATTACK SAVE BE MOD.	✓ KNOWLEDGE (PLANES)*	=INT++
0 /1st/2nd/3rd/4th/5th/6th/7th/8th/9th melee / ranged	☑ KNOWLEDGE (RELIGION)*	=INT++
CASTER LEVEL SPECIAL PROPERTIES	☐ LINGUISTICS *	=INT++
	☐ PERCEPTION	=WIS++
MEADON	PERFORM	=CHA++
WEAPON ATTACK BONUS DAMAGE CRITICAL		
	☑ PROFESSION *	
TYPE RANGE AMMUNITION SPECIAL PROPERTIES	☑ Profession *	
	☐ RIDE ☑ SENSE MOTIVE	=DEX++ =WIS++
	I I	=WIS + +
WEAPON ATTACK BONUS DAMAGE CRITICAL	☑ SPELLCRAFT *	=INT + +
	☐ STEALTH	=DEX++
TYPE RANGE AMMUNITION SPECIAL PROPERTIES	☐ SURVIVAL	=wis++
	□SWIM _	=STR++
	USE MAGIC DEVICE *	=CHA++
WEAPON ATTACK BONUS DAMAGE CRITICAL	☐ CONCENTRATION	=CHA + _C. LVL +
		++
TYPE RANGE AMMUNITION SPECIAL PROPERTIES	☑ CLASS SKILL * TRAINED ONLY	
	CONDITIONAL MODIFIERS:	
WEAPON ATTACK BONUS DAMAGE CRITICAL		
	LANGUAGES:	
TYPE RANGE AMMUNITION SPECIAL PROPERTIES		
1 1 1		

INVENTORY

CTAVEC		TT-M	#	DEE	LDC	ITEM		-44	DEE	LDC
STAVES	CL CHARGES	ITEM		REF.	LBS.	IIEM		#*	REF.	LBS.
			_	_				-		-
SPELLS:	DC:		-		-			-		-
	DC:		_							
	DC:							-		
	DC:		-					-		
	bc							-		
								-		
SPELLS:	DC:		_							
	DC:		_							
	DC:		-		-					-
	DC:		_					-		
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WANDS	CL DC CHARGES		-		-					-
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									TOTAL WEIGHT	
CONTAINER		LBS.						•		
						CHARA	CTER GEAR			
CAPACITY:							HEAD		, i	REF.
						7				
CAPACITY:							FACE		ı,	REF.
			6 6	4						
CAPACITY:			3		0		TUDOUT			DEE
CAI ACITI:			- A		6		THROAT			REF.
				1	V					
	ARMOR						SHOULDERS		1	REF.
ARMOR/PROTEC	TIVE ITEM TYPE	AC BONUS MAX DEX								
							BODY		1	REF.
CHECK PENALTY SPEL	_L FAIL SPEED WEIGHT SI	PECIAL PROPERTIES								
							TORSO		ı l	REF.
SHIELD/PROTEC	CTIVE ITEM + WEIGHT +	AC BONUS CHECK PENALTY					ARMS			REF.
					- >		ARMS			KEF.
SPELL FAIL SPECIAL P	ROPERTIES				4					
SI ELETAIL SI ECIALIT	NOI ENTIES						HANDS		ı ı	REF.
								_		
	CARRYING CAPA	CITY					WAIST		, I	REF.
	CARRIING CAPA		-							
LIGHT LOAD	LIFT O\	/ER HEAD MAX					FEET			REF.
MEDIUM LOAD	LIFT OF	FF GROUND MAX x2								
_			,				RING			REF.
HEAVY LOAD	PUSH C	DR DRAG MAX x5					Allice			
							RING			REF.
	WEALTH									
COINS	VALUABLES					OTHE	R/NOTES			
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SP							_			
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GP]									
PP										

				SPELLS	s —			
FEAT	PAGE REF.	FEAT	PAG	GE REF. SPEL		LEVEL	SPELLS PER DAY	BONUS SPELLS
NOTES		NOTES				0		
FEAT	PAGE REF.	FEAT	PAG	GE REF.		15T		H
NOTES		NOTES			$\exists \vdash \vdash$	2ND 3RD	H	H
FEAT	PAGE REF.	FEAT	PAG	GE REF.	j	4тн		
NOTES		NOTES				5тн		
FEAT	PAGE REF.	FEAT	PAG	GE REF.	_	6тн		\square
NOTES		NOTES			_	7 тн 8тн	H	H
FEAT	PAGE REF.	FEAT	ı PAG	GE REF.	┪┝╡	9тн	H	H
NOTES		NOTES		CONDI	TIONAL MODIFIERS			一
FEAT	PAGE REF.	FEAT	PAG	GE REF.				
Samo		NOTES				MYSTERY		
FEAT	PAGE REF.	FEAT	PAG	GE REF.	OF	RACLE'S CUF	RSE	
NOTES		NO TE S						
CLASS F					CIAL TRA			
SAVE TOTAL = 10 +	+ CHARISM	+ MISC.						
					NOTES			
EXPERIENCE:	RIENCE							
NEXT LEVEL:								



CHARACTER NAME ALIGNMENT PLAYER

POLICIPLAYING GAINE/C		·				
Sammoner	CHARACTER LEVEL RACE	DEITY HOMELA SIZE GENDER AGE		CAMPAIGI WEIGHT I		EYES
ABILITY ABILITY ABILITY TEMP. TEMP.		SIZE GENDER AGE			TAIR	LILS
NAME SCORE MODIFIER SCORE MODIFIER STR	HP		MOVEMEN	T		
STRENGTH	HIT POINTS TOTAL NONLETHAL DAMAG			\neg \vdash		
DEX DEXTERITY	TOTAL NONLETHAL DAMAGE	FI. SQ.	FT. SQ. CONTRACTOR SPEED BL	JRROW		
CON	ラĹ					
CONSTITUTION	WOUNDS/CURRENT HP	FT. FLY MANUVERABILITY	SWIM C	LIMB T	EMP. MODIFIE	ERS
INT	TOTAL = DEX MOD. + MISC. MOD		SKILLS			
WIS	DAMAGE REDUCTION	SKILL NAME	TOTAL	ABILITY	RANKS	Misc.
CHA	SPELL ENERGY	1 _	BONUS	MOD.		MOD.
CHARISMA	RESIST	☐ ACROBATICS ☐ APPRAISE			+ + +	
AC =10+ +	1+ - + - + - + - + +	BLUFF			· — ·	
ARMOR CLASS TOTAL ARMOR SHIELI BONUS BONUS	D DEX SIZE NATURAL DEFLECTION MISC. S MODIFIER MODIFIER ARMOR MODIFIER MODIFIER					-
	MODIFIER MODIFIER ARMOR MODIFIERS	☐ CRAFT	=1	INT +	+	
TOUCH		☑ CRAFT	=I	INT +	· +	
FLAT		☐ DIPLOMACY	=0	CHA +	+	
FOOTED		☐ DISABLE DEVICE *	=	DEX+	· +	
	MAGIC MISC. TEMP.	DISGUISE	=0	CHA +	+	
FORTITUDE + + +	+ + MODIFIERS	LESCAPE ARTIST	=1	DEX+	. —— +	•
REFLEX = + +	→ ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	☑ FLY			† †	
DEXTERITY		☐ HANDLE ANIMAL *				
WILL WISDOM = + +	+ + +	☐ HEAL ☐ INTIMIDATE	<u></u>		+ + + +	
	SUMMON /	- INTIMIDATE - INTIMIDATE KNOWLEDGE (ARCANA)*		CHA + INT +	- +	
B.A.B.	MONSTER	✓ KNOWLEDGE (DUNGEON	_	INT+	· — ·	
CMB =	+ + H H MODIFIER			INT+	+	
	A.B. STR SIZE	☑ KNOWLEDGE (GEOGRAPH	-IY)* =I	INT +	+ +	
	MODIFIER MODIFIER	☐ KNOWLEDGE (HISTORY)*	=I	INT+	+	
CMD =	+ + + + + 10	☑ KNOWLEDGE (LOCAL)*	=I	INT +	· +	
	A.B. STR DEX SIZE MODIFIER MODIFIER	☑ KNOWLEDGE (NATURE)*		INT +	+ +	
SPELLS	TOUCH ATTACK SAVE DC MOD.	✓ KNOWLEDGE (NOBILITY)	· =I	INT +	. — +	
0 / 1st /2nd / 3rd / 4th / 5th / 6th	MELEE / RANGED	✓ KNOWLEDGE (PLANES)*		INT+	· +	' —
CASTER LEVEL SPELL FAILURE	SPECIAL PROPERTIES	✓ KNOWLEDGE (RELIGION)		INT+	· —	· ——
		PERCEPTION	<u></u>	INT+ WIS+	+ +	. ——
		☐ PERFORM		CHA +		
WEAPON	ATTACK BONUS DAMAGE CRITICAL				+	
		☑ Profession *				
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	☑ Profession *	=1	wis 1	+	·
		☑ Ride	=	DEX+	· +	
		J ☐ SENSE MOTIVE		wis +		
WEAPON	ATTACK BONUS DAMAGE CRITICAL	☐ SLEIGHT OF HAND *		DEX +		
	ATTACK BONGS BAMAGE CRITICAL	W SPELLCRAF I		INT +		
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	STEALTH		DEX+ WIS+		
TIPE RANGE AMMUNITION	SPECIAL PROPERTIES	☐ SURVIVAL ☐ SWIM		WIS T STR +		
		Use Magic Device *		CHA +		
WEAPON		CONCENTRATION		CHA +		
WEAT ON	ATTACK BONUS DAMAGE CRITICAL			+		
		CLASS SKILL * TRAINED				
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES	CONDITIONAL MOD				
		J CONDITIONAL MODI	ir iers.			
WEAPON		_				
WEAPON	ATTACK BONUS DAMAGE CRITICAL					
		LANGUAGES:				
TYPE RANGE AMMUNITION	SPECIAL PROPERTIES					

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		_			J	\mathbf{I}	

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STAVES	CL CHARGES	ITEM	#	REF.	LBS.	Į ITEM	#	REF.	LBS.
SPELLS:									
	DC:								
	DC:								
	DC:								
SPELLS:	DC:								
	DC:								
	DC:								
	DC:								
WANDS									
WANDS	CL DC CHARGES								
							<u> </u>	TOTAL	
CONTAINER		LBS.					Į	WEIGHT	<u> </u>
						CHARACTER GEAR			
CAPACITY:						HEAD		· · · · · · · · · · · · · · · · · · ·	REF.
CAPACITY:						FACE		l l	REF.
-			' '				191		
CAPACITY:						THROAT		Į.	REF.
			J						
	ARMOR		_			SHOULDERS			REF.
	'		_			SHOULDERS			\
ARMOR/PROTEC	TIVE ITEM TYPE	AC BONUS MAX DEX							
						BODY		l I	REF.
CHECK PENALTY SPEL	L FAIL SPEED WEIGHT S	PECIAL PROPERTIES							
						TORSO		, i	REF.
			_						
SHIELD/PROTECT	TIVE ITEM WEIGHT	AC BONUS CHECK PENALTY	7			ARMS			REF.
SPELL FAIL SPECIAL PF	ROPERTIES					HANDS			REF.
						TIANES			
			_						
	CARRYING CAPA	CITY	_			WAIST		Į.	REF.
				4	,				
LIGHT LOAD	LIFT O	VER HEAD MAX				FEET		ار	REF.
MEDIUM LOAD	LIFT O	FF GROUND MAX x2							
_						RING		,	REF.
HEAVY LOAD	PUSH C	DR DRAG MAX x5							
			_			RING			REF.
	WEALTH								
COINS	VALUABLES					OTHER/NOTES			
СР									
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	FEA				SPELLS	3		
FEAT	PAGE REF.	FEAT	PAGE REF.	SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
NOTES		AOTES				0		_
FEAT	PAGE REF.	FEAT	PAGE REF.	\mathbb{H}	\square	15T	\square	
NOTES		NOTES		H	H	2ND	\mathbb{H}	
FEAT	PAGE REF.	FEAT	PAGE REF.	H	H	3RD 4TH	H	
NOTES		(A		H	H	5тн	H	H
EFEAT	PAGE REF.	FEAT	 PAGE REF.			6тн		
				CONDITIONAL	L MODIFIERS			
FEAT	PAGE REF.	FEAT	PAGE REF.	L				
	FAGE REF.		FAGE REF.		1	ASPECTS		
NOTES		NOTES		ASPECT POOL	J 			
FEAT	PAGE REF.	FEAT	PAGE REF.					
NOTES		Z PEOZ						
CLA	SS FEATURES	-		RACIA	L TRA	AITS		
				N	OTES			
-								
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E	XPERIENCE							
EXPERIENCE:								
NEXT LEVEL:								
								J

CHARACTER LEVEL DEITY HOMELAND CAMPAIGN RACE SIZE GENDER AGE HEIGHT WEIGHT HAIR ABILITY ABILITY TEMP. SCORE MODIFIER STR STR STRENGTH DEXT D	EYES
ABILITY ABILITY TEMP. TEMP. MODIFIER STR STRENGTH DEX DEXTERITY CON CONSTITUTION WOUNDS/CURRENT HP FI. SQ. FT. SQ. BARROR SPEED WOUNDS/CURRENT HP FI. FT. FT. FT. FT. FT. FT. FT. FT. FT. FT	
ABILITY ABILITY TEMP. TEMP. MODIFIER STR STRENGTH DEX DEXTERITY CON CONSTITUTION WOUNDS/CURRENT HP FI. SQ. FT. SQ. BARROR SPEED WOUNDS/CURRENT HP FI. FT. FT. FT. FT. FT. FT. FT. FT. FT. FT	
STR STRENGTH DEX DEXTERITY CON CONSTITUTION WOUNDS/CURRENT HP WOVEMENT WOVEMENT WOVEMENT WOUNDS/EITHAL DAMAGE FT. SQ. FT. SQ. FT. SQ. FT. SQ. BURROW BASE SPEED WOUNDS/CURRENT HP FLY MANUVERABILITY SWIM CLIMB TEMP. MO	DIFIERS
DEX DEXTERITY CON CONSTITUTION WOUNDS/CURRENT HP TOTAL NONLETHAL DAMAGE FT. SQ. FT. SQ. FT. BASE SPEED ARMOR SPEED BURROW FT.	DIFIERS
CON CONSTITUTION WOUNDS/CURRENT HP FLY MANUVERABILITY SWIM CLIMB TEMP. MO	DIFIERS
CONSTITUTION WOUNDS/CURRENT HP FLY MANUVERABILITY SWIM CLIMB TEMP. MO	DIFIERS
FLY MANUVERABILITY SWIM CLIMB TEMP. MO	DIFIERS
INT INTELLIGENCE + MISC. MOD. SKILLS	
MIC	
REDUCTION SKILL NAME BONUS MOD. RANK	MISC. MOD.
CHA CHARISMA SPELL RESIST SENERGY RESIST ACROBATICS = DEX +	_ +
APPRAISE	_ +
AC =10+	_ +
TOTAL ARMUR SHIELD DEA SIZE SIZE SIZE SIZE SIZE SIZE SIZE SIZE	- +
MODIFIERS ☑ CRAFT = INT + ☐ INT + ☐ CRAFT = INT + ☐ CRAFT	- +
	+
FLAT DIPLOMACY = CHA +	
TOTAL BASE ABILITY MAGIC MISC. TEMP. DISGUISE =CHA +	_ +
FORTITUDE = + + + + + + + + + + + + + + + + + +	_ +
PFFI FY = DEX +	_ +
DEXTERITY — = CHA — + —	- +
WILL = + + + + + + + + + + + + + + + + + +	- +
MINIMIDATE = CHA T	- +
BASE ATTACK BONUS W KNOWLEDGE (ARCANA)* = INT + KNOWLEDGE (DUNGEONEERING)* = INT +	+
CMB + + + KNOWLEDGE (ENGINEERING)* = INT +	+
TOTAL B.A.B. STR SIZE KNOWLEDGE (GEOGRAPHY)* =INT +	_ +
MODIFIER MODIFIER MODIFIER WODIFIER MODIFIER WODIFIER MODIFIER WODIFIER MODIFIER WODIFIER WODIFIER MODIFIER WODIFIER WODIFIE	_ +
CMD + L + L + L + L + L + L + L + L + L +	_ +
MODIFIER MODIFIER MODIFIER WORK WITH MODIFIER MO	- +
SPELLS TOUCH ATTACK SAVE DC MOD. KNOWLEDGE (NOBILITY)* SAVE DC MOD. KNOWLEDGE (PLANES)* SINT — + —	- +
0 /1st/2nd/3rd/4th/5th/6th/7th/8th/9th MeLee / RANGED WINOWLEDGE (PLANES) -1N1 -1 -1 -1 -1 -1 -1	- ·
CASTER LEVEL SPELL FAILURE SPECIAL PROPERTIES LINGUISTICS * =INT +	+
☐ PERCEPTION = wis +	_ +
□ PERFORM = CHA +	
WEAPON ATTACK BONUS DAMAGE CRITICAL PERFORM = CHA +	
☑ PROFESSION * =wis +	
TYPE RANGE AMMUNITION SPECIAL PROPERTIES PROFESSION * = WIS +	
□ SENSE MOTIVE = wis +	
SUFICITION HAND *	
WEAPON ATTACK BONUS DAMAGE CRITICAL SPELLCRAFT * =INT +	
□ STEALTH =DEX+	_ +
TYPE RANGE AMMUNITION SPECIAL PROPERTIES SURVIVAL = WIS +	
SWIM =STR +	
WEAPON ATTACK BONUS DAMAGE CRITICAL CONCENTRATION — =INT — + C. L.V.	
WEAPON ATTACK BONUS DAMAGE CRITICAL CONCENTRATION	
☐ CLASS SKILL * TRAINED ONLY	
TYPE RANGE AMMUNITION SPECIAL PROPERTIES CONDITIONAL MODIFIERS:	
CONDITIONAL MODIFIERS.	
WEAPON ATTACK BONUS DAMAGE CRITICAL	
ATTACK BONUS DAMAGE CRITICAL LANGUAGES:	_
TYPE RANGE AMMUNITION SPECIAL PROPERTIES	

STAVES	CI CILABOTO	ITEM	. #	DEE	LBS.	· ITEM	. #	REF.	IRS
SIAVES	CL CHARGES	II EIVI	#	KEF.	LBS.	IIEM	1 ***	KEF.	LDS.
		-	+				+		
SPELLS:	DC:		+				\vdash		
	DC:		_				-		
	DC:						_		
	DC:						_		
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