Lostwhite	Max hit points 101	Initiative $7 = 3 + 4$
Player Wordman Race Half-orc Gender Female Alignment Neutral Good Deity The Lady Char Level 8 Current xp 34000 Xp to next 36000 Classes Fighter 8 (favored) Attributes Ability Base Misc Temp	Con hp 40 Blinded -2:AC no:dex other Confused reduced action Dazed no:action Exhausted -6:S,6D half:speed Fatigued -2:S,D no:run Frightened -2:S,2D no:run Panicked -2:save,skill,abil Paralyzed 0:S,D no:move,act Shaken -2:att,amg,save,skill,abil Sickened -2:AC no:dex Melee Base Att. Bonus 13/8 = 8 + 5 + 0 + Total BAB Str Size No. 13	Total Dex Misc
Strength 5 20 = 20 + 0 Dexterity 3 17 = 17 + 0 Constitution 5 20 = 20 + 0 Intelligence 2 14 = 14 + 0 Wisdom 2 14 = 14 + 0 Charisma 0 10 = 10 + 0	'	Crit Type Range Size Special Use x2 P 1h x2 P 1h Must be soaked in alchemists fire x2 P 2h x2 B 1h x2 P 2 2h Strength rating 5 19x2 P 2 2h Fired from shield 3/day
Saves Abl Total Base Mod	Armor Class 26 = 10 + 10 Total Armor +2 Full Plate, Spined Shield Touch AC 13 Flat-footed AC 23 Armor Check Penalty: -5 Arcane Spell Failure: 50%	or Shield Dex Dodge Misc Size Natural
Improved Initiative +4 to initiative checks Improved Sunder No AoO when using so Iron Will +2 on Will saves. Lightning Reflexes +2 on Reflex saves. Power Attack Take -X on an attack to ga bonus, or 5, whatever is lower. Vital Strike Roll base damage dice twice Special Abilities Armor Training Reduce armor check per Bravery Gain bonus to Will saves against Darkvision See in the dark up to 60'. Orc Ferocity Once per day, fight for 1 rou Fighter Proficiencies All simple and mar	acks to gain +X to AC, where X= 3 bull rush. +2 to CMB and CMD for bull rush. inder. +2 to CMB and CMD for sunder. n +X to damage. X can be as much as your attack for one attack per round. Extra damage doesn't crit. alty and increase maximum dex allowed by armor by 2 fear: +2 and after dropping below 0 hp.	Skills



Wealth			
pp: 40	gp: 55	sp: 66	cp: 10
Gems			
100 diamor	nd		
500 emera	ld		
Jewelry			

Gear	#	Weigh	t Description	Location
				Head slot
				Headband slot
				Eyes slot
				Neck slot
Cloak of Resistance +1	1	0	+1 to saves	Shoulders slot
Full plate +2	1	50		Armor slot
				Chest slot
				Belt slot
				Wrists slot
				Hands slot
Spined Shield	1	15	Can fire spines 3/day	Shield slot
Ring: Jumping	1	0		Ring Left slot
				Ring Right slot
				Feet slot
Alchemists Fire	11	1		Backpack
Fire elemental gem	1	0	Soak in alchemists fire to summon 9HD fire elemental	Backpack
Hammer and pitons	10	0.7		Backpack
Holy water	5	1		Belt pouch
Master pack	1	45	Backpack, bedroll, map case x5, chalk x10, climbers kit, grappling hook, hourglass, steel mirror, oil flask x3, trail rations, silk rope (50') empty sack x10, smokestick x2, sunrod x4, thundertwig x25, vial x5 waterproof bottle, waterskin	
Potion: barkskin +2	1	0		Belt pouch
Potion: cure moderate wounds	1	0		Belt pouch
Potion: cure serious wounds	1	0		Belt pouch
Potion: prot. from arrows 10/magic	1	0		Belt pouch

C:li-	Married and a control				I : - :		_	0
Sikarsis	Max hit points 92				Initiativ		= 3 + Dex	· 0 Misc
Player Wordman	Con hp 32					Total	Dox	IVIIGO
Race Assarai	☐ Blinded -2:AC no:dex other☐ Confused reduced action☐				Speed			Squares
Gender Male	□ □ □ □ □	Dying:			Normal	30	30	6
Alignment Chaotic Neutra	☐ Exhausted -6:S,6D half:spee				Run x3	90	90	18
Deity Engelan	☐ Fatigued -2:S,D no:run				Run ×4	120	120	24
Char Level 8	☐ Frightened -2:S,2D no:run				Climb	7	7	1
Current xp 34000	□ Nauseated no:att,cast other				Swim	15	15	3
Xp to next 36000 Classes	☐ Panicked -2:save,skill,abil				Load		x Check x Penalty Spe	eed Rur
	☐ Paralyzed 0:S,D no:move,ac☐ Shaken -2:att,save,skill,abil	t			Light	-		0 ×4
Cleric 7 (favored) Assarai 1	☐ Sickened -2:att,dmg,save,skii.	ill ahil			Medium	+3		0 ×4
Assalai i	☐ Stunned -2:AC no:dex	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,			Heavy	+′	I -6 3	0 x 3
	Melee Base Att. Bonus	9/4 = 6 +	3 + 0 + 0	Ranged Base Att	. Bonus	9/4 = 6	+ 3 + 0	0 + 0
		Total BAB	Str Size Misc	_		Total BAL	B Dex S	ize Mi
	Combat Man. Bonus		3 + 0 + 0	Combat Man. Det	ense	22 = 9	+ 3 +	10
	tisc Temp fod Mod Weapon		Str Size Misc amage Crit	it Type Range Size		Total CMI Special	3 Dex	Use
Strength 3 17 =17+	Accordi Dito		d6+3 ×2	· · · · · · · · · · · · · · · · · · ·				
<u> </u>	Assarai Ciaw		d6+3 ×2					
Dexterity 3 16 =16+	,		d8+4 ×2					
Constitution 4 18=18+	0 Light Crossbow	9/4 1	ld6 19×	√ 2 P 2 2h				
Intelligence 2 14=14+	0							
Wisdom 4 18 =18+	n							
Charisma 3 16 =16+								
	<u> </u>							
Saves Abl Total Mod		25 = 10) + 6 -	+ 3 + 3 +	0 +	0 +	0 +	3
Fortitude $con 11 = 7 + 4 +$)	Total	Armor	Shield Dex	Dodge		Size	Natura
Reflex $DEX = 4 + 3 + 3 + 3 + 4 + 3 + 4 + 3 + 4 + 4 +$	Armor +1 Breastplate,	+1 heavy shield	l, tough hide	9				
Will wis $9 = 5 + 4 +$)							
+5 save v disease	Touch AC 13 F	lat-footed AC	22					
	Armor Check Penalty: 0	Arcane Spell Fa	ilure: 0% N	Max Dex Bonus: +3				
Feats				Skills	Key	Total Abl	Class M	
Extend Spell Prepare a spell one	slot higher to double duration			✓ Acrobatics	Abl DEX	Mod Mod Ra $13 = 3 +$	nnk։ Train M գու	
Lunge Take -2 AC to extend Rea				E ACIODALICS			3 + 3 + .	4 - 0
	ch by 5°.				INT		0 + 0 + 0	0
		for one round.		☐ Appraise ☐ Bluff	INT CHA	2 = 2 + 3 = 3 +		
Sacred Boost Use a channel to	cn by 5°. naximize all healing spells within 60' ha mod targets from a channel effect			☐ Appraise		2 = 2 +	0 + 0 +	0
Sacred Boost Use a channel to	naximize all healing spells within 60'			□ Appraise□ Bluff☑ Climb☑ Craft	CHA STR INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 +	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0	0 0 - 0 0
Sacred Boost Use a channel to Selective Channeling Exclude (Special Abilities	naximize all healing spells within 60'	t.		□ Appraise□ Bluff☑ Climb☑ Craft☑ Diplomacy	CHA STR INT CHA	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 +	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0	0 0 - 0 0 0
Sacred Boost Use a channel to Selective Channeling Exclude (Special Abilities	naximize all healing spells within 60' ha mod targets from a channel effect	t.		 □ Appraise □ Bluff ☑ Climb ☑ Craft ☑ Diplomacy □ Disable Device* 	CHA STR INT CHA INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 2 +	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0	0 0 - 0 0 0
Sacred Boost Use a channel to Selective Channeling Exclude C Special Abilities Assarai Swimmer +4 Swim. Dot Aura Radiates aura of chaos. Channel Positive Energy	naximize all healing spells within 60' ha mod targets from a channel effectible swim speed. Hold breath for 4xC	on.	00-16	 □ Appraise □ Bluff ☑ Climb ☑ Craft ☑ Diplomacy □ Disable Device* □ Disguise 	CHA STR INT CHA INT CHA	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 2 + 3 = 3 +	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0	0 0 - 0 0 0 0
Sacred Boost Use a channel to Selective Channeling Exclude C Special Abilities Assarai Swimmer +4 Swim. Doo Aura Radiates aura of chaos. Channel Positive Energy □□□ Chaotic Spells Cannot cast Law	naximize all healing spells within 60' ha mod targets from a channel effect ble swim speed. Hold breath for 4xC	on. hin 30' for 4d6. E	DC=16.	 □ Appraise □ Bluff ☑ Climb ☑ Craft ☑ Diplomacy □ Disable Device* □ Disguise □ Escape Artist 	CHA STR INT CHA INT CHA DEX	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 2 + 3 = 3 + 3 = 3 +	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0	0 0 - 0 0 0 0 0 0 - 0
Sacred Boost Use a channel to Selective Channeling Exclude C Special Abilities Assarai Swimmer +4 Swim. Doo Aura Radiates aura of chaos. Channel Positive Energy □□□ Chaotic Spells Cannot cast Law Healer's Blessing Cure spells to	naximize all healing spells within 60' ha mod targets from a channel effection ble swim speed. Hold breath for 4xC	on. hin 30' for 4d6. E	DC=16.	 □ Appraise □ Bluff ☑ Climb ☑ Craft ☑ Diplomacy □ Disable Device* □ Disguise 	CHA STR INT CHA INT CHA DEX DEX	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 2 + 3 = 3 + 3 = 3 + 3 = 3 +	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0	0 0 - 0 0 0 0 0 0 - 0
Sacred Boost Use a channel to Selective Channeling Exclude C Special Abilities Assarai Swimmer +4 Swim. Doo Aura Radiates aura of chaos. Channel Positive Energy □□□ Chaotic Spells Cannot cast Law Healer's Blessing Cure spells to Natural Weapons You have natu	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC	on. hin 30' for 4d6. E	DC=16.	 □ Appraise □ Bluff ☑ Climb ☑ Craft ☑ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly 	CHA STR INT CHA INT CHA DEX DEX CHA	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 2 + 3 = 3 + 3 = 3 +	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0	0 0 - 0 0 0 0 0 0 0 - 0 0 - 0
Sacred Boost Use a channel to Selective Channeling Exclude C Special Abilities Assarai Swimmer +4 Swim. Dou Aura Radiates aura of chaos. Channel Positive Energy □□□ Chaotic Spells Cannot cast Law Healer's Blessing Cure spells to Natural Weapons You have naturel Protection Domain Resistance	naximize all healing spells within 60' ha mod targets from a channel effect ble swim speed. Hold breath for 4xC limits and living with ull spells. ated as empowered (heal +50% dan ral weaponry: claws and bite. Gain resistance bonus on saves: +2	on. hin 30' for 4d6. E	DC=16.	□ Appraise □ Bluff ☑ Climb ☑ Craft ☑ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* ☑ Heal ☑ Intimidate	CHA STR INT CHA INT CHA DEX DEX CHA WIS CHA	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 2 + 3 = 3 + 4 = 3 + 4 = 3 + 15 = 4 + 7 = 3 +	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 1 + 0 + 0 8 + 3 + 0 1 + 3 + 0	0 0 - 0 0 0 0 0 0 - 0 0 - 0
Sacred Boost Use a channel to Selective Channeling Exclude C Special Abilities Assarai Swimmer +4 Swim. Dou Aura Radiates aura of chaos. Channel Positive Energy Chaotic Spells Cannot cast Law Healer's Blessing Cure spells trown Natural Weapons You have naturel Protection Domain Resistance Rebuke Death	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC	t. on. thin 30' for 4d6. C nage)	DC=16.	□ Appraise □ Bluff ☑ Climb ☑ Craft ☑ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* ☑ Heal ☑ Intimidate ☑ Knowledge (arcana)	CHA STR INT CHA INT CHA DEX DEX CHA WIS CHA INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 2 + 3 = 3 + 4 = 3 + 15 = 4 + 7 = 3 + 6 = 2 +	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 8 + 3 + 0 1 + 3 + 0 1 + 3 + 0	0 - 0 0 - 0 0 0 0 - 0 0 - 0 0 - 0
Sacred Boost Use a channel to Selective Channeling Exclude C Special Abilities Assarai Swimmer +4 Swim. Dou Aura Radiates aura of chaos. Channel Positive Energy Chaotic Spells Cannot cast Law Healer's Blessing Cure spells trown Natural Weapons You have natured Protection Domain Resistance Rebuke Death	naximize all healing spells within 60' ha mod targets from a channel effect ble swim speed. Hold breath for 4xC limits and living with ull spells. ated as empowered (heal +50% dan ral weaponry: claws and bite. Gain resistance bonus on saves: +2	on. chin 30' for 4d6. Enage) chice to another for	PC=16.	□ Appraise □ Bluff ☑ Climb ☑ Craft ☑ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* ☑ Heal ☑ Intimidate ☑ Knowledge (arcana)* □ Knowledge (dungeor	CHA STR INT CHA INT CHA DEX DEX CHA WIS CHA INT CHA INT CHA INT CHA INT CHA INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 2 + 3 = 3 + 3 = 3 + 4 = 3 + 4 = 3 + 15 = 4 + 7 = 3 + 6 = 2 + - = 2 +	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 8 + 3 + 0 1 + 3 + 0 0 + 0 + 0	0 - 0 0 - 0 0 0 0 - 0 0 - 0 0 - 0
Sacred Boost Use a channel to Selective Channeling Exclude Control Special Abilities Assarai Swimmer +4 Swim. Doug Aura Radiates aura of chaos. Channel Positive Energy [1][Chaotic Spells Cannot cast Lawe Healer's Blessing Cure spells from Natural Weapons You have natured Protection Domain Resistance Rebuke Death [1][Resistant Touch [1][Scavenger +5 save v disease. We taking the best, but only for Assertance Control Protection Searce Resistant Touch [1][Scavenger +5 save v disease. We taking the best, but only for Assertance Control Protection Protec	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC	on. chin 30' for 4d6. Enage) chice to another for g food, water, or set.	PC=16. r 1 minute shelter,	□ Appraise □ Bluff □ Climb □ Craft □ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* □ Heal □ Intimidate □ Knowledge (dungeor □ Knowledge (enginee	CHA STR INT CHA INT CHA DEX DEX CHA WIS CHA INT CHA INT INT INT INTIND)* INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 2 + 3 = 3 + 4 = 3 + 15 = 4 + 7 = 3 + 6 = 2 + - = 2 + - = 2 +	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 1 + 3 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 0 + 0 + 0 0	0 - 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Sacred Boost Use a channel to Selective Channeling Exclude Control Special Abilities Assarai Swimmer +4 Swim. Doug Aura Radiates aura of chaos. Channel Positive Energy [1][Chaotic Spells Cannot cast Lawe Healer's Blessing Cure spells from Natural Weapons You have natured Protection Domain Resistance Rebuke Death [1][Resistant Touch [1][Scavenger +5 save v disease. Weaking the best, but only for Assessing Turn a president of the second processing the second process of the sec	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC limit have been heal living with a spells. It is ated as empowered (heal +50% dan ral weaponry: claws and bite. Gain resistance bonus on saves: +2 buch dying creature to heal it 1d4 + 3 Transfer your Prot. Domain Resistance two Survival checks when finding arai.	on. chin 30' for 4d6. Enage) chice to another for g food, water, or same level.	PC=16. r 1 minute shelter,	□ Appraise □ Bluff ☑ Climb ☑ Craft ☑ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* ☑ Heal ☑ Intimidate ☑ Knowledge (arcana)* □ Knowledge (dungeor	CHA STR INT CHA INT CHA DEX CHA WIS CHA WIS CHA INT neer)* INT hy)* INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 2 + 3 = 3 + 3 = 3 + 4 = 3 + 4 = 3 + 15 = 4 + 7 = 3 + 6 = 2 + - = 2 +	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 1 + 3 + 0 0 + 0 + 0 0 + 0	0 - 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Sacred Boost Use a channel to Selective Channeling Exclude Content of Special Abilities Assarai Swimmer +4 Swim. Doug Aura Radiates aura of chaos. Channel Positive Energy Chaotic Spells Cannot cast Law Healer's Blessing Cure spells from Natural Weapons You have natured Protection Domain Resistance Rebuke Death Chaotic Touch Chaotic Spells from Scavenger +5 save volisease. Making the best, but only for Ass Spontaneous Healing Turn a productivor Dropping below Ohp mass	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC limit have been been been been some speed. Hold breath for 4xC limit have been been been been been been been be	on. thin 30' for 4d6. Enage) noce to another for g food, water, or same level. scious.	C=16. r 1 minute shelter,	□ Appraise □ Bluff □ Climb □ Craft □ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* □ Heal □ Intimidate □ Knowledge (arcana)* □ Knowledge (dungeor □ Knowledge (geograp	CHA STR INT CHA INT CHA DEX CHA WIS CHA WIS CHA INT neer)* INT hy)* INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 2 + 3 = 3 + 3 = 3 + 4 = 3 + 4 = 3 + 15 = 4 + 7 = 3 + 6 = 2 + - = 2 + - = 2 + - = 2 +	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 1 + 3 + 0 1 + 3 + 0 0 + 0 + 0 0 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 0 + 0 + 0 0	0 - 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Sacred Boost Use a channel to Selective Channeling Exclude Control Special Abilities Assarai Swimmer +4 Swim. Doo Aura Radiates aura of chaos. Channel Positive Energy Chaotic Spells Cannot cast Law Healer's Blessing Cure spells transtural Weapons You have natural Weapo	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC liming Hurt undead or heal living with ull spells. ated as empowered (heal +50% dan ral weaponry: claws and bite. Gain resistance bonus on saves: +2 buch dying creature to heal it 1d4 + 3 Transfer your Prot. Domain Resistance two Survival checks when finding arai. Expared spell into a heal spell of the sakes you nauseated instead of unconsweapons, light armor, and non-tower	on. thin 30' for 4d6. Emage) conce to another for grood, water, or same level. scious. r shields.	C=16. r 1 minute shelter,	□ Appraise □ Bluff ☑ Climb ☑ Craft ☑ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* ☑ Intimidate ☑ Knowledge (arcana)* □ Knowledge (dungeor □ Knowledge (geograp □ Knowledge (history)* □ Knowledge (local)* □ Knowledge (nature)*	CHA STR INT CHA INT CHA DEX CHA WIS CHA FINT neer)* INT ring)* INT INT INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 2 + 3 = 3 + 3 = 3 + 4 = 3 + 15 = 4 + 7 = 3 + 6 = 2 + - = 2 +	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 8 + 3 + 0 1 + 3 + 0 1 + 3 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 0 + 0 + 0 0 +	0
Sacred Boost Use a channel to Selective Channeling Exclude Control Special Abilities Assarai Swimmer +4 Swim. Doo Aura Radiates aura of chaos. Channel Positive Energy Chaotic Spells Cannot cast Law Healer's Blessing Cure spells transtural Weapons You have natural Weapo	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC limit have been been been been some speed. Hold breath for 4xC limit have been been been been been been been be	on. thin 30' for 4d6. Emage) conce to another for grood, water, or same level. scious. r shields.	C=16. r 1 minute shelter,	□ Appraise □ Bluff ☑ Climb ☑ Craft ☑ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* ☑ Intimidate ☑ Knowledge (arcana)* □ Knowledge (dungeor □ Knowledge (geograp □ Knowledge (history)* □ Knowledge (nocal)* □ Knowledge (notature)* □ Knowledge (nobility)*	CHA STR INT CHA INT CHA DEX CHA WIS CHA TINT TRING)* INT INT INT INT INT INT INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 2 + 3 = 3 + 3 = 3 + 4 = 3 + 15 = 4 + 7 = 3 + 6 = 2 + - = 2 +	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 8 + 3 + 0 1 + 3 + 0 1 + 3 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 0 + 0 + 0 0 + 0 0 + 0 +	0 - 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Sacred Boost Use a channel to Selective Channeling Exclude Compecial Abilities Assarai Swimmer +4 Swim. Door Aura Radiates aura of chaos. Channel Positive Energy Chaotic Spells Cannot cast Law Healer's Blessing Cure spells traditural Weapons You have natural Weapons You	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC liming Hurt undead or heal living with ull spells. ated as empowered (heal +50% dan ral weaponry: claws and bite. Gain resistance bonus on saves: +2 buch dying creature to heal it 1d4 + 3 Transfer your Prot. Domain Resistance two Survival checks when finding arai. Expared spell into a heal spell of the sakes you nauseated instead of unconsweapons, light armor, and non-tower	on. thin 30' for 4d6. Emage) conce to another for grood, water, or same level. scious. r shields.	C=16. r 1 minute shelter,	□ Appraise □ Bluff ☑ Climb ☑ Craft ☑ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* ☑ Intimidate ☑ Knowledge (arcana)* □ Knowledge (dungeor □ Knowledge (geograp □ Knowledge (local)* □ Knowledge (nature)* □ Knowledge (nobility)* □ Knowledge (planes)*	CHA STR INT CHA INT CHA DEX CHA WIS CHA INT INT INT INT INT INT INT INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 2 + 3 = 3 + 3 = 3 + 4 = 3 + 15 = 4 + 7 = 3 + 6 = 2 + - = 2 +	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 8 + 3 + 0 1 + 3 + 0 1 + 3 + 0 0 + 0 + 0 0 + 0	00 - 00 00 - 00 00 - 00 00 - 00 - 00 00 - 00 00 - 00 00 - 00 00 - 00
Sacred Boost Use a channel to Selective Channeling Exclude Compecial Abilities Assarai Swimmer +4 Swim. Door Aura Radiates aura of chaos. Channel Positive Energy Chaotic Spells Cannot cast Law Healer's Blessing Cure spells traditural Weapons You have natural Weapons You	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC liming Hurt undead or heal living with ull spells. ated as empowered (heal +50% dan ral weaponry: claws and bite. Gain resistance bonus on saves: +2 buch dying creature to heal it 1d4 + 3 Transfer your Prot. Domain Resistance two Survival checks when finding arai. Expared spell into a heal spell of the sakes you nauseated instead of unconsweapons, light armor, and non-tower	on. thin 30' for 4d6. Emage) conce to another for grood, water, or same level. scious. r shields.	C=16. r 1 minute shelter,	□ Appraise □ Bluff ☑ Climb ☑ Craft ☑ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* ☑ Intimidate ☑ Knowledge (arcana)* □ Knowledge (dungeore □ Knowledge (geograp □ Knowledge (history)* □ Knowledge (nature)* □ Knowledge (nobility)* □ Knowledge (planes)* ☑ Knowledge (religion)	CHA STR INT CHA INT CHA DEX CHA WIS CHA TINT TRING)* INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 2 + 3 = 3 + 3 = 3 + 4 = 3 + 15 = 4 + 7 = 3 + 6 = 2 + - = 2 + 8 = 2 + 8 = 2 +	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 8 + 3 + 0 1 + 3 + 0 1 + 3 + 0 0 + 0 + 0 0 + 0	0 - 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Sacred Boost Use a channel to Selective Channeling Exclude Control Special Abilities Assarai Swimmer +4 Swim. Doo Aura Radiates aura of chaos. Channel Positive Energy Chaotic Spells Cannot cast Law Healer's Blessing Cure spells transtural Weapons You have natural Weapo	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC liming Hurt undead or heal living with ull spells. ated as empowered (heal +50% dan ral weaponry: claws and bite. Gain resistance bonus on saves: +2 buch dying creature to heal it 1d4 + 3 Transfer your Prot. Domain Resistance two Survival checks when finding arai. Expared spell into a heal spell of the sakes you nauseated instead of unconsweapons, light armor, and non-tower	on. thin 30' for 4d6. Emage) conce to another for grood, water, or same level. scious. r shields.	C=16. r 1 minute shelter,	□ Appraise □ Bluff ☑ Climb ☑ Craft ☑ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* ☑ Heal ☑ Intimidate ☑ Knowledge (arcana)* □ Knowledge (dungeor □ Knowledge (peogrape) □ Knowledge (history)* □ Knowledge (noture)* □ Knowledge (religion) ☑ Linguistics*	CHA STR INT CHA INT CHA DEX CHA WIS CHA VIS CHA INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 2 + 3 = 3 + 4 = 3 + 15 = 4 + 7 = 3 + 6 = 2 + - = 2 +	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 1 + 3 + 0 0 + 0 + 0 0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0	0
Sacred Boost Use a channel to Selective Channeling Exclude Compecial Abilities Assarai Swimmer +4 Swim. Door Aura Radiates aura of chaos. Channel Positive Energy Chaotic Spells Cannot cast Law Healer's Blessing Cure spells traditural Weapons You have natural Weapons You	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC liming Hurt undead or heal living with ull spells. ated as empowered (heal +50% dan ral weaponry: claws and bite. Gain resistance bonus on saves: +2 buch dying creature to heal it 1d4 + 3 Transfer your Prot. Domain Resistance two Survival checks when finding arai. Expared spell into a heal spell of the sakes you nauseated instead of unconsweapons, light armor, and non-tower	on. thin 30' for 4d6. Emage) conce to another for grood, water, or same level. scious. r shields.	C=16. r 1 minute shelter,	□ Appraise □ Bluff ☑ Climb ☑ Craft ☑ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* ☑ Intimidate ☑ Knowledge (arcana)* □ Knowledge (dungeore □ Knowledge (geograp □ Knowledge (history)* □ Knowledge (nature)* □ Knowledge (nobility)* □ Knowledge (planes)* ☑ Knowledge (religion)	CHA STR INT CHA INT CHA DEX CHA WIS CHA TINT TRING)* INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 2 + 3 = 3 + 4 = 3 + 15 = 4 + 7 = 3 + 6 = 2 + - = 2 + 6 = 2 + - = 2 +	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 1 + 3 + 0 0 + 0 + 0 0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0	0
Sacred Boost Use a channel to Selective Channeling Exclude Compecial Abilities Assarai Swimmer +4 Swim. Door Aura Radiates aura of chaos. Channel Positive Energy Chaotic Spells Cannot cast Law Healer's Blessing Cure spells traditural Weapons You have natural Weapons You	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC liming Hurt undead or heal living with ull spells. ated as empowered (heal +50% dan ral weaponry: claws and bite. Gain resistance bonus on saves: +2 buch dying creature to heal it 1d4 + 3 Transfer your Prot. Domain Resistance two Survival checks when finding arai. Expared spell into a heal spell of the sakes you nauseated instead of unconsweapons, light armor, and non-tower	on. thin 30' for 4d6. Emage) conce to another for grood, water, or same level. scious. r shields.	PC=16. r 1 minute shelter,	□ Appraise □ Bluff □ Climb □ Craft □ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* □ Intimidate □ Knowledge (arcana)* □ Knowledge (dungeor □ Knowledge (fenginee) □ Knowledge (history)* □ Knowledge (nature)* □ Knowledge (nature)* □ Knowledge (nature)* □ Knowledge (planes)* □ Knowledge (religion) □ Linguistics* □ Perception □ Perform □ Profession (brewer)*	CHA STR INT CHA INT CHA DEX DEX CHA WIS CHA INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 2 + 3 = 3 + 4 = 3 + 15 = 4 + 7 = 3 + 6 = 2 + - = 2 + 6 = 2 + - = 2 +	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 1 + 3 + 0 0 + 0 + 0 0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0	0 - 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Sacred Boost Use a channel to Selective Channeling Exclude Control Special Abilities Assarai Swimmer +4 Swim. Doo Aura Radiates aura of chaos. Channel Positive Energy Chaotic Spells Cannot cast Law Healer's Blessing Cure spells transtural Weapons You have natural Weapo	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC liming Hurt undead or heal living with ull spells. ated as empowered (heal +50% dan ral weaponry: claws and bite. Gain resistance bonus on saves: +2 buch dying creature to heal it 1d4 + 3 Transfer your Prot. Domain Resistance two Survival checks when finding arai. Expared spell into a heal spell of the sakes you nauseated instead of unconsweapons, light armor, and non-tower	on. thin 30' for 4d6. Emage) conce to another for grood, water, or same level. scious. r shields.	PC=16. r 1 minute shelter,	□ Appraise □ Bluff □ Climb □ Craft □ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* □ Intimidate □ Knowledge (arcana)* □ Knowledge (dungeor □ Knowledge (fenginee) □ Knowledge (history)* □ Knowledge (nature)* □ Knowledge (nature)* □ Knowledge (planes)* □ Knowledge (religion) □ Knowledge (religion) □ Linguistics* □ Perception □ Perform □ Profession (brewer)* □ Ride	CHA STR INT CHA INT CHA DEX DEX CHA WIS CHA INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 2 + 3 = 3 + 4 = 3 + 15 = 4 + 7 = 3 + 6 = 2 + - = 3 + -	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0 2 + 0 + 0 1 + 0 + 0 2 + 0 + 0 2 + 0 + 0 2 + 0 + 0 2 + 0 + 0	0
Sacred Boost Use a channel to Selective Channeling Exclude Control Special Abilities Assarai Swimmer +4 Swim. Doo Aura Radiates aura of chaos. Channel Positive Energy Chaotic Spells Cannot cast Law Healer's Blessing Cure spells transtural Weapons You have natural Weapo	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC liming Hurt undead or heal living with ull spells. ated as empowered (heal +50% dan ral weaponry: claws and bite. Gain resistance bonus on saves: +2 buch dying creature to heal it 1d4 + 3 Transfer your Prot. Domain Resistance two Survival checks when finding arai. Expared spell into a heal spell of the sakes you nauseated instead of unconsweapons, light armor, and non-tower	on. thin 30' for 4d6. Emage) conce to another for grood, water, or same level. scious. r shields.	r 1 minute shelter,	□ Appraise □ Bluff □ Climb □ Craft □ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* □ Intimidate □ Knowledge (arcana)* □ Knowledge (dungeor □ Knowledge (history)* □ Knowledge (history)* □ Knowledge (nobility)* □ Knowledge (nobility)* □ Knowledge (religion) □ Knowledge (religion) □ Linguistics* □ Perform □ Perform □ Profession (brewer)* □ Ride □ Sense Motive	CHA STR INT CHA INT CHA DEX DEX CHA WIS CHA INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 3 + 3 = 3 + 4 = 3 + 4 = 3 + 4 = 3 + 4 = 2 + - = 2	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 1 + 3 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0	00 - 0 00 - 0 00 - 0 00 - 0 00 - 0 00 - 0 00 00 00 00 00 00 00 00 00 00 00 00 0
Sacred Boost Use a channel to Selective Channeling Exclude Control Special Abilities Assarai Swimmer +4 Swim. Doo Aura Radiates aura of chaos. Channel Positive Energy Chaotic Spells Cannot cast Law Healer's Blessing Cure spells translural Weapons You have natural Weapo	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC liming Hurt undead or heal living with ull spells. ated as empowered (heal +50% dan ral weaponry: claws and bite. Gain resistance bonus on saves: +2 buch dying creature to heal it 1d4 + 3 Transfer your Prot. Domain Resistance two Survival checks when finding arai. Expared spell into a heal spell of the sakes you nauseated instead of unconsweapons, light armor, and non-tower	on. thin 30' for 4d6. Emage) conce to another for grood, water, or same level. scious. r shields.	PC=16. r 1 minute shelter,	□ Appraise □ Bluff □ Climb □ Craft □ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* □ Intimidate □ Knowledge (arcana)* □ Knowledge (dungeor □ Knowledge (history)* □ Knowledge (history)* □ Knowledge (nobility)* □ Knowledge (nobility)* □ Knowledge (religion) □ Linguistics* □ Perform □ Perform □ Profession (brewer)* □ Ride □ Sense Motive □ Sleight of Hand*	CHA STR INT CHA INT CHA DEX DEX CHA WIS CHA INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 3 + 3 = 3 + 4 = 3 + 4 = 3 + 4 = 3 + 6 = 2 + 4 = 3 + 6 = 2 + 6 = 2 + 6 = 2 + 6 = 4 + 4 = 3	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 3 + 0 1 + 3 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 1 + 0 + 0 1 + 0	0 - 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
Sacred Boost Use a channel to Selective Channeling Exclude Control Special Abilities Assarai Swimmer +4 Swim. Doo Aura Radiates aura of chaos. Channel Positive Energy Chaotic Spells Cannot cast Law Healer's Blessing Cure spells transtural Weapons You have natural Weapo	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC liming Hurt undead or heal living with ull spells. ated as empowered (heal +50% dan ral weaponry: claws and bite. Gain resistance bonus on saves: +2 buch dying creature to heal it 1d4 + 3 Transfer your Prot. Domain Resistance two Survival checks when finding arai. Expared spell into a heal spell of the sakes you nauseated instead of unconsweapons, light armor, and non-tower	on. thin 30' for 4d6. Emage) conce to another for grood, water, or same level. scious. r shields.	PC=16. r 1 minute shelter,	□ Appraise □ Bluff □ Climb □ Craft □ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* □ Intimidate □ Knowledge (arcana)* □ Knowledge (dungeor □ Knowledge (history)* □ Knowledge (history)* □ Knowledge (nobility)* □ Knowledge (nobility)* □ Knowledge (religion) □ Linguistics* □ Perception □ Perform □ Profession (brewer)* □ Ride □ Sense Motive □ Sleight of Hand* □ Spellcraft*	CHA STR INT CHA INT CHA DEX DEX CHA WIS CHA INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 3 + 3 = 3 + 4 = 3 + 4 = 3 + 4 = 3 + 6 = 2 + - = 2	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 1 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 +	00 - 0 00 - 0 00 - 0 00 - 0 00 - 0 00 - 0 00 0
Sacred Boost Use a channel to Selective Channeling Exclude Control Special Abilities Assarai Swimmer +4 Swim. Doo Aura Radiates aura of chaos. Channel Positive Energy Chaotic Spells Cannot cast Law Healer's Blessing Cure spells transtural Weapons You have natural Weapo	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC liming Hurt undead or heal living with ull spells. ated as empowered (heal +50% dan ral weaponry: claws and bite. Gain resistance bonus on saves: +2 buch dying creature to heal it 1d4 + 3 Transfer your Prot. Domain Resistance two Survival checks when finding arai. Expared spell into a heal spell of the sakes you nauseated instead of unconsweapons, light armor, and non-tower	on. thin 30' for 4d6. Emage) conce to another for grood, water, or same level. scious. r shields.	C=16. r 1 minute shelter,	□ Appraise □ Bluff □ Climb □ Craft □ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* □ Intimidate □ Knowledge (arcana)* □ Knowledge (dungeor □ Knowledge (history)* □ Knowledge (nobility)* □ Knowledge (nobility)* □ Knowledge (planes)* □ Knowledge (religion) □ Linguistics* □ Perception □ Perform □ Profession (brewer)* □ Ride □ Sense Motive □ Sleight of Hand* □ Stealth	CHA STR INT CHA INT CHA DEX DEX CHA WIS CHA INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 3 + 3 = 3 + 4 = 3 + 4 = 3 + 4 = 3 + 6 = 2 + - = 3 + - = 3	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 3 + 0 1 + 3 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0	00 - 0 00 - 0 00 0 0 0 0 0 0 0 0 0 0 0 0
Sacred Boost Use a channel to Selective Channeling Exclude Control Special Abilities Assarai Swimmer +4 Swim. Doo Aura Radiates aura of chaos. Channel Positive Energy Chaotic Spells Cannot cast Law Healer's Blessing Cure spells transtural Weapons You have natural Weapo	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC liming Hurt undead or heal living with ull spells. ated as empowered (heal +50% dan ral weaponry: claws and bite. Gain resistance bonus on saves: +2 buch dying creature to heal it 1d4 + 3 Transfer your Prot. Domain Resistance two Survival checks when finding arai. Expared spell into a heal spell of the sakes you nauseated instead of unconsweapons, light armor, and non-tower	on. thin 30' for 4d6. Emage) conce to another for grood, water, or same level. scious. r shields.	CC=16. r 1 minute shelter,	□ Appraise □ Bluff □ Climb □ Craft □ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* □ Intimidate □ Knowledge (arcana)* □ Knowledge (dungeor □ Knowledge (history)* □ Knowledge (nobility)* □ Knowledge (nobility)* □ Knowledge (religion) □ Knowledge (religion) □ Linguistics* □ Perception □ Perform □ Profession (brewer)* □ Ride □ Sense Motive □ Sleight of Hand* □ Stealth □ Survival	CHA STR INT CHA INT CHA DEX DEX CHA WIS CHA INT INT INT INT INT INT INT INT INT WIS CHA WIS DEX CHA WIS CHA WIS CHA WIS CHA WIS CHA WIS CHA WIS INT INT INT INT WIS CHA WIS DEX WIS US WIS US	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 3 + 3 = 3 + 4 = 3 + 4 = 3 + 4 = 3 + 6 = 2 + - = 3 + - = 3	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 3 + 0 1 + 3 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0	00 - 0 00 - 0 00 0 0 0 0 0 0 0 0 0 0 0 0
Sacred Boost Use a channel to Selective Channeling Exclude Control Special Abilities Assarai Swimmer +4 Swim. Doo Aura Radiates aura of chaos. Channel Positive Energy Chaotic Spells Cannot cast Law Healer's Blessing Cure spells transtural Weapons You have natural Weapo	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC liming Hurt undead or heal living with ull spells. ated as empowered (heal +50% dan ral weaponry: claws and bite. Gain resistance bonus on saves: +2 buch dying creature to heal it 1d4 + 3 Transfer your Prot. Domain Resistance two Survival checks when finding arai. Expared spell into a heal spell of the sakes you nauseated instead of unconsweapons, light armor, and non-tower	on. thin 30' for 4d6. Emage) conce to another for grood, water, or same level. scious. r shields.	C=16. r 1 minute shelter,	□ Appraise □ Bluff □ Climb □ Craft □ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* □ Intimidate □ Knowledge (arcana)* □ Knowledge (dungeor □ Knowledge (history)* □ Knowledge (nobility)* □ Knowledge (nobility)* □ Knowledge (planes)* □ Knowledge (religion) □ Linguistics* □ Perception □ Perform □ Profession (brewer)* □ Ride □ Sense Motive □ Sleight of Hand* □ Stealth	CHA STR INT CHA INT CHA DEX DEX CHA WIS CHA INT INT INT INT INT INT INT INT INT WIS CHA WIS DEX CHA WIS CHA WIS CHA WIS CHA WIS CHA WIS CHA WIS INT INT INT INT WIS CHA WIS DEX WIS US WIS US	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 3 + 3 = 3 + 4 = 3 + 4 = 3 + 4 = 3 + 6 = 2 + - = 3 + - = 3	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 3 + 0 1 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0	00 - 0 00 - 0
Sacred Boost Use a channel to Selective Channeling Exclude Concept Special Abilities Assarai Swimmer +4 Swim. Doo Aura Radiates aura of chaos. Channel Positive Energy Chaotic Spells Cannot cast Law Healer's Blessing Cure spells transtural Weapons You have natured Weapons You have not	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC liming Hurt undead or heal living with ull spells. ated as empowered (heal +50% dan ral weaponry: claws and bite. Gain resistance bonus on saves: +2 buch dying creature to heal it 1d4 + 3 Transfer your Prot. Domain Resistance two Survival checks when finding arai. Expared spell into a heal spell of the sakes you nauseated instead of unconsweapons, light armor, and non-tower	on. thin 30' for 4d6. Emage) conce to another for grood, water, or same level. scious. r shields.	CC=16. r 1 minute shelter,	□ Appraise □ Bluff □ Climb □ Craft □ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* □ Heal □ Intimidate □ Knowledge (arcana)* □ Knowledge (dungeor □ Knowledge (history)* □ Knowledge (history)* □ Knowledge (nobility)* □ Knowledge (nobility)* □ Knowledge (religion) □ Knowledge (religion) □ Linguistics* □ Perform □ Profession (brewer)* □ Ride □ Sense Motive □ Sleight of Hand* □ Survival □ Swim	CHA STR INT CHA INT CHA DEX DEX CHA WIS CHA INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 3 + 3 = 3 + 4 = 3	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 3 + 0 1 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0	00 - 0 00 - 0
Sacred Boost Use a channel to Selective Channeling Exclude Compecial Abilities Assarai Swimmer +4 Swim. Doo Aura Radiates aura of chaos. Channel Positive Energy Chaotic Spells Cannot cast Law Healer's Blessing Cure spells tradural Weapons You have natural Weapons You have naturated the Death	naximize all healing spells within 60' ha mod targets from a channel effective ble swim speed. Hold breath for 4xC liming Hurt undead or heal living with ull spells. ated as empowered (heal +50% dan ral weaponry: claws and bite. Gain resistance bonus on saves: +2 buch dying creature to heal it 1d4 + 3 Transfer your Prot. Domain Resistance two Survival checks when finding arai. Expared spell into a heal spell of the sakes you nauseated instead of unconsweapons, light armor, and non-tower	on. thin 30' for 4d6. Emage) conce to another for grood, water, or same level. scious. r shields.	PC=16. r 1 minute shelter,	□ Appraise □ Bluff □ Climb □ Craft □ Diplomacy □ Disable Device* □ Disguise □ Escape Artist □ Fly □ Handle Animal* □ Intimidate □ Knowledge (arcana)* □ Knowledge (dungeor □ Knowledge (history)* □ Knowledge (nobility)* □ Knowledge (nobility)* □ Knowledge (religion) □ Knowledge (religion) □ Linguistics* □ Perception □ Perform □ Profession (brewer)* □ Ride □ Sense Motive □ Sleight of Hand* □ Sywim □ Use Magic Device*	CHA STR INT CHA INT CHA DEX DEX CHA WIS CHA INT	2 = 2 + 3 = 3 + 7 = 3 + 2 = 2 + 8 = 3 + 3 = 3 + 3 = 3 + 4 = 3 + 4 = 3 + 4 = 3 + 6 = 2 + 4 = 3 + 6 = 2 + 4 = 3 + 6 = 2 + 6 = 2 + 4 = 3	0 + 0 + 0 1 + 3 + 0 0 + 0 + 0 2 + 3 + 0 1 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 3 + 0 1 + 3 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0 0 + 0 + 0 1 + 0 + 0	00 - 00 00 00 00 00 00 00 00 00 00 00 00



Wealth				
pp: 10	gp: 49	sp: 67	cp: 9	
Gems			-	
Jewelry				

Gear	#	Weigh	t Description	Location
				Head slot
				Headband slot
				Eyes slot
Holy symbol, silver	1	1		Neck slot
				Shoulders slot
+1 Breastplate	1	0		Armor slot
				Chest slot
				Belt slot
				Wrists slot
				Hands slot
+1 shield, heavy steel	1	0	Soak in alch fire gain fire res. 10	Shield slot
				Ring Left slot
				Ring Right slot
				Feet slot
Alchemists fire	10	1		Haversack
Fire elemental gem	1	0	soak in alchemists fire and shatter to summon 9HD fire elemental.	Haversack
Handy haversack	1	5	2x2cft @ 20lbs + 8cft @ 80lbs	Back
Healer's Kit	1	0	+2 Heal checks. 10 uses.	Haversack
Lesser metamagic rod: extend	1	5	3 spells/day may be cast extended	
Master Pack	1	0	Backpack, bedroll, map case x5, chalk x10, climbers kit, grappling hook, hourglass, steel mirror, oil flask x3, trail rations, silk rope (50') empty sack x10, smokestick x2, sunrod x4, thundertwig x25, vial x5 waterproof bottle, waterskin	
Pearl of power (level 1)	1	0	Recall one 1st lvl spell/day	
Potion: Pass without trace	1	0		Haversack
Potion: Remove fear	1	0		Haversack
Potion: Undetectable alignment	1	0		Haversack
Scroll: Bless	4	0		Haversack
Scroll: Break enchantment	1	0		Haversack
Scroll: Bull's strength	1	0		Haversack
Scroll: Cure moderate wounds	1	0		Haversack
Scroll: Jump	1	0		Haversack
Scroll: Lesser restoration	6	0		Haversack
Scroll: Obscuring mist	1	0		Haversack
Scroll: Remove diseases	2	0		Haversack
Scroll: Remove paralysis	2	0		Haversack
Scroll: Zone of truth	1	0		Haversack
Wand: Cure light wounds	1	0	34 charges	Haversack
Wand: Detect magic	1	0	47 charges	Haversack
			3	

Spells										
Cleric	0	1	2	3	4	5	6	7	8	9
Save DC	14	15	16	17	18	19	20	21	22	23
Spells per day										

Domains: Healing, Protection

Oreni Erth	nuo	Max hit points 70					III III	itiativ	e 5	= 5	+ 0
Player	Liz	Con hp 24							Total	Dex	Misc
Race	Shoal Elf	☐ Blinded -2:AC no:dex other						peed	Total	Armoroc	d Squares
Sender	Male	☐ Confused reduced action	Dying: □□□□□					ormal	30	30	o squares 6
Alignment	Neutral Good	☐ Dazed no:action						ın ×3	90	90	18
Deity		☐ Exhausted -6:S,6D half:spee	ed					ın ×4	120	120	24
har Level	8	☐ Fatigued -2:S,D no:run ☐ Frightened -2:S,2D no:run						imb	7	7	1
urrent xp	34000	□ Nauseated no:att,cast other						vim	15	15	3
p to next	36000	☐ Panicked -2:save.skill.abil								Max Check	
Classes		☐ Paralyzed 0:S,D no:move,ac	t						Weight [Dex Penalty	Speed Run
Sorcerer	6 (favored)	☐ Shaken -2:att,save,skill,abil					Lig	grit edium	_	+3 -3	30 ×4
Fighter	2	Sickened -2:att,dmg,save,ski	ill,abil					avy		+1 -6	30 x3
		☐ Stunned -2:AC no:dex									
		Melee Base Att. Bonus		2 + 0 +		Ranged Ba	se Att. B		_		+ 0 + 0
		Combat Man. Bonus		Str Size N		Combat Ma	an. Defen		Total B	AB Dex 7 + 5 ·	
\ 44#!b4aa	Ability Base Misc Temp		Total BAB	Str Size N	1isc					MB Dex	
Attributes	Mod Total Mod Mod Mod	Dagger (mwk)		d4+2	Crit 19×2	Type Range S	ize h		Special		Use
Strength	2 15 =15+0	Draconic Claws 5		d4+2	×2		h	Form a	s free ac	tion.	
Dexterity	5 20 =20+0								lered ma		
Constitutio	n 3 16 =16+0	Morningstar +1		d8+3	x 2		h				
ntelligenc		Rapier (mwk)			18×2		h				
Visdom	2 14 =14+0	Unarmed Attack		d3+2	×2		h				
		Warhammer (mwk) Composite Longbow +1		d8+2 d6+3	×3 ×2		∣h 2h roug	ofriand c	hampion	detection	na
Charisma	4 18 =18+0	Composite Longbow 11					1009		паттріоті		
Saves	Base Ability Misc Temp Abl Total Mod Mod Mod Mod	Armor Class	23 = 10	0 + 5	+	2 + 5	5 + 0	+	0 +	0 +	+ 1
	8 = 5 + 3 + 0		Total	Armo		Shield De	ex Doa	ge I	Misc	Size	Natural
Reflex	7 = 2 + 5 + 0	Armor +1 mithral chain	shirt, +1 darkw	vood buck	·lor						
Vill			•	voca back	iei						
	wis $7 = 5 + 2 + 0$				ilei		El	ectricity	Resistan	ce (5)	
	wis $7 = 5 + 2 + 0$ 2 v enchantment		lat-footed AC	: 18				ectricity	Resistan	ce (5)	
		Touch AC 15 F Armor Check Penalty: 0	lat-footed AC	: 18		c Dex Bonus:		ectricity	Resistan	ce (5)	
-1 W v fear, +			lat-footed AC	: 18	′ Max	C Dex Bonus:		Key ⁻	Total Abl	Class	s Misc
1 W v fear, +	2 v enchantment		lat-footed AC Arcane Spell Fa	: 18 ailure: 15%	6 Max			Key ⁻	Total Abl Mod Mod	Class Ranks Train	n Mod Arm
-1 W v fear, +	2 v enchantment r Training As a swift action his round.	Armor Check Penalty: 0 n, reduce the arcane spell fail	lat-footed AC Arcane Spell Fa	to armor	6 Max	Skills Acrobatics Appraise		Key Abl	Total Abi Mod Mod 9 = 5 + 2 = 2 +	Class Ranks Train - 4 + 0 - 0 + 0	+ 0 - 0 + 0
eats Arcane Armo by 10% for the Combat Casti	2 v enchantment r Training As a swift action his round.	Armor Check Penalty: 0	lat-footed AC Arcane Spell Fa	to armor	ó Max	Skills Acrobatics Appraise Bluff		Key Abl DEX INT CHA	Total Abl Mod Mod 9 = 5 + 2 = 2 + 4 = 4 +	Class Ranks Train - 4 + 0 - 0 + 0 - 0 + 0	+ 0 - 0 + 0 + 0 + 0
Teats Arcane Armo by 10% for the Combat Castingrappled.	r Training As a swift action ris round. ng +4 bonus on concentra	Armor Check Penalty: 0 n, reduce the arcane spell failution checks when casting on	lat-footed AC Arcane Spell Fa	to armor	Max	Skills Acrobatics Appraise Bluff Climb		Key Abl DEX INT CHA STR	Total Abl Mod Mod 9 = 5 + 2 = 2 + 4 = 4 + 2 = 2 +	Class Ranks Train - 4 + 0 - 0 + 0 - 0 + 0 - 0 + 0	+ 0 - 0 + 0 + 0 + 0 + 0
1 W v fear, + Feats Ircane Armo by 10% for the combat Casting grappled. Combat Expe	r Training As a swift action is round. ng +4 bonus on concentra	Armor Check Penalty: 0 n, reduce the arcane spell failution checks when casting on attacks to gain +X to AC, where	Arcane Spell Faure chance due the defensive or	to armor	Max	Skills Acrobatics Appraise Bluff Climb Craft		Key Abl DEX INT CHA STR INT	Total Abl Mod 9 = 5 + 2 = 2 + 4 = 4 + 2 = 2 + 2 = 2 +	Class Ranks Train - 4 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0	+ 0 - 0 + 0 + 0 + 0 + 0 + 0 - 0
Teats Arcane Armo by 10% for the Combat Casting grappled. Combat Expended Comb	r Training As a swift action is round. ng +4 bonus on concentra rtise You can take -X to at +1 dodge bonus to AC. Co	Armor Check Penalty: 0 In, reduce the arcane spell failution checks when casting on attacks to gain +X to AC, where conditions that remove your De	rat-footed AC Arcane Spell Fa ure chance due the defensive or e X= 2 ex bonus also rei	to armor while	Max	Skills Acrobatics Appraise Bluff Climb Craft Diplomacy	none	Key Abl DEX INT CHA STR INT CHA	Total Abl Mod 9 = 5 + 2 = 2 + 4 = 4 + 2 = 2 + 6 = 4 + 6	Class Ranks Train - 4 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 2 + 0	+ 0 - 0 + 0 + 0 + 0 + 0 + 0 - 0 + 0 + 0
Teats Arcane Armo by 10% for the combat Casting grappled. Combat Expension and Expension at Expension at Expension at Expension at Exchem Mate	r Training As a swift action is round. ng +4 bonus on concentra rtise You can take -X to at +1 dodge bonus to AC. Corials Cast spells with a mar	Armor Check Penalty: 0 n, reduce the arcane spell failution checks when casting on attacks to gain +X to AC, where	rat-footed AC Arcane Spell Fa ure chance due the defensive or e X= 2 ex bonus also rei	to armor while	Max	Skills Acrobatics Appraise Bluff Climb Craft Diplomacy Disable Device	none	Key Abl DEX INT CHA STR INT CHA INT	Total Abl Mod 9 = 5 + 2 = 2 + 4 = 4 + 2 = 2 + 2 = 2 +	Class Ranks Train - 4 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0	+ 0 - 0 + 0 + 0 + 0 + 0 - 0 + 0 + 0 + 0
Feats Arcane Armo by 10% for the Combat Casting grappled. Combat Expension as Eschew Mate that componing the Componing of the	r Training As a swift action is round. ng +4 bonus on concentra rtise You can take -X to at +1 dodge bonus to AC. Corials Cast spells with a marent.	Armor Check Penalty: 0 In, reduce the arcane spell failution checks when casting on attacks to gain +X to AC, where conditions that remove your De	arcane Spell Faure chance due the defensive or e X= 2 ex bonus also re or less without r	to armor while	6 Max	Skills Acrobatics Appraise Bluff Climb Craft Diplomacy Disable Device Disguise	none	Key Abl DEX INT CHA STR INT CHA INT	Total Abl Mod Mod 9 = 5 + 4 = 4 + 4 + 2 = 2 + 4 = 4 + - = 2 + 4 = 4 + 4 + 4 + 4 + 4 + 4 + 4 + 4 + 4	Class Rank: Train - 4 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0	+ 0 - 0 +
Teats Arcane Armo by 10% for the combat Casting grappled. Combat Expension of the combat Expension of the component of the co	r Training As a swift action nis round. ng +4 bonus on concentra rtise You can take -X to at +1 dodge bonus to AC. Corials Cast spells with a maent. elicaster Add up to four no orcery spell effects.	Armor Check Penalty: 0 n, reduce the arcane spell failution checks when casting on a stacks to gain +X to AC, where conditions that remove your Deterial component costing 1gp on-sorcerer levels to your effections.	Arcane Spell Faure chance due the defensive or e X= 2 ex bonus also re or less without retive caster level	to armor while	6 Max	Skills Acrobatics Appraise Bluff Climb Craft Diplomacy Disable Device Disguise Escape Artist	none	Key Abl DEX INT CHA STR INT CHA INT CHA	Total Abl Mod Mod 9 = 5 + 2 = 2 + 4 = 4 + 2 = 2 + 4 = 4 + - = 2 + 4 = 4 + 5 = 5 + 4	Class Ranks Train - 4 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0	Mod Arm + 0 - 0 +
Feats Arcane Armo by 10% for the Combat Casting grappled. Combat Expension and Eschew Mate that compone calculating see the Combat Expension and Eschew Mate that Specification and Eschew Mate that Specification and Eschew Mate that Componer and Eschew Mate that Specification and Eschew Mate that Componer and Eschew Material Armonic Materia	r Training As a swift action is round. ng +4 bonus on concentra rtise You can take -X to at +1 dodge bonus to AC. Corials Cast spells with a marent. elicaster Add up to four no orcery spell effects. Cast touch spells as ranged	Armor Check Penalty: 0 n, reduce the arcane spell failution checks when casting on tracks to gain +X to AC, where conditions that remove your Deterial component costing 1gp	Arcane Spell Faure chance due the defensive or e X= 2 ex bonus also re or less without retive caster level	to armor while	6 Max	Skills Acrobatics Appraise Bluff Climb Craft Diplomacy Disable Device Disguise Escape Artist Fly Handle Anima	none	Key Abi DEX INT CHA INT CHA DEX DEX CHA	Total Abl Mod Mod 9 = 5 + 2 = 2 + 4 + 4 + 4 + 2 = 2 + 2 + 4 + 4 + 4 + 5 = 5 + 5 = 5 + 5 = 4 + 4 + 4 + 5 = 5 + 4 + 4 + 5 = 5 + 4 + 4 + 5 = 5 + 4 + 4 + 5 = 5 + 4 + 4 + 5 = 5 + 5 = 5 + 4 + 4 + 4 + 5 = 5 + 5 = 5 + 4 + 4 + 4 + 5 = 5 + 5 = 5 + 4 + 4 + 4 + 5 = 5 + 5 = 5 + 4 + 4 + 4 + 5 = 5 + 5 = 5 + 4 + 4 + 4 + 5 = 5 + 5 = 5 + 4 + 4 + 4 + 4 + 4 + 4 + 4 + 4 + 4 +	Class Ranks Train - 4 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 1 + 3	Mod Armor + 0 - 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0
Feats Arcane Armo by 10% for the Combat Casting grappled. Combat Expension and Eschew Mate that compone calculating see the Combat Expension and Eschew Mate that Specification and Eschew Mate that Specification and Eschew Mate that Componer and Eschew Mate that Specification and Eschew Mate that Componer and Eschew Material Armonic Materia	r Training As a swift action is round. ng +4 bonus on concentra rtise You can take -X to at +1 dodge bonus to AC. Corials Cast spells with a marent. elicaster Add up to four no orcery spell effects. Cast touch spells as ranged	Armor Check Penalty: 0 n, reduce the arcane spell failution checks when casting on a stacks to gain +X to AC, where conditions that remove your Deterial component costing 1gp on-sorcerer levels to your effections.	Arcane Spell Faure chance due the defensive or e X= 2 ex bonus also re or less without retive caster level	to armor while	6 Max	Skills Acrobatics Appraise Bluff Climb Craft Diplomacy Disable Device Disguise Escape Artist Fly Handle Anima	none	Key Abi DEX INT CHA INT CHA DEX DEX CHA WIS	Total Abl Mod Mod 9 = 5 + 2 = 2 + 4 + 4 + 4 + 2 = 2 + 4 + 4 + 4 + 5 = 5 + 5 = 5 + 5 = 4 + 2 = 2 + 4 + 4 + 4 + 5 = 5 + 4 + 4 + 4 + 5 = 5 + 4 + 4 + 4 + 5 = 5 + 4 + 4 + 4 + 4 + 4 + 4 + 4 + 4 + 4 +	Class Ranks Train - 4 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 1 + 3 - 0 + 0	Mod Arm + 0 - 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 +
Feats Arcane Armo by 10% for the combat Casting grappled. Combat Expension and aschew Mate that componing acticed Special All aravery Gain	r Training As a swift action is round. ng +4 bonus on concentra rtise You can take -X to at +1 dodge bonus to AC. Corials Cast spells with a marent. ellcaster Add up to four no orcery spell effects. cast touch spells as ranged bilities bonus to Will saves agains	Armor Check Penalty: 0 n, reduce the arcane spell failution checks when casting on a stacks to gain +X to AC, where conditions that remove your Deterial component costing 1gp in-sorcerer levels to your effect to touch attacks from up to 30 fast fear: +1	rat-footed AC Arcane Spell Fa ure chance due the defensive or e X= 2 ex bonus also re or less without r ctive caster level	to armor while	6 Max	Skills Acrobatics Appraise Bluff Climb Craft Diplomacy Disable Devic Disguise Escape Artist Fly Handle Anima Heal Intimidate	none	Key Abi DEX INT CHA INT CHA DEX DEX CHA WIS CHA	Total Abl Mod Mod Mod 9 = 5 + 4 = 4 + 4 + 4 + 2 = 2 + 4 = 4 + 5 = 5 + 5 = 5 + 5 = 4 + 4 = 4 + 4 + 4 + 4 + 4 + 4 + 4 + 4	Class Ranks Train - 4 + 0 - 0 + 0	Mod Arm + 0 - 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 +
Feats Arcane Armo by 10% for the Combat Casting grappled. Combat Expension and Eschew Mate that compone calculating seach Spell Company of the Company of th	r Training As a swift action is round. ng +4 bonus on concentra rtise You can take -X to at +1 dodge bonus to AC. Corials Cast spells with a marent. Elicaster Add up to four no orcery spell effects. Cast touch spells as ranged bilities bonus to Will saves agains and Add +1 damage/die fo	Armor Check Penalty: 0 In, reduce the arcane spell failution checks when casting on a stacks to gain +X to AC, where conditions that remove your Deterial component costing 1gp in-sorcerer levels to your effect to touch attacks from up to 30 fat fear: +1 r spells dealing damage from	rat-footed AC Arcane Spell Fa ure chance due the defensive or e X= 2 ex bonus also re or less without r ctive caster level ft.	to armor while move this. needing	6 Max	Skills Acrobatics Appraise Bluff Climb Craft Diplomacy Disable Devic Disguise Escape Artist Fly Handle Anima Heal Intimidate Knowledge (a	none ce* al* arcana)*	Key Abi DEX INT CHA STR INT CHA DEX DEX CHA WIS CHA INT	Total Abl Mod Mod P = 5 + 4 = 4 + 4 = 4 + 4 = 4 + 4 = 4 + 5 = 5 + 5 = 5 + 4 = 4 + 4 = 4 + 4 = 2 = 2 + 4 = 4 + 4 = 4 + 4 = 2 = 2 + 4 = 4 + 4 = 4 + 4 = 2 + 4 = 4 + 4 = 4 + 4 = 2 + 4 = 4 =	Class Ranks Train - 4 + 0 - 0	Mod Arm + 0 - 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 +
Feats Arcane Armo by 10% for the combat Casting grappled. Combat Expension of the combat Expension of the component of the co	r Training As a swift action is round. ng +4 bonus on concentra rtise You can take -X to at +1 dodge bonus to AC. Corials Cast spells with a marent. Blicaster Add up to four no orcery spell effects. Cast touch spells as ranged bilities bonus to Will saves agains and Add +1 damage/die for the same and the same a	Armor Check Penalty: 0 In, reduce the arcane spell failuration checks when casting on a stacks to gain +X to AC, where conditions that remove your Deterial component costing 1gp on-sorcerer levels to your effect of touch attacks from up to 30 fast fear: +1 It is spells dealing damage from laws as a free action for Chair	rat-footed AC Arcane Spell Fa ure chance due the defensive or e X= 2 ex bonus also re or less without r ctive caster level ft. electricity mod + 3 rnds/da	to armor while move this. needing	6 Max	Skills Acrobatics Appraise Bluff Climb Craft Diplomacy Disable Devic Disguise Escape Artist Fly Handle Anima Heal Intimidate Knowledge (a	none ce* al* arcana)* dungeonee	Key Abi DEX INT CHA STR INT CHA INT CHA DEX CHA WIS CHA INT T)* INT	Total Abl Mod Mod P = 5 + 4 = 4 + 4 = 4 + 4 = 4 + 4 = 4 + 5 = 5 + 5 = 5 + 4 = 4 =	Class Ranks Train - 4 + 0 - 0	Mod Arm + 0 - 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 +
Feats Arcane Armo by 10% for the Combat Casting grappled. Combat Expension of the Combat Expension of	r Training As a swift action is round. ng +4 bonus on concentra rtise You can take -X to at +1 dodge bonus to AC. Corials Cast spells with a marent. bilicaster Add up to four no orcery spell effects. Cast touch spells as ranged bilities bonus to Will saves agains and Add +1 damage/die for the stances Gain +1 natural at the service of the servic	Armor Check Penalty: 0 In, reduce the arcane spell failuration checks when casting on a stacks to gain +X to AC, where conditions that remove your Deterial component costing 1gp on-sorcerer levels to your effect to touch attacks from up to 30 failures are the fear: +1 or spells dealing damage from laws as a free action for Chair armor. Gain resistance Electrication.	arcane Spell Factorial	to armor while move this. needing I when	6 Max	Skills Acrobatics Appraise Bluff Climb Craft Diplomacy Disable Devic Disguise Escape Artist Fly Handle Anima Heal Intimidate Knowledge (a Knowledge (a Knowledge (a	none ce* al* arcana)* dungeonee engineering	Key Abi DEX INT CHA STR INT CHA INT CHA DEX DEX CHA WIS CHA INT T)* INT INT INT	Total Abl Mod Mod P = 5 + 4 = 4 + 4 = 4 + 4 = 4 + 4 = 4 + 5 = 5 + 5 = 5 + 4 = 4 + 4 = 4 + 4 = 2 = 2 + 4 = 4 + 4 = 4 + 4 = 2 = 2 + 4 = 4 + 4 = 4 + 4 = 2 + 4 = 4 + 4 = 4 + 4 = 2 + 4 = 4 =	Class Ranks Train - 4 + 0 - 0 + 0	Mod Arm. + 0 - 0 + 0 + 0 + 0 + 0 + 0 + 0
Teats Arcane Armo by 10% for the Combat Casting Grappled. Combat Expension of the Combat Expension o	Training As a swift action is round. ng +4 bonus on concentra rtise You can take -X to at +1 dodge bonus to AC. Corials Cast spells with a marent. Elicaster Add up to four no orcery spell effects. Cast touch spells as ranged bilities bonus to Will saves agains and Add +1 damage/die for ws Down or Coron or Coron of Coron	Armor Check Penalty: 0 In, reduce the arcane spell failuration checks when casting on a stacks to gain +X to AC, where conditions that remove your Deterial component costing 1gp on-sorcerer levels to your effect to touch attacks from up to 30 failures armor. Gain resistance Electrical per effects. +2 saving throw bo	arcane Spell Factorial	to armor while move this. needing I when	6 Max	Skills Acrobatics Appraise Bluff Climb Craft Diplomacy Disable Device Disguise Escape Artist Fly Handle Anima Heal Intimidate Knowledge (a Knowledge (c Knowledge (g Knowledge (g Knowledge (g Knowledge (g	none ce* arcana)* dungeonee engineering geography) nistory)*	Key Abi DEX INT CHA STR INT CHA INT CHA DEX DEX CHA WIS CHA INT T)* INT INT INT	Total Abl Mod 9 = 5 + 4 = 4 + 4 = 2 = 2 + 4 = 4 + 5 = 5 + 5 = 5 + 4 = 2 = 2 + 2 = 2 + 2 = 2 + 2 = 2 + 2 = 2 + 2 = 2 + 2 = 2 + 2 = 2 + 2 = 2 + 3 = 2 +	Class Train - 4 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 1 + 3 - 0 + 0 - 0 + 0 - 1 + 3 - 0 + 0 - 1 + 0	Mod Arm + 0 - 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 +
Feats Arcane Armo by 10% for the Combat Casting grappled. Combat Expension of the Combat Expension of	r Training As a swift action is round. ng +4 bonus on concentra rtise You can take -X to at +1 dodge bonus to AC. Corials Cast spells with a marent. Elicaster Add up to four no orcery spell effects. Cast touch spells as ranged bilities bonus to Will saves agains and Add +1 damage/die for the same and the same a	Armor Check Penalty: 0 In, reduce the arcane spell failuration checks when casting on a stacks to gain +X to AC, where conditions that remove your Deterial component costing 1gp in-sorcerer levels to your effect of touch attacks from up to 30 failures armor. The spells dealing damage from laws as a free action for Characterian components armor. Gain resistance Electrical perfects. +2 saving throw botton skill checks.	arcane Spell Factorial	to armor while move this. needing I when	6 Max	Skills Acrobatics Appraise Bluff Climb Craft Diplomacy Disable Device Disguise Escape Artist Fly Handle Anima Heal Intimidate Knowledge (a Knowledge (c Knowledge (g Knowledge (f Knowledge (f Knowledge (f Knowledge (f Knowledge (f Knowledge (f Knowledge (f) Knowledge (f)	none ce* arcana)* dungeonee engineering geography) nistory)* ocal)*	Key Abbi DEX INT CHA STR INT CHA INT CHA DEX CHA WIS CHA INT INT INT INT	Total Abi Mod Mod Mod Mod Mod Mod Page 2 + 4 = 4 + 4 = 2 + 4 = 4 + 5 = 5 + 4 + 4 = 4 + 13 = 2 + 4 = 4 + 13 = 2 + 5 = 2	Classac Train Ranks Train - 4 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 0 + 0 - 1 + 3 - 0 + 0 - 0	Mod Arm. + 0 - 0 + 0 + 0 + 0 + 0 + 0 + 0
Teats Arcane Armo by 10% for the Combat Casting Grappled. Combat Expension of the Combat Expension o	Training As a swift action is round. Ing +4 bonus on concentrate the following to a concentrate the following the fol	Armor Check Penalty: 0 In, reduce the arcane spell failuration checks when casting on a stacks to gain +X to AC, where conditions that remove your Deterial component costing 1gp on-sorcerer levels to your effect to touch attacks from up to 30 failures armor. Gain resistance Electrical perfects. +2 saving throw botton skill checks. Inditions of dim light.	rat-footed AC Arcane Spell Fa ure chance due the defensive or e X= 2 ex bonus also re or less without r ctive caster level ft. electricity mod + 3 rnds/da city/5 mus vs. enchant	to armor while move this. needing I when	6 Max	Skills Acrobatics Appraise Bluff Climb Craft Diplomacy Disable Device Disguise Escape Artist Fly Handle Animal Heal Intimidate Knowledge (a Knowledge (c Knowledge (g Knowledge (f	none ce* arcana)* dungeonee engineering geography) nistory)* ocal)* nature)*	Key Abbi DEX INT CHA STR INT CHA INT CHA DEX DEX CHA WIS CHA INT * INT INT INT INT	Total Ablo Mod Mod Mod Mod Mod Mod Mod P 2 = 2 + 4 = 4 + 4 = 4 + 5 = 5 + 5 = 4 + 4 = 4 + 13 = 2 + 4 = 2 + 5 =	Class Ranks Train - 4 + 0 - 0	Mod Arm + 0 - 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 +
Feats Arcane Armo by 10% for the Combat Casting grappled. Combat Expended Gracined Special And Graconic Arcanic Armo Oraconic Classification of Casting Seach Spell (Casting Seac	r Training As a swift action is round. ng +4 bonus on concentra rtise You can take -X to at +1 dodge bonus to AC. Corials Cast spells with a marent. ellicaster Add up to four no orcery spell effects. Cast touch spells as ranged bilities bonus to Will saves agains and Add +1 damage/die for ws Add +1 damage/die for listances Gain +1 natural atties Immune to magic slee +2 racial bonus on Perception See twice as far in core racial bonus to profession	Armor Check Penalty: 0 In, reduce the arcane spell failuration checks when casting on a stacks to gain +X to AC, where conditions that remove your Deterial component costing 1gp in-sorcerer levels to your effect of touch attacks from up to 30 failures armor. The spells dealing damage from laws as a free action for Characterian components armor. Gain resistance Electrical perfects. +2 saving throw botton skill checks.	rat-footed AC Arcane Spell Fa ure chance due the defensive or e X= 2 ex bonus also re or less without r ctive caster level ft. electricity mod + 3 rnds/da city/5 inus vs. enchant	to armor while move this. needing I when	6 Max	Skills Acrobatics Appraise Bluff Climb Craft Diplomacy Disable Device Disguise Escape Artist Fly Handle Anima Heal Intimidate Knowledge (a Knowledge (a Knowledge (b Knowledge (b Knowledge (b Knowledge (b Knowledge (c Knowledge (c) Knowledge (c)	none ce* arcana)* dungeonee engineering geography) nistory)* ocal)* nature)* nobility)*	Key Abbi DEX INT CHA STR INT CHA INT CHA DEX CHA WIS CHA INT INT INT INT INT INT INT INT INT	Total Abl Mod Mod Mod Mod Mod Mod P = 5 + 4 = 4 + 4 = 4 + 5 = 5 + 5 = 4 + 4 = 4 + 13 = 2 + - = 2 + 5 = 2 + 5 = 2 + - =	Class Train	Mod Arm + 0 - 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 +
Feats Arcane Armo by 10% for the Combat Casting grappled. Combat Expension of Combat Expension of Casting seach Spell (Companies of Casting Se	r Training As a swift action is round. ng +4 bonus on concentra rtise You can take -X to at +1 dodge bonus to AC. Corials Cast spells with a marent. ellcaster Add up to four no orcery spell effects. Cast touch spells as ranged bonus to Will saves agains and Add +1 damage/die for ws Grand Add +1 damage/die for ws Grand Add +1 damage/die for stances Gain +1 natural atties Immune to magic slee +2 racial bonus on Perception See twice as far in core racial bonus to profession analyze dreams on waking, hoice sometime that day.	Armor Check Penalty: 0 In, reduce the arcane spell fails Intion checks when casting on a Ittacks to gain +X to AC, where Indicated that remove your Deterial component costing 1gp In-sorcerer levels to your effect It touch attacks from up to 30 a It touch attacks from up	rat-footed AC Arcane Spell Fa ure chance due the defensive or e X= 2 ex bonus also re or less without r ctive caster level ft. electricity mod + 3 rnds/da city/5 nus vs. enchant ohy), and swim cuccessful, gain -	to armor while move this. needing I when when the the checks.	6 Max	Skills Acrobatics Appraise Bluff Climb Craft Diplomacy Disable Devid Disguise Escape Artist Fly Handle Anima Heal Intimidate Knowledge (a Knowledge (a Knowledge (b Knowledge (b Knowledge (b Knowledge (c Knowledge (c) Knowledge (c)	none ce* arcana)* dungeonee engineering geography) nistory)* ocal)* nature)* nobility)* planes)*	Key Abl DEX INT CHA INT CHA INT CHA DEX CHA WIS CHA INT T)* INT INT INT INT INT INT INT INT INT	Total Abl Mod Mod Mod Mod Mod Mod Mod P2 = 2 + 4 = 4 + 4 = 4 + 5 = 5 + 5 = 5 + 4 = 4 + 4 = 4 + 13 = 2 + 4 = 2 + 5 = 2	Class Ranks Train - 4 + 0 - 0	1 Mod Arm + 0 - 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 +
Feats Arcane Armo by 10% for the Combat Casting grappled. Combat Expension of Combat Expension of Casting Grachew Mater that componer acticed Special Armoraconic Clark Coraconic Clark Coraco	r Training As a swift action is round. ng +4 bonus on concentra rtise You can take -X to at +1 dodge bonus to AC. Corials Cast spells with a marent. ellcaster Add up to four no orcery spell effects. Cast touch spells as ranged bilities bonus to Will saves agains and Add +1 damage/die for ws Description Grow clistances Gain +1 natural atties Immune to magic sleet +2 racial bonus on Perception See twice as far in core racial bonus to profession analyze dreams on waking, hoice sometime that day. As encies Long- and shortbow	Armor Check Penalty: 0 In, reduce the arcane spell failuration checks when casting on a stacks to gain +X to AC, where conditions that remove your Deterial component costing 1gp in-sorcerer levels to your effect to touch attacks from up to 30 to	rat-footed AC Arcane Spell Fa ure chance due the defensive or e X= 2 ex bonus also re or less without r ctive caster level ft. electricity mod + 3 rnds/da city/5 nus vs. enchant ohy), and swim cuccessful, gain -	to armor while move this. needing I when when the the checks.	6 Max	Skills Acrobatics Appraise Bluff Climb Craft Diplomacy Disable Devid Disguise Escape Artist Fly Handle Anima Heal Intimidate Knowledge (a Knowledge (g Knowledge (g Knowledge (f	none ce* arcana)* dungeonee engineering geography) nistory)* ocal)* nature)* nobility)* planes)*	Key Abi DEX INT CHA INT CHA INT CHA DEX CHA WIS CHA INT	Total Abl Mod Mod 9 = 5 + 4 = 4 + 4 = 4 + 5 = 5 + 5 = 5 + 5 = 2 + 4 = 4 + 13 = 2 + 5 =	Class Ranks Train - 4 + 0 - 0	Mod Arm + 0 - 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 +
Feats Arcane Armo by 10% for the Combat Casting grappled. Combat Expension of the Combat Expension of	r Training As a swift action is round. ng +4 bonus on concentra rtise You can take -X to at +1 dodge bonus to AC. Corials Cast spells with a marent. ellcaster Add up to four no orcery spell effects. cast touch spells as ranged bilities bonus to Will saves agains and Add +1 damage/die for ws Dodge Bonus to Will saves agains and Add +1 damage/die for sea and Add +1 natural attes Immune to magic slee +2 racial bonus on Perception See twice as far in core racial bonus to profession analyze dreams on waking, hoice sometime that day. A encies Long- and shortbow the word "elven" in its nan	Armor Check Penalty: 0 In, reduce the arcane spell failuration checks when casting on a stacks to gain +X to AC, where conditions that remove your Deterial component costing 1gp an-sorcerer levels to your effect to touch attacks from up to 30 fairners. He armor. Gain resistance Electrical perfects. +2 saving throw both to still checks. Inditions of dim light. In (sailor), knowledge (geograph, making Wis test (DC15). If sailor, we can a martial weapon.	ratefooted AC Arcane Spell Facure chance due the defensive or e X= 2 ex bonus also recordes without rective caster level ft. electricity mod + 3 rnds/da city/5 enus vs. enchant ohy), and swim couccessful, gain - word, rapier. Tree	to armor while move this. needing I when when the the checks.	6 Max	Skills Acrobatics Appraise Bluff Climb Craft Diplomacy Disable Devid Disguise Escape Artist Fly Handle Anima Heal Intimidate Knowledge (a Knowledge (a Knowledge (b Knowledge (b Knowledge (b Knowledge (c Knowledge (c) Knowledge (c)	none ce* arcana)* dungeonee engineering geography) nistory)* ocal)* nature)* nobility)* planes)*	Key Abl DEX INT CHA INT CHA INT CHA DEX CHA WIS CHA INT T)* INT INT INT INT INT INT INT INT INT	Total Abl Mod Mod Mod Mod Mod Mod Mod P2 = 2 + 4 = 4 + 4 = 4 + 5 = 5 + 5 = 5 + 4 = 4 + 4 = 4 + 13 = 2 + 4 = 2 + 5 = 2	Class Ranks Train 0 + 0 + 0 0 + 0 + 0 0 + 0 + 0 0 + 0 +	n Mod Arm + 0 - 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 +
eats carcane Armo by 10% for the combat Casting grappled. combat Expension of the carcaticed Spension of the calculating search Spell (Compared of the carconic Clark Graconic Clark Gra	r Training As a swift action is round. ng +4 bonus on concentra rtise You can take -X to at +1 dodge bonus to AC. Corials Cast spells with a marent. ellcaster Add up to four no orcery spell effects. cast touch spells as ranged bollities bonus to Will saves agains and Add +1 damage/die for ws Dodge and Add +1 damage/die for standards and the summer to magic sleet +2 racial bonus on Perception See twice as far in core racial bonus to profession analyze dreams on waking, hoice sometime that day. A encies Long- and shortbow the word "elven" in its naniencies All simple and ma	Armor Check Penalty: 0 In, reduce the arcane spell failuration checks when casting on a stacks to gain +X to AC, where conditions that remove your Deterial component costing 1gp an-sorcerer levels to your effect to touch attacks from up to 30 to 30 touch attacks from up to 30 touc	ratefooted AC Arcane Spell Facure chance due the defensive or e X= 2 ex bonus also recordes without rective caster level ft. electricity mod + 3 rnds/da city/5 enus vs. enchant ohy), and swim couccessful, gain - word, rapier. Tree	to armor while move this. needing I when when the the checks.	6 Max	Skills Acrobatics Appraise Bluff Climb Craft Diplomacy Disable Devid Disguise Escape Artist Fly Handle Anima Heal Intimidate Knowledge (a Knowledge (a Knowledge (f Knowledge	none ce* arcana)* dungeonee engineering geography) nistory)* ocal)* nature)* nobility)* planes)*	Key Abil DEX INT CHA STR INT CHA INT CHA DEX CHA WIS CHA INT	Total Mod Mod Mod Mod P = 5 + 2 = 2 + 4 = 4 + 5 = 5 + 5 = 5 + 4 = 2 + 4 = 4 + 4 = 2 + 4 = 4 + 5 = 5 = 2 + 5 =	Class Ranks Train - 4 + 0 - 0	Mod Arm + 0 - 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 +
Feats Arcane Armo by 10% for the Combat Casting grappled. Combat Expension of the Combat Expension of	r Training As a swift action is round. ng +4 bonus on concentra rtise You can take -X to at +1 dodge bonus to AC. Corials Cast spells with a marent. ellcaster Add up to four no orcery spell effects. cast touch spells as ranged bilities bonus to Will saves agains and Add +1 damage/die for ws Dodge Bonus to Will saves agains and Add +1 damage/die for sea and Add +1 natural attes Immune to magic slee +2 racial bonus on Perception See twice as far in core racial bonus to profession analyze dreams on waking, hoice sometime that day. A encies Long- and shortbow the word "elven" in its nan	Armor Check Penalty: 0 In, reduce the arcane spell failuration checks when casting on a stacks to gain +X to AC, where conditions that remove your Deterial component costing 1gp an-sorcerer levels to your effect to touch attacks from up to 30 to 30 touch attacks from up to 30 touc	ratefooted AC Arcane Spell Facure chance due the defensive or e X= 2 ex bonus also recordes without rective caster level ft. electricity mod + 3 rnds/da city/5 enus vs. enchant ohy), and swim couccessful, gain - word, rapier. Tree	to armor while move this. needing I when when the the checks.	6 Max	Skills Acrobatics Appraise Bluff Climb Craft Diplomacy Disable Devic Disguise Escape Artist Fly Handle Anima Heal Intimidate Knowledge (a Knowledge (a Knowledge (f Knowledge	none ce* arcana)* dungeonee engineering geography) nistory)* ocal)* nature)* nobility)* planes)* religion)*	Key Abbi DEX INT CHA STR INT CHA INT CHA DEX DEX T)* INT	Total Abl Mod Mod Hod Mod Mod Hod Page 2 = 2 + 4 = 4 + 4 = 2 = 2 + 4 = 4 + 5 = 5 + 5 = 5 + 5 = 2 + 4 = 4 + 4 = 4 + 13 = 2 + 4 = 2 + 4 = 2 + 4 = 2 + 4 = 2 + 4 = 2 + 4 = 2 + 4 = 4 + 4 = 2 + 4 = 4 + 4 = 2 + 4 = 4 + 4 = 2 + 4 = 4 + 4 = 2 + 4 = 4 + 4 = 2 + 4 = 4 + 4 = 2 + 4 = 4 + 4 = 2 + 4 = 4 + 4 = 2 + 4 = 4 + 4 = 2 + 4 = 4 =	Class Train 4 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 +	Mod Arm + 0 - 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 +
Feats Arcane Armo by 10% for the Combat Casting grappled. Combat Expended Gain and Eschew Mate that componer acticed Spended Gain and Eschew Mate that componer acticed Spended Gain and Eschew Mate that componer acticed Spended Gain and Eschew Mate Toll and Toll and Toll and Toll and Toll and Toll of your control of y	r Training As a swift action is round. ng +4 bonus on concentra rtise You can take -X to at +1 dodge bonus to AC. Corials Cast spells with a marent. ellcaster Add up to four no orcery spell effects. cast touch spells as ranged bollities bonus to Will saves agains and Add +1 damage/die for ws Dodge and Add +1 damage/die for standards and the summer to magic sleet +2 racial bonus on Perception See twice as far in core racial bonus to profession analyze dreams on waking, hoice sometime that day. A encies Long- and shortbow the word "elven" in its naniencies All simple and ma	Armor Check Penalty: 0 In, reduce the arcane spell failuration checks when casting on a stacks to gain +X to AC, where conditions that remove your Deterial component costing 1gp an-sorcerer levels to your effect to touch attacks from up to 30 to 30 touch attacks from up to 30 touc	ratefooted AC Arcane Spell Facure chance due the defensive or e X= 2 ex bonus also recordes without rective caster level ft. electricity mod + 3 rnds/da city/5 enus vs. enchant ohy), and swim couccessful, gain - word, rapier. Tree	to armor while move this. needing I when when the the checks.	6 Max	Skills Acrobatics Appraise Bluff Climb Craft Diplomacy Disable Devic Disguise Escape Artist Fly Handle Anima Heal Intimidate Knowledge (a Knowledge (b Knowledge (b Knowledge (b Knowledge (c Knowledge	none ce* al* dungeonee engineering geography) nistory)* ocal)* nature)* nobility)* planes)* religion)*	Key Abi DEX INT CHA STR INT CHA DEX DEX CHA WIS CHA INT	Total Abi Mod Mod Mod 9 = 5 + 4 = 4 + 4 = 4 + 4 = 5 = 5 + 5 = 5 + 5 = 5 + 4 = 4 + 13 = 2 + 4 = 4 + 5 = 2 + 5 =	Class Ranks Train - 4 + 0 - 0	n Mod Armin + 0 - 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0 + 0

	L Knowledge (dungeoneer)	INI	- = 2 + 0 + 0 + 0
	☐ Knowledge (engineering)*	INT	- = 2 + 0 + 0 + 0
	☐ Knowledge (geography)*	INT	5 = 2 + 1 + 0 + 2
	☐ Knowledge (history)*	INT	- = 2 + 0 + 0 + 0
	☐ Knowledge (local)*	INT	- = 2 + 0 + 0 + 0
	☐ Knowledge (nature)*	INT	- = 2 + 0 + 0 + 0
s. one	☐ Knowledge (nobility)*	INT	- = 2 + 0 + 0 + 0
ле	☐ Knowledge (planes)*	INT	- = 2 + 0 + 0 + 0
,	☐ Knowledge (religion)*	INT	- = 2 + 0 + 0 + 0
y	☐ Linguistics*	INT	- = 2 + 0 + 0 + 0
	☐ Perception	WIS	8 = 2 + 4 + 0 + 2
	☐ Perform	CHA	4 = 4 + 0 + 0 + 0
	☑ Profession (sailor)*	WIS	8 = 2 + 1 + 3 + 2
	☑ Ride	DEX	10 = 5 + 2 + 3 + 0
	☐ Sense Motive	WIS	4 = 2 + 2 + 0 + 0
	☐ Sleight of Hand*	DEX	- = 5 + 0 + 0 + 0 - 0
	☑ Spellcraft*	INT	13 = 2 + 8 + 3 + 0
	☐ Stealth	DEX	8 = 5 + 3 + 0 + 0 - 0
	☐ Survival	WIS	2 = 2 + 0 + 0 + 0
	☑ Swim	STR	8 = 2 + 1 + 3 + 2 - 0
	☑ Use Magic Device*	CHA	8 = 4 + 1 + 3 + 0
	Total ranks: 38		
	Languages: Common Elvish	Drag	conic Sylvan
	EIVIOIT	u	Some Sylvan



Wealth			
pp: 28	gp: 45	sp: 66	cp: 10
Gems			
100 Diamo	nds ×10		
500 Emera	ılds ×9		
Jewelry			

Gear	#	Weight	Description	Location
	π	vveign	Description	Head slot
				Headband slot
				Eves slot
Necklace of Adaptation	1		Always have fresh air to breathe. When soaked in alchemists fire, tokens become fireballs when thrown (2x3d6, 2x5d6, 2x7d6, 2x9d6, 3x10d6).	Neck slot
				Shoulders slot
+1 mithral chain shirt	1	10		Armor slot
				Chest slot Belt slot
				Wrists slot
Gloves of Storing	1	0	Store single item up to 20lbs, summon as free action.	Hands slot
+1 darkwood buckler	1	2.5		Shield slot
				Ring Left slot Ring Right slo
Alaba maiata fina	40			Feet slot
Alchemists fire	10 1	1	Dealmant hadrell man assauce	Deal
Delver pack	ı		Backpack, bedroll, map case x2, chalk x10, climbers kit, grappling hook, flint and steel, steel mirror, oil flask x5, bullseye lantern, trail rations x2, silk rope (50'), empty sack x3, waterskin	Back
_ight warhorse	1	0		
Noble's outfit	1	10		Backpack
Potion: Bull's strength	1		+4 Strength for two minutes.	Belt pouch
Potion: Cure moderate wounds	2		Heal 2d8+3 points of damage.	Belt pouch
Potion: Cure serious wounds	1	0	Heal 3d8+5 points of damage.	Belt pouch
Scroll: Dispel magic	1	0		
Scroll: Water breathing	1	0		
Traveler's outfit	1	5		Backpack
Wand: Acidic curse	1	0	1d6 acid damage. Fort (DC:15) negates. Targets taking damage blinded for 1d4 rounds.	

Spells										
Sorcerer	0	1	2	3	4	5	6	7	8	9
Save DC	14	15	16	17	18	19	20	21	22	23
Spells known	7	5	3	1						
Spells per day										
Level 0: Daze, Detect Magi Level 1: Chill Touch, Mage Level 2: Resist Energy, Sco Level 3: Vampiric Touch Bloodline: Draconic (blue)	Armour, F	Ray of Enfeet	lement, Sho			Touch of Fa	tigue			

Naerai		Max hit points 67			Initiative
Player Race Gender Alignment Deity Char Level Current xp Xp to next Classes Sorcerer Druid Harrow Elf	Liz Harrow Elf Male Chaotic Good 8 34000 36000 4 (favored) 3	Con hp 24 Blinded -2:AC no:dex other Confused reduced action Dazed no:action Exhausted -6:S,6D half:speed Fatigued -2:S,D no:run Rrightened -2:S,D no:run Nauseated no:att,cast other Panicked -2:save,skill,abil Paralyzed 0:S,D no:move,act Shaken -2:att,save,skill,abil Sickened -2:att,dmg,save,skill,al			Speed Normal Run ×3 Run ×4 Climb Swim Load Light Medium Heavy
Tidilow Lii		Melee Base Att. Bonus Combat Man. Bonus	5 = 4 + 1 + 0 + 0 $ Total BAB Str Size Miss $ $ 5 = 4 + 1 + 0 + 0 $ $ Total BAB Str Size Miss$	Ranged Base At	7

					Melee Base Att. Bonus	5 :	= 4 + 1 BAB Str			Rang	ged E	Base A	tt. Bonus	7 Total	= 4 BAE		0 + 0 Size Miso
					Combat Man. Bonus	5 :	= 4 + 1	+ 0 + 0)	Com	bat N	/lan. D	efense	18	= 5	+ 3 +	
Attributes	Ability Mod		Base Mod	Misc T Mod	Weapon	Attack Bo	nus Dama	,	Crit	,,,	Range			Total Specia		B Dex	Used
Strength	1	12=	=12	+0	Dagger +1 Scimitar (mwk)	6 6	1d4- 1d6-		9×2 8×2	P P		1h 1h					
Dexterity	3	17=	= 17	+0	Unarmed Attack	5	1d3-		×2	В		1h					
Constitution	1 3	16=	=16	+0	Light Crossbow (mwk)	8	1d8	3 1	9×2	Р	2	2h					
Intelligence	4	19=	=19	+0													
Wisdom	4	18=	=18	+0													
Charisma	2	15=	= 15	+0													
_		D		14: T													

Saves	Abl	Base Ability Misc Temp Total Mod Mod Mod Mod
Fortitude	CON	8 = 5 + 3 + 0
Reflex	DEX	5 = 2 + 3 + 0
Will	WIS	11 = 7 + 4 + 0

Armor Class 21 = 10 + 4 + 2 + 3 + 0 + 2 + 0 + 0

Total Armor Shield Dex Dodge Misc Size Natural

Armor +2 leather armor, +1 darkwood buckler, +2 ring of protection

Touch AC 15 Flat-footed AC 18

Armor Check Penalty: 0 Arcane Spell Failure: 15% Max Dex Bonus: none

Feats

Eschew Materials Cast spells with a material component costing 1gp or less without needing that component.

Natural Bond Add 3 to your effective Druid level to determine the abilities of your companion Practiced Spellcaster Add up to four non-sorcerer levels to your effective caster level when calculating sorcery spell effects.

Somatic Weaponry Use in-hand weapons to trace the somatic requirements of spells, instead of needing the fingers of a free hand.

Spell Focus (Evocation) Add 1 to saving throw DC of evocation spells you cast.

Special Abilities

Ally Infusion Creatures summoned with summon nature's ally can be enfused with an element of your choice.

Chaotic Spells Cannot cast Lawful spells.

Crowd Walker Move through crowds at full speed. Treat debris as one level lower.

Elemental Arcana May change damage type of any energy spell to fire

Elemental Companion As a companion, gain medium water elemental (Rauros).

Elemental Resistance Gain resistance Fire/10

Elemental Sense Gain +2 on Knowledge (planes) and Craft (alchemy) checks

Harrowdream Harrow elves cannot naturally sleep, even if they want to. If forced unconscious, become Shaken for one minute upon awaking.

Innate Magic Gain blur once per day. Add prestidigitation, mage hand, ghost sound and detect magic to your list of 0-level spells; if not a caster, use once per day. 1

Link A druid may handle his companion as a free action.

Low-Light Vision See twice as far in conditions of dim light.

Share Spells A druid may cast spells with a range of "self" as a ranged touch on his companion. Spontaneous Summoning Turn a prepared spell into a summon natures ally spell of the same level.

Druid Proficiencies Natural weapons, club, dagger, dart, quarterstaff, scimitar, scythe, sickle, shortspear, sling, and spear. Light and medium non-metal armor, wooden shields.

Sorcerer Proficiencies Simple weapons. No armor.

	Skills	Key Abl	Total Abl Class Misc Mod Mod Ranks Train Mod Armor
	☐ Acrobatics	DEX	3 = 3 + 0 + 0 + 0 - 0
	☐ Appraise	INT	4 = 4 + 0 + 0 + 0
	☑ Bluff	CHA	2 = 2 + 0 + 0 + 0
	☐ Climb	STR	3 = 1 + 2 + 0 + 0 - 0
	☑ Craft (alchemy)	INT	15 = 4 + 4 + 3 + 4
f	☑ Diplomacy	CHA	2 = 2 + 0 + 0 + 0
	☐ Disable Device*	INT	- = 4 + 0 + 0 + 0
	☐ Disguise	CHA	2 = 2 + 0 + 0 + 0
	☐ Escape Artist	DEX	3 = 3 + 0 + 0 + 0 - 0
	☑ Fly	DEX	3 = 3 + 0 + 0 + 0 - 0
	☑ Handle Animal*	CHA	7 = 2 + 2 + 3 + 0
	☑ Heal	WIS	8 = 4 + 1 + 3 + 0
	☐ Intimidate	CHA	4 = 2 + 0 + 0 + 2
	☑ Knowledge (arcana)*	INT	12 = 4 + 5 + 3 + 0
	☐ Knowledge (dungeoneer)*	INT	- = 4 + 0 + 0 + 0
	☐ Knowledge (engineering)*	INT	- = 4 + 0 + 0 + 0
	☐ Knowledge (geography)*	INT	- = 4 + 0 + 0 + 0
	☐ Knowledge (history)*	INT	- = 4 + 0 + 0 + 0
	☐ Knowledge (local)*	INT	- = 4 + 0 + 0 + 0
	☑ Knowledge (nature)*	INT	12 = 4 + 5 + 3 + 0
	☐ Knowledge (nobility)*	INT	- = 4 + 0 + 0 + 0
	☐ Knowledge (planes)*	INT	9 = 4 + 3 + 0 + 2
	☐ Knowledge (religion)*	INT	- = 4 + 0 + 0 + 0
	☐ Linguistics*	INT	- = 4 + 0 + 0 + 0
	☑ Perception	WIS	15 = 4 + 8 + 3 + 0
	☐ Perform (song)	CHA	2 = 2 + 0 + 0 + 0
	☐ Profession*	WIS	- = 4 + 0 + 0 + 0
	□ Ride	DEX	3 = 3 + 0 + 0 + 0
	☐ Sense Motive	WIS	4 = 4 + 0 + 0 + 0
	☐ Sleight of Hand*	DEX	- = 3 + 0 + 0 + 0 - 0
	☑ Spellcraft*	INT	11 = 4 + 4 + 3 + 0
	☐ Stealth	DEX	9 = 3 + 6 + 0 + 0 - 0
	☑ Survival	WIS	11 = 4 + 4 + 3 + 0
	☑ Swim	STR	5 = 1 + 1 + 3 + 0 - 0
	☑ Use Magic Device*	CHA	8 = 2 + 1 + 3 + 2
	Total ranks: 46		

3

Dex

30

90

120

7

15

Max Check Dex Penalty

+3 -3 30 x4

+1 -6 30 x3

Armored Squares

3

Total

30

90

120

7

15

Max

Fire Resistance (10)

0

Misc

6

18

24

1

3

30 ×4

Total ranks: 46

Languages: Elvish Common Elder Elvish Gnomish Aquan Undercommon



Wealth
pp: 2 gp: 150 sp: 66 cp: 10
Gems
100 Diamonds ×9
500 Emeralds ×9
Jewelry

Gear	#	Weigh	t Description	Location
	#	weign	i Description	Head slot
				Headband slot
				Eyes slot
				Neck slot
				Shoulders slot
+2 leather armor	1	15		Armor slot
				Chest slot
				Belt slot
Wand Sheath	1	0	Draw one of six wands as a free	Wrists slot
			action.	
				Hands slot
+1 darkwood buckler	1	2.5		Shield slot
Ring of Protection +2	1	0	+2 to AC.	Ring Left slot
3				Ring Right slot
				Feet slot
Alchemist's fire	10	1		
Delver pack	1	38	Backpack, bedroll, map case x2,	Back
·			chalk x10, climbers kit, grappling	
			hook, flint and steel, steel mirror,	
			oil flask x5, bullseye lantern, trail	
			rations x2, silk rope (50'), empty	
			sack x3, waterskin	
Fire elemental gem	1	0		
Potion: Cure serious wounds	1	0		
Potion: Invisibility	2	0	Become invisible for 3min. Ends if	
			you attack.	
Potion: Remove blindness	1	0	Cures blindness or deafness.	
Scroll: Cure light wounds	1	0	Heal 1d8+1 damage.	
Scroll: Cure moderate wounds	1	0	Heals 2d8+3 damage.	
Scroll: Dispel magic	1	0		
Scroll: Fireball	1	0	6d6 fire damage in 20' radius.	
Scroll: Shield	4	0	+4 AC for 3 min.	
Wand: Burning hands	1	0	1d4 fire damage in 15' cone.	Sheath
			When soaked in alchm. fire, can	
			use 5 charges for 5d6 fireball (40	
			charges)	
Wand: Color spray	1	0	Stun, blind or knock out minor	Sheath
			creatures (44 charges)	
Wand: Cure light wounds	1	0		Sheath
Wand: Cure moderate wounds	1	0	Heals 2d8+3 (14 charges)	Sheath
Wand: Inflict moderate wounds	1	0	Causes 2d8+2 (22 charges)	Sheath

Spells										
Sorcerer	0	1	2	3	4	5	6	7	8	9
Save DC	12	13	14	15	16	17	18	19	20	21
Spells known	10	4	1							
Spells per day										
Level 0: Acid Splash, [Daze, Detect l	Magic, Ghost	Sound, Light	t, Mage Ha	ınd, Messag	e, Read Ma	gic, Touch c	of Fatigue, U	nnamed spe	ell
Level 1: Burning Hand	s, Comprehei	nd Languages	s, Magic Miss	sile, Silent I	Image				•	
Lovel 2: Web	•	5 0	• •		•					

Level 2: Web Bloodline: Elemental (fire)

Druid	0	1	2	3	4	5	6	7	8	9
Save DC	14	15	16	17	18	19	20	21	22	23
Spells per day										

Player Race Water Elemental Male M	Rauros	Max hit points 35	Initiative $1 = 1 + 0$
Attributes Ability Mod Total Mod	Player Race Water Elemental Gender Male Alignment True Neutral Deity Char Level 1 Current xp Xp to next	Con hp 2 Blinded -2:AC no:dex other Confused reduced action Dazed no:action Exhausted -6:S,6D half:speed Fatigued -2:S,D no:run Frightened -2:S,2D no:run Nauseated no:att,cast other Panicked -2:save,skill,abil Paralyzed 0:S,D no:move,act Shaken -2:att,dmg,save,skill,abil	Total Dex Misc
Attributes Mod Mod		Combat Man. Bonus Total BAB Str Size Misc 7 = 4 + 3 + 0 + 0 Combat Man. Do	Total BAB Dex Size Mise 18 = 7 + 1 + 10
Fortitude CON 7 = 5 + 2 + 0 Reflex DEX 6 = 5 + 1 + 0 Will Wis 2 = 2 + 0 + 0 +4 W v enchantment Feats Cleave -2 AC to strike a second adjacent target after hitting the first. Evasion Take no damage if saving against an attack that normally saves for half-damage. Power Attack Take -X on an attack to gain +X to damage. X can be as much as your attack bonus, or 5, whatever is lower. Armor Class 17 = 10 + 0 + 1 + 0 + 0 + 0 + 0 + 0 + 0 + 0	Strength 3 $16 = 16 + 0$ Dexterity 1 $12 = 12 + 0$ Constitution 2 $15 = 15 + 0$ Intelligence -3 $5 = 5 + 0$ Wisdom 0 $11 = 11 + 0$	Slam (in water) Attack Bonus Damage Crit Type Range Size 1h	+1 in water
Cleave -2 AC to strike a second adjacent target after hitting the first. Evasion Take no damage if saving against an attack that normally saves for half-damage. Power Attack Take -X on an attack to gain +X to damage. X can be as much as your attack bonus, or 5, whatever is lower. SKIIIS Abi Mod Ranks Train Mod 6 = 1 + 5 + 3 + -3 7 Acrobatics Appraise Bluff CHA 0 = 0 + 0 + 0 + 0 0 = 0 + 0 + 0 + 0 Climb	Fortitude CON 7 = 5 + 2 + 0 Reflex DEX 6 = 5 + 1 + 0 Will WIS 2 = 2 + 0 + 0	Armor Class 17 = 10 + 0 + 0 + 1 + 1 + Total Armor Shield Dex Armor Touch AC 11 Flat-footed AC 16	Dodge Misc Size Natural
Succial Admittes	Cleave -2 AC to strike a second adjace Evasion Take no damage if saving ag Power Attack Take -X on an attack to bonus, or 5, whatever is lower. Special Abilities	Int target after hitting the first. In target after hitting the	Abí Mod Mod Ranks Train Mod Armot DEX $6 = 1 + 5 + 3 + -3 - 0$ INT $\mathbf{-3} = -3 + 0 + 0 + 0$ CHA $0 = 0 + 0 + 0 + 0$ STR $4 = 3 + 1 + 3 + -3 - 0$ INT $\mathbf{-3} = -3 + 0 + 0 + 0$

Elemental Immunities Immune to paralysis, poison, sleep effects, and stunning. Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack. Elementals do not breathe, eat, or sleep.

Link A druid may handle his companion as a free action.

Share Spells A druid may cast spells with a range of "self" as a ranged touch on his companion. Vortex When in water, create a whirlpool. Caputures those failing Reflex check (DC15). 10-30ft deep.

Water Mastery +1 attack and damage if both it and its opponent are touching water. -4 attack and damage if not.

Skills	Key Abl	Total Abl Class Misc Mod Mod Ranks Train Mod Armor
☑ Acrobatics	DEX	6 = 1 + 5 + 3 + -3 - 0
☑ Appraise	INT	-3 = -3 + 0 + 0 + 0
☑ Bluff	CHA	0 = 0 + 0 + 0 + 0
☑ Climb	STR	4 = 3 + 1 + 3 + -3 - 0
☑ Craft	INT	-3 = -3 + 0 + 0 + 0
✓ Diplomacy	CHA	0 = 0 + 0 + 0 + 0
☐ Disable Device*	INT	- = -3 + 0 + 0 + 0
✓ Disguise	CHA	0 = 0 + 0 + 0 + 0
	DEX	6 = 1 + 5 + 3 + -3 - 0
☑ Fly	DEX	1 = 1 + 0 + 0 + 0 - 0
☐ Handle Animal*	CHA	- = 0 + 0 + 0 + 0
☑ Heal	WIS	0 = 0 + 0 + 0 + 0
	CHA	1 = 0 + 1 + 3 + -3
☐ Knowledge (arcana)*	INT	- = -3 + 0 + 0 + 0
☐ Knowledge (dungeoneer)*	INT	- = -3 + 0 + 0 + 0
☐ Knowledge (engineering)*	INT	- = -3 + 0 + 0 + 0
☐ Knowledge (geography)*	INT	- = -3 + 0 + 0 + 0
☐ Knowledge (history)*	INT	- = -3 + 0 + 0 + 0
☐ Knowledge (local)*	INT	- = -3 + 0 + 0 + 0
☐ Knowledge (nature)*	INT	- = -3 + 0 + 0 + 0
☐ Knowledge (nobility)*	INT	- = -3 + 0 + 0 + 0
☐ Knowledge (planes)*	INT	- = -3 + 0 + 0 + 0
☐ Knowledge (religion)*	INT	- = -3 + 0 + 0 + 0
☐ Linguistics*	INT	- = -3 + 0 + 0 + 0
☑ Perception	WIS	5 = 0 + 5 + 3 + -3
✓ Perform	CHA	0 = 0 + 0 + 0 + 0
☐ Profession*	WIS	- = 0 + 0 + 0 + 0
☑ Ride	DEX	1 = 1 + 0 + 0 + 0
☑ Sense Motive	WIS	0 = 0 + 0 + 0 + 0
☐ Sleight of Hand*	DEX	- = 1 + 0 + 0 + 0 - 0
☐ Spellcraft*	INT	- = -3 + 0 + 0 + 0
☑ Stealth	DEX	6 = 1 + 5 + 3 + -3 - 0
☑ Survival	WIS	0 = 0 + 0 + 0 + 0
☑ Swim	STR	16 = 3 + 13 + 3 + -3 - 0
☐ Use Magic Device*	CHA	- = 0 + 0 + 0 + 0
Total ranks: 42		
Languages: Aquan		



	_			
Gear	#	Weight	Description	Location
			,	Head slot
				Headband slot
				Eyes slot
				Neck slot
				Shoulders slot
				Armor slot
				Chest slot
				Belt slot
				Wrists slot
				Hands slot
				Shield slot
				Ring Left slot
				Ring Right slot
				Feet slot

Wealth				
pp: Gems Jewelry	gp:	sp:	cp:	

Scoffney S	Shever	Max hit points 76						Initia	tive	6	= 6	+ 0
Player	Scott	Con hp 24								Total	Dex	c Mis
Race	Grailwarden Dwarf	☐ Blinded -2:AC no:dex other						Spee	ed	Total	Armore	ed Square
Gender	Male	☐ Confused reduced action	<i>Dying:</i> □□□					Norma		30	30	6
Alignment	True Neutral	☐ Dazed no:action☐ Exhausted -6:S,6D half:speed						Run ×		90	90	18
Deity	0	☐ Fatigued -2:S,D no:run						Run ×		120	120	
Char Level Current xp	8 34000	☐ Frightened -2:S,2D no:run						Climb		7	7	1
Xp to next	36000	☐ Nauseated no:att,cast other☐ Panicked -2:save,skill,abil						Swim		15	15	3
Classes		☐ Paralyzed 0:S,D no:move,act						Load	Ma: Weig		Max Check Dex Penalt	y Speed Ru
Rogue	4 (favored)	☐ Shaken -2:att,save,skill,abil						Light Mediur	n	_	 +3 -3	30 ×
Bard	4	☐ Sickened -2:att,dmg,save,skill,a	nbil					Heavy	"		+1 -6	30 ×
		☐ Stunned -2:AC no:dex	- 1-									
		Melee Base Att. Bonus		6 + 2 + 0 AB Str Size	-	Range	ed Base A	tt. Bonu	IS 12/1 Tota			+ 0 + « Size N
		Combat Man. Bonus		6 + 2 + 0 AB Str Size		Comb	at Man. D	efense			8 + 6 MB Dex	_
Attributes	Ability Base Misc Temp Mod Total Mod Mod Mod	Weapon	Attack Bonus	Damage	Crit		Range Size		Tota Spe		עט טוי	(U:
Strength	2 14 =14+0	Club	8/3	1d6+2	x2		1h					
Dexterity	6 22 =20+2	Flaming Dagger Flaming Dagger (on fire)	10/5 10/5	1d4+4 1d4+4+1d6	19×2		1h 1h Ne	eds alche	emists f	re. +	1d10 or	crits
Constitutio		Unarmed Attack	8/3	1d3+2	×2		1h	ous alone	7111010 11	10. 1	101001	i onto.
Intelligence		Repeater Rifle (mwk)	13/8	1d12	x 3		2 2h	Fire six t				ng.
Wisdom	1 12 =12+0	Double Dragon Pistol (mwk) Dragon Pistol (mwk)	13/8 13/8	1d10 1d12	×3 ×3		2 1h 2 2h	Car	Two ba า fire sc			
Charisma	4 19 =19+0	Diagon Fisioi (iliwk)	13/0	1012	XJ	r	2 211	Cai	i ille sc	allers	SHOL.	
Chansina												
	Base Ability Misc Temp Abl Total Mod Mod Mod Mod	Armor Class	22 =	10 +	5 +		+ 6 +	•	+ 0	+	•	+ 0
	6 = 2 + 3 + 1	Armor +2 studded leathe	<i>Total</i> r master		Armor er	Shield	Dex	Dodge	Misc		Size	Natur
	DEX 15 = 8 + 6 + 1 WIS 7 = 5 + 1 + 1	Aimer 12 stadaed leathe	i, maotoi	Work buok								
	+1 R v traps, +4 v sound	Touch AC 16 Fla	t-footed	AC 16								
or language eff		Armor Check Penalty: 0 A	rcane Spe	ell Failure: (0% M	lax Dex B	onus: +6					
Feats						Skills	3		Key Total	Abl		ss Misc in Mod Arı
Extra Perform	ance Use Bardic Performa	ance six more rounds per day.			E	☑ Acroba	tics					+ 0 - 0
		iency in a type of martial weap		ms		Apprais Apprais	se				8 + 3	
	not Gain +1 to attack and o Shoot into melee without ta	damage for ranged attacks with	iin 30°.		-	☑ Bluff ☑ Climb					- 1 + 3 - 5 + 3	+0-0
Special Al		ining the 4 penalty.				⊡ Craft			-		- 0 + 0	
	edge Add half bard level to	Knowledge checks.				☑ Diplom	•	C			- 1 + 3	
			day.			☑ Disable					- 8 + 3 - 5 + 3	
		nother save against a sonic ef				☑ Disguis ☑ Escape						+0-0
_		other save against a visual effe ride allies with bonus to skill ch				⊒ Fly				-	-	+ 0 - 0
		in bonus to attack, damage and		fear: +1		Handle	Animal*				-0 + 0	
Darkvision Se	ee in the dark up to 60'.	_				⊐ Heal ☑ Intimida	ate				- 0 + 0 - 1 + 3	
	ining +4 AC against creat						dge (arcan				- 1 + 3	
	liarity Treat all firearms as opraise for pricing non-mad	martial weapons. gical metal/gem-based items.			6	☑ Knowle	dge (dunge	oneer) ।			4 + 3	
	es v poison, spells and spel						edge (engine				- 1 + 3	
	ck v orc and goblin subtype						dge (geogradge) dge (history				- 0 + 0 - 0 + 0	
		patics to move over narrow surf nts are flat-footed to you the er			6	✓ Knowle	edge (local)	I			- 1 + 3	
		opponent is denied a Dex bonu					dge (nature				0 + 0	
		an attack roll misses you, it re					edge (nobilitedge (planes				- 1 + 3 - 0 + 0	
	nit themselves.						dge (plane) dge (religor				- 0 + 0	
Ctabilities 4 Of	עווי v טעוו rusn or trip.					☑ Linguis	tics*	, I	NT 8	= 4 +	- 1 + 3	+ 0
Stability +4 Cl		involvina stone			1 1 5		C					. ^
Stonecunning	+2 on Perception checks ain bonus to AC and Reflex										8 + 3	
Stonecunning Trap Sense Ga Trapfinding A	y+2 on Perception checks ain bonus to AC and Reflex dd half Rogue level to Percent	x saves against traps: +1 ception and Disable Device che	cks involv	ring traps.		☑ Perforn	n (strings)	C	HA 10	= 4 +	3 + 3	+ 0
Stonecunning Trap Sense Ga Trapfinding Ad Uncanny Dod	j +2 on Perception checks ain bonus to AC and Reflex dd half Rogue level to Perc ge Retain Dex bonus to AC	x saves against traps: +1 ception and Disable Device che C even when flat-footed.		ving traps.			n (strings) n	C	CHA 10 CHA 15	= 4 + = 4 +		+ 0 + 0
Stonecunning Trap Sense G Trapfinding A Uncanny Dod Versatile Perfe	j +2 on Perception checks ain bonus to AC and Reflex dd half Rogue level to Perc ge Retain Dex bonus to AC ormance Use Perform (sin	x saves against traps: +1 ception and Disable Device che C even when flat-footed. g) in place of Bluff or Sense M	otive.		0 0 1 1	☑ Perforn ☑ Perforn ☑ Profess ☑ Ride	n (strings) n sion*	C V E	CHA 10 CHA 15 WIS - DEX 7	= 4 + = 4 + = 1 + = 6 +	3 + 3 - 8 + 3 - 0 + 0 - 1 + 0	+ 0 + 0 + 0 + 0
Stonecunning Trap Sense G Trapfinding A Uncanny Dod Versatile Perfo Well Versed +	j +2 on Perception checks ain bonus to AC and Reflex dd half Rogue level to Perc ge Retain Dex bonus to AC ormance Use Perform (sin 4 save v bardic performance	x saves against traps: +1 ception and Disable Device che C even when flat-footed.	otive. dent effect	s.] [] [] [☑ Perforn ☑ Perforn ☑ Profess ☑ Ride ☑ Sense	n (strings) n sion* Motive	C V E V	CHA 10 CHA 15 WIS - DEX 7 WIS 5	= 4 + = 4 + = 1 + = 6 + = 1 +	3 + 3 - 8 + 3 - 0 + 0 - 1 + 0 - 1 + 3	+ 0 + 0 + 0 + 0 + 0
Stonecunning Trap Sense G Trapfinding A Uncanny Dod Versatile Perfe Well Versed + Bard Proficier armor, non-to	j +2 on Perception checks ain bonus to AC and Reflex dd half Rogue level to Perc ge Retain Dex bonus to AC ormance Use Perform (sin 4 save v bardic performand ncies Simple weapons, lon bower shields. Light armor de	x saves against traps: +1 ception and Disable Device che ceven when flat-footed. g) in place of Bluff or Sense M ce, sonic and language-depend gsword, rapier, sap, short swol loes not cause arcane spell fail	otive. dent effect d, shortboure.	s. ow, whip. Lig	ght 6	☑ Perforn ☑ Perforn ☑ Profess ☑ Ride ☑ Sense ☑ ☑ Sleight	n (strings) n sion* Motive of Hand*	C V E V	CHA 10 CHA 15 VIS - DEX 7 VIS 5 DEX 10	= 4 + = 4 + = 1 + = 6 + = 1 + = 6 +	- 3 + 3 - 8 + 3 - 0 + 0 - 1 + 0 - 1 + 3 - 1 + 3	+ 0 + 0 + 0 + 0 + 0 + 0
Stonecunning Trap Sense G Trapfinding A Uncanny Dod Versatile Perfe Well Versed + Bard Proficier armor, non-to	j +2 on Perception checks ain bonus to AC and Reflex dd half Rogue level to Perc ge Retain Dex bonus to AC ormance Use Perform (sin 4 save v bardic performand ncies Simple weapons, lon bower shields. Light armor de	x saves against traps: +1 ception and Disable Device che ceven when flat-footed. g) in place of Bluff or Sense M ce, sonic and language-depend gsword, rapier, sap, short swo	otive. dent effect d, shortboure.	s. ow, whip. Lig	ght 6	☑ Perforn ☑ Perforn ☑ Profess ☑ Ride ☑ Sense	n (strings) n sion* Motive of Hand* aft*	C V E V	CHA 10 CHA 15 VIS - DEX 7 DEX 5 DEX 10 NT 10	= 4 + = 4 + = 1 + = 6 + = 6 + = 4 +	- 3 + 3 - 8 + 3 - 0 + 0 - 1 + 0 - 1 + 3 - 1 + 3 - 3 + 3	+ 0 + 0 + 0 + 0 + 0 + 0

Total ranks: 81 Languages: Common Dwarven Halfling Giant Gnome Terran Undercommon

☐ Survival
☑ Swim

☑ Use Magic Device*

wis 1 = 1 + 0 + 0 + 0STR 6 = 2 + 1 + 3 + 0 - 0

CHA 8 = 4 + 1 + 3 + 0



Wealth				
pp: 0 Gems Jewelry	gp: 45	sp: 66	ср: 10	

Gear				
Geal	#	Weigh	t Description	Location
				Head slot
				Headband slot
				Eyes slot
				Neck slot
Cloak of Resistance +1	1	1	+1 to all saves.	Shoulders slot
+2 studded leather	1	15		Armor slot
				Chest slot
Belt of Incredible Dexterity +2	1	1	+2 to Dexterity	Belt slot
				Wrists slot
				Hands slot
Buckler (mwk)	1	5		Shield slot
Ring of Jumping, improved	1	0	+10 Acrobatics when jumping.	Ring Left slot
Ring of Charisma +2	1	0	+2 to Charisma.	Ring Right slot
Boots of Striding and Springing	1	1	+10' speed. +5 Acrobatics when jumping.	Feet slot
Double Pistol (mwk)	1	3		
Fire elemental gem	1	0	soak in alchemists fire and shatter to summon 9HD fire elemental.	
Potion: Barkskin	1	0	+2 to AC for 3min	Belt pouch
Potion: Cure serious wounds	1	0	Heal 3d8+5 of damage.	Belt pouch
Potion: Invisibility	1	0	Become invisible for 3min. Ends if you attack.	Belt pouch
Potion: Levitation	1	0	•	Belt pouch
Potion: Spider climb	1	0	Climb like spiderman for 20min.	Belt pouch
Potion: Water breathing	1	0	Breathe underwater for 6hrs.	Belt pouch
Wand: Detect magic	1	0	50 charges.	•

Spells										
Bard	0	1	2	3	4	5	6	7	8	9
Save DC	14	15	16	17	18	19	20	21	22	23
Spells known	6	4	2							
Snells per day										

Spells per day

Level 0: Dancing Lights, Flare, Lullaby, Open/Close, Resistance, Summon Instrument

Level 1: Charm Person, Disguise Self, Hideous Laughter, Silent Image

Level 2: Invisibility, Mirror Image

Caralaria		Max hit points 94		Initiative	4	= 4	+ 0
Player Race Gender	Scott Human Female	Con hp 32 □ Blinded -2:AC no:dex other □ Confused reduced action	Dying:	Speed Normal	Total Total	Armorea 30	Misc Squares
Alignment Deity Char Level Current xp Xp to next	Lawful Neutral The Iron God 8 34000 36000	□ Dazed no:action □ Exhausted -6:S,6D half:speed □ Fatigued -2:S,D no:run □ Frightened -2:S,2D no:run □ Nauseated no:att,cast other		Run ×3 Run ×4 Climb Swim	90 120 7 15	90 120 7 15	18 24 1 3
Classes Monk Barbarian	5 (favored) 3	□ Panicked -2:save,skill,abil □ Paralyzed 0:S,D no:move,act □ Shaken -2:att,save,skill,abil □ Sickened -2:att,dmg,save,skill,ab □ Stunned -2:AC no:dex Melee Base Att. Bonus 1		Light Medium Heavy	/eight		30 ×4 30 ×4 30 ×3

Ability Mod	Total	Base Mod	Misc Mod	Temp Mod
4	19=	= 19 -	+0	
4	18=	= 18 -	+0	
4	18=	= 18 -	+0	
3	16=	=16-	+0	
3	16=	=16-	+0	
2	14=	= 14 -	+0	
	4 4 4 4 3 3	4 19 = 4 18 = 4 18 = 3 16 = 3 16 = 3	Mod Total Mod 4 19=19-4 18=18-4 18=18-3 16=16-3 16=16-16-16-18-18-18-18-18-18-18-18-18-18-18-18-18-	Mod Total Mod Mod

Saves	Abl	Base Ability Misc Total Mod	emp /lod					
Fortitude	CON	11 = 7 + 4 + 0						
Reflex	DEX	9 = 5 + 4 + 0						
Will	WIS	8 = 5 + 3 + 0						
+1 R v traps, +2 W v enchantment								

	Melee Base Att. Bonus	12/7 = 6 Total BAB			Ran	ged E	Base	e Att. Bonus 12/7 = 6 + 4 + Total BAB Dex 3	0 + 2 Size Misc
]	Combat Man. Bonus	10 = 6 $ Total BAB$	+ 4 + 0 + Str Size	· 0 Misc	Com	bat I	Man.	Defense 24 = 10 + 4 + Total CMB Dex	10
	Weapon	Attack Bonus	Damage	Crit	Type	Range	Size	Special	Used
	Battleaxe +1	13/8	1d8+5	× 3	Р		1h		
	Monk Flurry 4	12/12/7	1d8+5	×2	Ρ		1h	Requires full attack.	
	Unarmed Monk 4	13/8	1d8+5	×2	Р		1h		
	Comp. Longbow (mwk,2)	13/8	1d8+4	×3	Р	2	1h	Strength rating 2	

Armor Class 24 = 10 + 3 + 0 + 4 + 0 + 7 + 0 + 0

Total Armor Shield Dex Dodge Misc Size Natural

Armor +3 bracers of armor, +1 ring of protection, +2 ring of protection

Touch AC 21 Flat-footed AC 20

Armor Check Penalty: 0 Arcane Spell Failure: 0% Max Dex Bonus: none

Feats

Combat Reflexes Add Dex bonus to the number of attacks of opportunity you can make in 1 round. May also make them flat-footed.

Dodge Gain a +1 dodge bonus to AC. Conditions that remove your Dex bonus also remove this. **Improved Feint** Feint as a move action.

Iron Rage Retain monk benefits while raging. While raging, add barbarian and monk levels to determine unarmed strike damage and damage reduction ability (if any). Multiclass freely between the monk and barbarian classes. You must still remain lawful in order to retain your monk abilities and take monk levels.

Mobility Gain +4 AC against attacks of opportunity caused by moving.

Power Attack Take -X on an attack to gain +X to damage. X can be as much as your attack bonus. or 5. whatever is lower.

Vital Strike Roll base damage dice twice for one attack per round. Extra damage doesn't crit.

Special Abilities

Fast Movement You naturally move faster: +20'/round.

Flurry of Blows If unarmored, use a full attack to make two unarmed (or monk weapon) attacks. High Jump Add monk level to Acrobatics checks for jumping. Spend ki point for +20 for a round. Human Skill Gain additional skill rank any time you gain a level.

Improved Unarmed Strike Unarmed strikes never take off-hand penalties, can deal lethal or nonlethal damage, are considered both natural and manufactured weapons.

Ki Pool □□□□□□□ Swift action to spend points. 1pt: +20' move for 1 rnd. 1pt: +4 AC for 1 rnd. 1pt: Additional flurry attack. As long pool not empty: unarmed attacks count as magic weapons.

Maneuver Training Use monk level in place of BAB to calculate CMB. **Purity of Body** Immune to natural and magical diseases.

Rage DDDDDDGain +4 Strength, +4 Con (which gives +2hp/lvl), +2 Will save, -2 AC. Fatigued afterwards.

Rage Power: Powerful Blow Once per rage, add to damage: +1

Slow Fall, 20 ft. Use nearby walls to slow a fall, treating it as 20' shorter than it is.

Spell Reflection If any spell that requires an attack roll misses you, it reflects back at the caster, who rolls to hit themselves.

Still Mind Gain +2 to saves against spells and effects from the enchantment school.

Stunning Fist Defender must make a Fort save or be stunned for 1 round (DC 17). May make target fatigued instead of stunned. 5

Trap Sense Gain bonus to AC and Reflex saves against traps: +1

Uncanny Dodge Retain Dex bonus to AC even when flat-footed.

Barbarian Proficiencies Simple and martial weapons. Light and medium armor, non-tower shields.

Monk Proficiencies Club, crossbow, dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, spear.

	Max Dex Bollus. Holle		
	Chille	Key	Total Abl Class Misc
	Skills	Abĺ	Mod Mod Ranks Train Mod Armor
	☑ Acrobatics	DEX	15 = 4 + 8 + 3 + 0 - 0
	☐ Appraise	INT	3 = 3 + 0 + 0 + 0
	□ Bluff	CHA	10 = 2 + 8 + 0 + 0
	☑ Climb	STR	11 = 4 + 4 + 3 + 0 - 0
	☑ Craft (blacksmith)	INT	7 = 3 + 1 + 3 + 0
	☑ Diplomacy	CHA	3 = 2 + 1 + 3 + -3
	☐ Disable Device*	INT	- = 3 + 0 + 0 + 0
	☐ Disguise	CHA	2 = 2 + 0 + 0 + 0
	☑ Escape Artist	DEX	11 = 4 + 4 + 3 + 0 - 0
	☐ Fly	DEX	4 = 4 + 0 + 0 + 0 - 0
	☑ Handle Animal*	CHA	7 = 2 + 2 + 3 + 0
	□ Heal	WIS	3 = 3 + 0 + 0 + 0
	✓ Intimidate	CHA	10 = 2 + 5 + 3 + 0
	☐ Knowledge (arcana)*	INT	4 = 3 + 1 + 0 + 0
	☐ Knowledge (dungeoneer)*	INT	- = 3 + 0 + 0 + 0
	☐ Knowledge (engineering)*	INT	- = 3 + 0 + 0 + 0
	☐ Knowledge (geography)*	INT	- = 3 + 0 + 0 + 0
	☐ Knowledge (history)*	INT	- = 3 + 0 + 0 + 0
	☐ Knowledge (local)*	INT	- = 3 + 0 + 0 + 0
	☐ Knowledge (nature)*	INT	- = 3 + 0 + 0 + 0
.	☐ Knowledge (nobility)*	INT	- = 3 + 0 + 0 + 0
•	☐ Knowledge (planes)*	INT	- = 3 + 0 + 0 + 0
	☑ Knowledge (religion)*	INT	8 = 3 + 2 + 3 + 0
	☐ Linguistics*	INT	- = 3 + 0 + 0 + 0
	☑ Perception	WIS	14 = 3 + 8 + 3 + 0
	✓ Perform	CHA	2 = 2 + 0 + 0 + 0
	☐ Profession*	WIS	- = 3 + 0 + 0 + 0
	☑ Ride	DEX	9 = 4 + 2 + 3 + 0
	☑ Sense Motive	WIS	12 = 3 + 6 + 3 + 0
	☐ Sleight of Hand*	DEX	- = 4 + 0 + 0 + 0 - 0
	☐ Spellcraft*	INT	- = 3 + 0 + 0 + 0
	☑ Stealth	DEX	15 = 4 + 8 + 3 + 0 - 0
	☑ Survival	WIS	7 = 3 + 1 + 3 + 0
	☑ Swim	STR	11 = 4 + 4 + 3 + 0 - 0
	☐ Use Magic Device*	CHA	- = 2 + 0 + 0 + 0
	Total ranks: 65		

Languages: Common Goblin Elven Giant



Wealth			
pp: 0	gp: 1	sp: 66	cp: 9
Gems			
Jewelry			

#	Weigh	t Description	Location Head slot
			Headband slot
			Eyes slot
1	0	+1 enhancement bonus and damage from natural attacks	Neck slot
		· ·	Shoulders slot
			Armor slot
			Chest slot
			Belt slot
			Wrists slot
			Hands slot
			Shield slot
1	0	+2 to AC. When soaked in	Ring Left slot
		alchemists fire, absorbs the first 10	
1	0		Ring Right slot
		1110710	Feet slot
10	1		1 001 5101
1	15	Can hold 250lbs of stuff, up to 30 cubic feet.	
1	0	soak in alchemists fire and shatter to summon 9HD fire elemental.	
1	0.5		Bag of holding
1	0	+2 natural armor for three minutes	
1	0	+4 to Dexterity for three minutes.	
1	0	Heal 1d8+1 points of damage.	
3	0	Heal 2d8+3 points of damage.	
2	0	Heal 3d8+5 points of damage.	
1	35	Backpack, bedroll, chalk x5, flint and steel, grappling hook, oil flask, trail rations x3, hemp rope (50'), empty sack x2, torch x5, waterskin	Bag of holding
	1 10 1 1 1 1 1 1 1 3 2	1 0 10 1 1 15 1 0 1 0.5 1 0 1 0 1 0 3 0 2 0	1 0 +2 to AC. When soaked in alchemists fire, absorbs the first 10 points of fire damage for the day. 1 0 +1 to AC 10 1 1 15 Can hold 250lbs of stuff, up to 30 cubic feet. 1 0 soak in alchemists fire and shatter to summon 9HD fire elemental. 1 0.5 1 0 +2 natural armor for three minutes. 1 0 +4 to Dexterity for three minutes. 1 0 Heal 1d8+1 points of damage. 2 0 Heal 3d8+5 points of damage. 1 35 Backpack, bedroll, chalk x5, flint and steel, grappling hook, oil flask, trail rations x3, hemp rope (50'),

Caralaria (Raging)	Max hit points 110					Initiativ	e 4	= 4	+ 0
Player	Scott	Con hp 48						Total) Dex	Misc
Race Human Gender Female Alignment Lawful Neutral Deity The Iron God	☐ Blinded -2:AC no:dex other ☐ Confused reduced action					Speed Normal	Total 30	Armored 30	Squares 6	
	□ Dazed no:action □ Exhausted -6:S,6D half:speed □ Fatigued -2:S,D no:run	Dying: □□□□ □□				Run ×3 Run ×4	90 120	90 120	18 24	
Char Level Current xp	8 34000	☐ Frightened -2:S,2D no:run☐ Nauseated no:att,cast other					Climb Swim	7 15	7 15	1 3
Xp to next Classes	36000	☐ Panicked -2:save,skill,abil☐ Paralyzed 0:S,D no:move,act☐					Load Light		Max Check Dex Penalty	Speed Run
Monk Barbarian	5 (favored) 3	☐ Shaken -2:att,save,skill,abil☐ Sickened -2:att,dmg,save,skill,a☐ Stunned -2:AC no:dex	abil				Medium Heavy		+3 -3 +1 -6	30 ×4 30 ×3
		Melee Base Att. Bonus Combat Man. Bonus	Total BAI	B Str Size	Misc	Ranged Base At		Total B		- 0 + 0 Size Misc - 10
	Ability Base Misc Temp	Compat wan. bonus	12 = 6 Total BA		⊢ 0 <i>Mi</i> sc	Compat Man. De	eiense		12 + 4 + :MB Dex	- 10
Attributes Strongth	Mod Total Mod Mod Mod Mod	Weapon Battleaxe +1	Attack Bonus 13/8	Damage 1d8+7	Crit ×3	Type Range Size P 1h		Special		Used

13/13/8

13/8

11/6

Attributes	Mod	Total	Mod	Mod	Mod
Strength	6	23=	19-	+4	
Dexterity	4	18=	18-	+0	
Constitution	6	22=	18-	+4	
Intelligence	3	16=	16-	+0	
Wisdom	3	16=	16-	+0	
Charisma	2	14=	14-	+0	

Saves A	DI Total Mod Mod Mod Mod
Fortitude co	13 = 7 + 6 + 0
Reflex	9 = 5 + 4 + 0
Will w	10 = 5 + 3 + 2
+1 R v traps, +2	W v enchantment

Armor Class	22	_	10	_	3	_	Λ	_	4	_	0	_	5	_	Λ	_	Λ
Allioi Olass	~~	_	10		J		U				U	•	J		U		U
	Total				Armor		Shield		Dex		Dodae		Misc		Size		Natural

x2

1h

1h

Armor +3 bracers of armor, +1 ring of protection, +2 ring of protection, -2 rage

1d10+7

1d10+7

1d8+6

Touch AC 19 Flat-footed AC 18

Armor Check Penalty: 0 Arcane Spell Failure: 0% Max Dex Bonus: none

Slashing Resistance (1) Piercing Resistance (1) Bludgeoning Resistance (1)

Requires full attack.

Strength rating 2

Feats

Combat Reflexes Add Dex bonus to the number of attacks of opportunity you can make in 1 round. May also make them flat-footed.

Dodge Gain a +1 dodge bonus to AC. Conditions that remove your Dex bonus also remove this. Improved Feint Feint as a move action.

Monk Flurry 8

Unarmed Monk 8

Comp. Longbow (mwk,2)

Iron Rage Retain monk benefits while raging. While raging, add barbarian and monk levels to determine unarmed strike damage and damage reduction ability (if any). Multiclass freely between the monk and barbarian classes. You must still remain lawful in order to retain your monk abilities and take monk levels.

Mobility Gain +4 AC against attacks of opportunity caused by moving.

Power Attack Take -X on an attack to gain +X to damage. X can be as much as your attack bonus, or 5, whatever is lower.

Vital Strike Roll base damage dice twice for one attack per round. Extra damage doesn't crit.

Special Abilities

Fast Movement You naturally move faster: +20'/round.

Flurry of Blows If unarmored, use a full attack to make two unarmed (or monk weapon) attacks. High Jump Add monk level to Acrobatics checks for jumping. Spend ki point for +20 for a round. Human Skill Gain additional skill rank any time you gain a level.

Improved Unarmed Strike Unarmed strikes never take off-hand penalties, can deal lethal or nonlethal damage, are considered both natural and manufactured weapons.

1pt: Additional flurry attack. As long pool not empty: unarmed attacks count as magic weapons.

Maneuver Training Use monk level in place of BAB to calculate CMB. Purity of Body Immune to natural and magical diseases.

Rage Gain +4 Strength, +4 Con (which gives +2hp/lvl), +2 Will save, -2 AC. Fatiqued afterwards.

Rage Power: Powerful Blow Once per rage, add to damage: +1

Slow Fall, 20 ft. Use nearby walls to slow a fall, treating it as 20' shorter than it is.

Spell Reflection If any spell that requires an attack roll misses you, it reflects back at the caster, who rolls to hit themselves.

Still Mind Gain +2 to saves against spells and effects from the enchantment school.

Stunning Fist Defender must make a Fort save or be stunned for 1 round (DC 17). May make target fatigued instead of stunned, 5

Trap Sense Gain bonus to AC and Reflex saves against traps: +1

Uncanny Dodge Retain Dex bonus to AC even when flat-footed.

Barbarian Proficiencies Simple and martial weapons. Light and medium armor, non-tower

Monk Proficiencies Club, crossbow, dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, shortspear, short sword, shuriken, siangham, sling, spear.

_			
	Skills	Key	Total Abl Class Misc
1		Abl	Mod Mod Ranks Train Mod Armor
	✓ Acrobatics	DEX	15 = 4 + 8 + 3 + 0 - 0
	☐ Appraise	INT	3 = 3 + 0 + 0 + 0
	□ Bluff	CHA	10 = 2 + 8 + 0 + 0
	☑ Climb	STR	13 = 6 + 4 + 3 + 0 - 0
	☐ Craft (blacksmith)	INT	7 = 3 + 1 + 3 + 0
	☑ Diplomacy	CHA	3 = 2 + 1 + 3 + -3
	☐ Disable Device*	INT	- = 3 + 0 + 0 + 0
	☐ Disguise	CHA	2 = 2 + 0 + 0 + 0
	☑ Escape Artist	DEX	11 = 4 + 4 + 3 + 0 - 0
	☐ Fly	DEX	4 = 4 + 0 + 0 + 0 - 0
	☑ Handle Animal*	CHA	7 = 2 + 2 + 3 + 0
	☐ Heal	WIS	3 = 3 + 0 + 0 + 0
	☑ Intimidate	CHA	10 = 2 + 5 + 3 + 0
	☐ Knowledge (arcana)*	INT	4 = 3 + 1 + 0 + 0
	☐ Knowledge (dungeoneer)*	INT	- = 3 + 0 + 0 + 0
	☐ Knowledge (engineering)*	INT	- = 3 + 0 + 0 + 0
	☐ Knowledge (geography)*	INT	- = 3 + 0 + 0 + 0
	☐ Knowledge (history)*	INT	- = 3 + 0 + 0 + 0
	☐ Knowledge (local)*	INT	- = 3 + 0 + 0 + 0
	☐ Knowledge (nature)*	INT	- = 3 + 0 + 0 + 0
	☐ Knowledge (nobility)*	INT	- = 3 + 0 + 0 + 0
1	☐ Knowledge (planes)*	INT	- = 3 + 0 + 0 + 0
	☑ Knowledge (religion)*	INT	8 = 3 + 2 + 3 + 0
	☐ Linguistics*	INT	- = 3 + 0 + 0 + 0
	☑ Perception	WIS	14 = 3 + 8 + 3 + 0
	☑ Perform	CHA	2 = 2 + 0 + 0 + 0
	☐ Profession*	WIS	- = 3 + 0 + 0 + 0
	☑ Ride	DEX	9 = 4 + 2 + 3 + 0
	☑ Sense Motive	WIS	12 = 3 + 6 + 3 + 0
	☐ Sleight of Hand*	DEX	- = 4 + 0 + 0 + 0 - 0
	☐ Spellcraft*	INT	- = 3 + 0 + 0 + 0
	☑ Stealth	DEX	15 = 4 + 8 + 3 + 0 - 0
	☑ Survival	WIS	7 = 3 + 1 + 3 + 0
	☑ Swim	STR	13 = 6 + 4 + 3 + 0 - 0
	☐ Use Magic Device*	CHA	- = 2 + 0 + 0 + 0
	Total ranks: 65		

Languages: Common Goblin Elven Giant



Wealth			
pp: 0	gp: 1	sp: 66	cp: 9
Gems			
Jewelry			

#	Weigh	t Description	Location Head slot
			Headband slot
			Eyes slot
1	0	+1 enhancement bonus and damage from natural attacks	Neck slot
		· ·	Shoulders slot
			Armor slot
			Chest slot
			Belt slot
			Wrists slot
			Hands slot
			Shield slot
1	0	+2 to AC. When soaked in	Ring Left slot
		alchemists fire, absorbs the first 10	
1	0		Ring Right slot
		1110710	Feet slot
10	1		1 001 5101
1	15	Can hold 250lbs of stuff, up to 30 cubic feet.	
1	0	soak in alchemists fire and shatter to summon 9HD fire elemental.	
1	0.5		Bag of holding
1	0	+2 natural armor for three minutes	
1	0	+4 to Dexterity for three minutes.	
1	0	Heal 1d8+1 points of damage.	
3	0	Heal 2d8+3 points of damage.	
2	0	Heal 3d8+5 points of damage.	
1	35	Backpack, bedroll, chalk x5, flint and steel, grappling hook, oil flask, trail rations x3, hemp rope (50'), empty sack x2, torch x5, waterskin	Bag of holding
	1 10 1 1 1 1 1 1 1 3 2	1 0 10 1 1 15 1 0 1 0.5 1 0 1 0 1 0 3 0 2 0	1 0 +2 to AC. When soaked in alchemists fire, absorbs the first 10 points of fire damage for the day. 1 0 +1 to AC 10 1 1 15 Can hold 250lbs of stuff, up to 30 cubic feet. 1 0 soak in alchemists fire and shatter to summon 9HD fire elemental. 1 0.5 1 0 +2 natural armor for three minutes. 1 0 +4 to Dexterity for three minutes. 1 0 Heal 1d8+1 points of damage. 2 0 Heal 3d8+5 points of damage. 1 35 Backpack, bedroll, chalk x5, flint and steel, grappling hook, oil flask, trail rations x3, hemp rope (50'),