CHARACTER NAME	PLAYER NAME	FACTION	INAIS	FANTASY
CLASS	SIZE GENDER ALIGNMENT	DEITY		MANIANI Maniani
LEVEL RACE	AGE HEIGHT WEIGHT	EYES HAIR	1 14 17 TA	1 11 11 1 11 V I
ABILITY NAME ABILITY ABILITY TEMP. TEMP. SCORE MODIFIER SCORE MODIFIER	TOTAL TEMP. NON WOUND	DS ELEMENTAL RESISTANCE		DAMAGE REDUCTION
STR STRENGTH HP HIT POIN	TS TS			
DEX AC ARMOR CL	= 10 + + +	+ + +	+ +	
CON TOUC		DEX NATURAL DEFLECT DODGE BONUS	SIZE MODIFIER MISC.	SPEED
INT FLA		SKILLS SKILL NAME	KEY SKILL ABILITY MODIFIER	MAX RANKS: = ABILITY HONGS HONGS HONGS HONGS
INTELLIGENCE ARMOR CL	ASS SPELL FAIL ARCANE SPELL FAILURE	Acrobatics	Dex*1	=++
WISDOM		Jump Jump with running start	Dex*1	=+_++
CHARISMA MAGIC PO		Appraise Bluff	Int ¹ Cha ¹	= + +
SAVING THROWS TOTAL BASE ABILITY MISC. FORTITUDE	TEMP. MODIFIERS CONDITIONAL MODIFIERS	Climb	Str*1	= + + +
CONSTITUTION		Craft (alchemy)	Int¹	=++
REFLEX = + + +		Craft (ammunition) Craft (armor)	Int ¹	= + + + +
DEXTERITY		Craft (bows)	Int¹	= + +
WILL WISDOM		Craft (calligraphy)	Int¹	= + +
	SC. MOD TEMP. MISC. POINTS	Craft (electronic)	Int¹	= + +
CMB	MODIFIER WISC. POINTS	Craft (explosive)	Int¹	= + +
COMBAT MANEUVER BONUS		Craft (firearms)	Int¹	=++
CMD = 10 + + +	+ + + +	Craft (mechanical)	Int¹	= + + + +
COMBAT MANEUVER DEFENSE	EX MOD SIZE MOD MISC. MOD TEMP.	Craft (structural) Craft (traps)	Int ¹	
TOTAL BAT	SE ABILITY SIZE MISC. TEMP.	Craft (weapons)	Int¹	= + +
MELEE =	+ + + + + + +	Diplomacy	Cha ¹	= + +
ATTACK BONUS		Disable Device	Dex*	= + +
RANGED ATTACK BONUS	+ + + + -	Disguise	Cha ¹	=++
ATTACK BUNUS		Drive	Dex*	=
WEAPON TOTAL ATTACK BONUS	DAMAGE CRITICAL	Escape Artist Fly	Dex*1 Dex*1	= + + + +
		Handle Animal	Cha	= + +
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES	Heal	Wis¹	= + +
		Intimidate	Cha ¹	= + +
AMMUNITION 0000		Knowledge (arcana)	Int	=++
WEAPON TOTAL ATTACK BONUS	DAMAGE CRITICAL	Knowledge (dungeoneering) Knowledge (engineering)	Int Int	= + + + +
	SPECIAL PROPERTIES	Knowledge (geography)	Int	
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES	Knowledge (history)	Int	= + + +
		Knowledge (local)	Int	= + +
WEAPON TOTAL ATTACK RONUS	DAMAGE CRITICAL	Knowledge (nature)	Int	=++
TOTAL ATTACK BUNUS	DAMAGE CRITICAL	Knowledge (nobility)	Int	=+
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES	Knowledge (planes) Knowledge (religion)	Int	=+++
		Knowledge (technology)	Int	
AMMUNITION □□□□□ □□□		Linguistics	Int	= + + +
WEAPON TOTAL ATTACK BONUS	DAMAGE CRITICAL	Navigate	Int	=++
		Perception	Wis¹	=+_++
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES	Perform () Perform ()	Cha ¹ Cha ¹	= + + + +
		Perform ()	Cha ¹	= + + +
WEAPON TOTAL ATTACK BONUS		Pilot	Dex*	= + +
TOTAL ATTACK BONUS	DAMAGE CRITICAL	Profession ()	Wis	= + +
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES	Profession ()	Wis	=++
		Profession () Repair	Wis	= + + + + +
AMMUNITION DDDDD DDD		Ride	Dex*1	
WEAPON TOTAL ATTACK BONUS	DAMAGE CRITICAL	Sense Motive	Wis¹	= + +
		Sleight of Hand	Dex*	= + + +
RANGE WEIGHT TYPE SIZE	SPECIAL PROPERTIES	Spellcraft	Int	=++
		Stealth	Dex*1	= + + + + +
AMMUNITION CCCC CCC		Survival Swim	Wis¹ Str*¹	= + + + +
		Use Magic Device	Cha	= + + +
				=++
				= + + +
		Skills marked with ¹ can be used norm	nally even if the chara	cter has zero (0) skill ranks.

* ARMOR CHECK PENALTY applies.

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OR/PROTECTIVE ITEM	1	TYP			ARMOR BONUS		MAX DEX BONU	s
		1112			AKMOK BUNUS		INDIA DEA BONU	
CP SPELL FAILURE SPE	≓ED	WEIGHT	_		SPECI	AL PROPERTIES		
D/PROTECTIVE ITEM	1	•	'					
D/PROTECTIVE ITEM	+	SHIELD BO	NUS	MAX DEX	WEIGHT	CHECK PENA	LTY SPELL F	AILURE
			SPECIAL	PROPERTIES				
			or Edial	NOI ENTIES				
		OTHE	ER PO	SSESSI	ONS			Wgt.
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					Magic Items	Equipped by	Slot	
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					Во	dy Slot		
					Chest	Torso Slot		
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					Head	band Slot		
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					Ne	eck Slot		
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					Ring	Slot (LH)		
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					Shot	ulder Slot		
					Wrist	t/Arm Slot		
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ENCUMBRANCE			EXP	PERIENCE	/ LEVEL		LANGUAGI	ES .
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SPELLS	
CASTER LVL	
SPELL SAVE	
	DC MOD

SPELL SAVE DC											
LEVEL	0	1	2	3	4	5	6	7	8	9	Magic Points
# of Spells Known											

SPELL RANGI	ES
CLOSE RANGE	
25 feet + 5 feet / 2 levels	
MEDIUM RANGE	
100 feet + 10 feet / level	
LONG RANGE	
400 feet + 40 feet / level	

							SPELL L	ST		
level	spell name	school	comp	cast time	range	duration	save	SR	description	ref
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NAME	TYPE	LE	EVEL (HD)	SIZE	ALIGNMENT	GENDER	HE	IGHT WEI	GHT	AGE	SOURCE	
ABILITY NAME ABILITY SCORE	ABILITY TEMP. MODIFIER SCORE	TEMP. MODIFIER	TOTAL	TEMP.	WOUNDS N	ION-LETHAL DAMAGE	LAND	CLIMB SWIM	BURROW	FLY	ENERGY RESIS	TANCE
STR STRENGTH		HP HIT POINTS	6									
DEX DEXTERITY		AC ARMOR CLA	ss =	10 +	+	+	+	+	+			
CON		TOUG	TOTAL	ВО	MOR NATURAL NUS ARMOR	DEX MODIFIER	SIZE MODIFIER	DODGE DEFLECT BONUS BONUS	MISC. BONUS	ARMOR CHECK PENALTY	DAMAGE REDUMANT RANKS:	ICTION
INT		TOUCH ARMOR CLA	ss	SR SPELL RESISTAN	NCE	OLASS SKIL		LLS NAME	KEY ABILITY	SKILL MODIFIER = M	ABILITY + RANKS	+ MISC. BONUS
WIS		FLAT ARMOR CLA		SPACE		☑ Acro ☑ Clim			Dex * Str *	=_=	+	+
CHA				REACH		Esca	pe Artist		Dex *	=	+	+
CHARISMA	TEMP		TEMP		TEMP		idate		Dex * Cha	=_		+
FORTITUDE TOTAL	WODIFIER	AB TOTAL N	TEMP. IODIFIER	LEE	TAL TEMP. MODIFIER	⊠ Perc			Wis	=	+	+
CONSTITUTION		TACK BONUS		CK BONUS		Stea Surv			Dex * Wis	=_		+
REFLEX DEXTERITY		MB VER BONUS		NGED CK BONUS		⊠ Swin	n		Str *	=	+	+
WILL WISDOM		MD er defense	INITI	ATIVE						=_		+
PRIMARY	/									=_	+	+
	1017	AL ATTACK BONUS	DAMAGE		CRITICAL					=		+
SPECIAL PROPERTIES						Cleill .	ranka aannat	he greater than UD		=_	+	+
	AMMUNIT	TION 0000 0000	JO 00000			Skills	marked with	be greater than HD ☑ are class skills. PENALTY applies				
SECONDA	DV.	AL ATTACK BONUS	DAMAGE		CRITICAL				GEAR			
SPECIAL PROPERTIES						ITEMS			Wgt. ITEMS	3		Wgt.
TERTIAR	AMMUNIT	TION DODD DODG	DAMAGE		CRITICAL							
	1017	AL ATTACK BONUS	DAMAGE		CRITICAL							
SPECIAL PROPERTIES	'	<u> </u>		•								
	AMMUNIT	TION 0000 0000	10 00000									
PROTECTIVE	ITEM T	YPE AR	MOR BONUS	MAX D	EX BONUS							
ACP SPELL FA	ILURE SPEED WEIGI	НТ	SPECIAL PROP	PERTIES								
		COMPANION QUA	NUTIFO									
	ANIMAL	COMPANION QUA	ALITIES				TO	TAL WEIGHT			GEAR WEIGH	ıT
							N	OTES		EN	CUMBRANCE	
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NAME ABILITY NAME ABILITY	TYPE ABILITY TEMP.	HD TEMP.	SIZE	ALIGNM		GENDER HEIGHT	WEIGHT	AGE	SOURCE	
ABILITY NAME SCORE STR STRENGTH	MODIFIER SCORE	MODIFIER HP HIT POINTS	TOTAL TEMP.	WOUNDS		DAMAGE LAND CLIMB	SWIM BURROV	V FLY	ENERGY RESISTA	ANCE
DEX DEXTERITY		AC ARMOR CLAS	= 10	+ +	+	+ + +	+			
CON		TOUGU	TOTAL	BONUS	NATURAL ARMOR	DEX SIZE DODGE BONUS	DEFLECT MISC. BONUS BONUS	ARMOR CHECK PENALTY	DAMAGE REDUCT	TION
INT		TOUCH ARMOR CLAS		SISTANCE		SKILLS SKILL NAME	KEY ABILITY	SKILL MODIFIER = N	MAX RANKS: ABILITY ODIFIER + RANKS +	MISC. BONUS
WIS		FLAT ARMOR CLAS		ACE		AcrobaticsAppraise	Dex * Int	=_		
CHA CHARISMA			REA	ACH		Bluff ⊠ Climb	Cha Str *	=======================================	+ + +	
SAVING THROWS TOTAL	MODII ILIX		EMP. DDIFIER	TOTAL	TEMP. MODIFIER	Diplomacy Disable Device	Cha Dex *	===	+ + +	
FORTITUDE constitution		BAB ATTACK BONUS	MELEE ATTACK BONUS			Disguise Escape Artist	Cha Dex *		+ + +	
REFLEX DEXTERITY		CMB IEUVER BONUS	RANGED ATTACK BONUS				Dex *		+ + +	
WILL		CMD EUVER DEFENSE	INITIATIVE			Heal	Wis	=	+ + +	
PRIMARY	T	OTAL ATTACK BONUS	DAMAGE	CRITICA	AL	Intimidate Knowledge (arcana)	Cha Int		+ + +	
SPECIAL PROPERTIES						Knowledge (dungeoneerin Knowledge (engineering)	Int		++	
	AMMI	JNITION 00000				Knowledge (geography) Knowledge (history)	Int Int	=	++	
SECONDAR	OV	OTAL ATTACK BONUS	DAMAGE	CRITICA		Knowledge (local) Knowledge (nature)	Int Int		++	
SPECIAL PROPERTIES						Knowledge (nobility) Knowledge (planes)	Int Int	=	++	
		UNITION 0000 0000	0 00000 00000	00000 0		Knowledge (religion) Linguistics	Int Int	=======================================	+ + +	
TERTIARY	T (OTAL ATTACK BONUS	DAMAGE	CRITICA	AL.	☑ Perception Ride	Wis Dex *	=======================================	+ + +	
SPECIAL PROPERTIES						Sense Motive Sleight of Hand	Wis Dex *	=======================================	+ + +	
PROTECTIVE		UNITION 00000	00000 00000	00000		Spellcraft ☑ Stealth	Int Dex *	=======================================	+ + +	
		TYPE ARM	IOR BONUS	MAX DEX BONUS		Survival ☑ Swim	Wis Str *		++	
ACP SPELL FAII	ILURE SPEED WE	EIGHT	SPECIAL PROPERTIES			Use Magic Device	Cha	=	++	
	FAMIL	IAR SPECIAL QUAL	ITIES					=	++	
						Skill ranks cannot be greater skills marked with ⊠ are class * ARMOR CHECK PENALTY	s skills.			
						ITEMS	Wgt. ITE			Wgt.
						TOTAL WE	IGHT		GEAR WEIGHT	
						NOTES		EN	CUMBRANCE	
								LIGHT LOAD	MED LOAD HEAV	VY LOAD
								LIFT OVER	LIFT OFF GROUND PUS	SH DRAG
										=