

ARMOR		Mithral Shirt	Adj.	Check Adj.:
Light	Max Dex: 6	Bonus: +4	Armor Check: -3	Spell Fail: 10%
Desc: Extremely light chain shirt made of very fine mithral links				
Notes:				

SHIELD		Buckler	Adj.	Check Adj.:
Max Dex:	Bonus: +1	Armor Check: -1	Spell Fail: 5%	5 lb.
Desc: No penalty for bows/cross-bows. -1 penalty to attacks with off-hand or two handed weapons				
Notes:				

MAGICAL ITEMS WORN		List:	Wondrous Items
Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:			

COINS	
Platinum:	0 pp
Gold:	0 gp
Silver:	0 sp
Copper:	0 cp
GEMS	

SPELLS		Arcane Spell Failure: 15% Adj.:		
Casting Class:				
Caster Level:				
Caster level adj:				
Spell / day adj:				
Spell known adj:				
Spell Level	Spells / day	Save DC	Spells Known	Spells / day
0				
1				
2				
3				
4				
5				
6				
7				
8				
9				

LOCATIONS	
Tag	Weight

GEAR		Loc.	QTY	LB.	Loc.	QTY	LB.	List:	Potions - Standard
Backpack			1	2		1	1	Potion of CLW	PB 3
Blanket			1	1		1	3	Potion of Fly	PB 1
Inkpen			2			1	2		
Ink			2			1	1	Quiver of Arrows (20)	
Oil			2	2		10	1	Arrow	
Parchment			5						
Paper			10						
Flint and Steel			1						
Scroll Case			2	1					
Pouch			2	1					
Sealing Wax			2	2					
Small Steel Mirror			1	1					
Signet Ring			1						
Waterskin			2	8					
Rations			7	7					
Courtier's Outfit			1	6					
Potion Belt M/W			1	1					
55.1 lb.		Medium	3	-3	2,365 gp				

ENCUMBRANCE		Total Weight	Load Class	Max Dex	Chk Pen.	Total Value
33.3	66.7	100.0	200.0	500.0		
Light	Medium	Heavy	Lift	Drag	Adj	

FEATS		3	=	3	+	0	+
Fast-Talker Trait	+1 trait bonus on Bluff checks, and Bluff is always a class skill for you						✓
Skeptic Trait	+2 trait bonus on all saving throws against illusions						✓
Skill Focus: Diplomacy-p	+3 bonus on checks with skill: Diplomacy-p						✓
Alertness	+2 bonus to Perception and +2 bonus to Sense Motive checks						✓
Persuasive	+2 bonus on Diplomacy and +2 bonus on Intimidate checks						✓

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Racial Traits: Human (P)

Bonus Feat: One extra feat at Level #1

Skilled: Gain 1 extra skill point at each level

Class Features: Aristocrat (P) 3rd

Weapon & Armor Proficiency: Aristocrats are proficient in the use of all simple and martial weapons and with all types of armor and shields

Conditional Bonus - Feats

+2 trait bonus on all saving throws against illusions [Skeptic Trait]

Conditional Skill

-4 on Acrobatics checks made to jump [Base Speed]

Languages (x4)

Common, Flan, Old Oeridian, Dwarven, Draconic

CHARACTER STATUS

No errors detected

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NOTES

Human (P), Aristocrat (P) 3rd

Medium Humanoid (Human)

Alignment: Neutral [Pelor]

Hit Dice: 3d8+6 (25 hp)

Initiative: +3

Speed: 20' (4 sq) (medium enc.)

Space/Reach: 5 ft./5 ft.

AC: 18 (+4 Armor, +1 Shield, +3 Dex), Touch 13, Flat-Footed 15

Saves: Fort +3, Ref +4, Will +4

Abilities: Str 10, Dex 17, Con 14, Int 15, Wis 12, Cha 16

Base Att/CMB/CMD: +2 / +2 / 15

Single Attack:

Rapier: +2 melee (1d6/18-20)

Dagger: +2 melee (1d4/19-20)

Longbow: +5 ranged (1d8/20/x3)

Full Attack:

Rapier: +2 melee (1d6/18-20)

Dagger: +2 melee (1d4/19-20)

Longbow: +5 ranged (1d8/20/x3)

————| FEATS |————

Fast-Talker Trait, Sceptic Trait, Skill Focus: Diplomacy-p, Alertness, Persuasive.

————| SKILLS |————

Acrobatics +0-4, Appraise +7, Bluff +10, Climb -3, Diplomacy +14, Disguise +7, Escape Art +0, Fly +0, Handle Animal +7, Heal +1, Intimidate +5, Linguistics +6, Perception +9, Ride +5, Sense Motive +9, Stealth +0, Survival +5, Swim +1, Use Magic Dev. +4, Kn:History +7.

————| EQUIPMENT |————

ARMOR WORN: Mithral Shirt.

SHIELD: Buckler.

Backpack, Blanket, 2xInkpen, 2xInk, 2xOil, 5xParchment, 10xPaper, Flint and Steel, 2xScroll Case, 2xPouch, 2xSealing Wax, Small Steel Mirror, Signet Ring, 2xWaterskin, 7xRations, Courtier's Outfit, Potion Belt M/W, Dagger, Longbow, Rapier, Quiver of Arrows (20), 10xArrow 3xPotion of CLW, Potion of Fly

————| TOTAL CHARACTER VALUE |————

2,365 gp.

————| Racial Traits: Human (P) |————

Bonus Feat: One extra feat at Level #1

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Weapon & Armor Proficiency: Aristocrats are proficient in the use of all simple and martial weapons and with all types of armor and shields

————| Conditional Bonus - Feats |————

+2 trait bonus on all saving throws against illusions [Sceptic Trait]

————| Conditional Skill |————

-4 on Acrobatics checks made to jump [Base Speed]

————| Languages (x4) |————

Common, Flan, Old Oeridian, Dwarven, Draconic

————| CHARACTER STATUS |————

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