Character Name	LEVEL Total	Humanoid (Human)	Age
Gaston Navarre	2	Human (P)	22

Primary	Level	Type	HD Racial	Total	Adj.	Type	XP Level vs XP Mismatch	Gender	Eyes
Expert (P)	2	d8		1			0	Male	Brown

Secondary	Level	Type	Size	ECL	Adj.	Height	Weight	Hair
			Medium	2		6' 0"	180 lb.	Blonde

Third Class	Level	Type	Space / Reach	Alignment	Deity	Skin
			5 ft./5 ft.	Neutral Good	Farlaghan	White

Expert (P)
Favored Class

SPD Speeds	Land Speed	=	Base	+	Gear	+	Effects	/	Burrow	/	Climb	/	Fly	/	Swim
	30'	=	30'	+	0'	+	0'	/	0'	/	0'	/	0'	/	0'

	Ability	Modif
STR Strength	14	+2
DEX Dexterity	16	+3
CON Constitution	14	+2
INT Intelligence	19	+4
WIS Wisdom	12	+1
CHA Charisma	15	+2

HP Hit Points: 19 (Adj.)
②▪①①①①①①①①
②▪①①①①①①①①①

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AC Armor Class	16	=	Base	+	Armor	+	Shield	+	Dexterity	+	Size	+	Dodge	+	Deflection	+	Other	+	Adj.
			10	+	3	+		+	3	+		+		+		+		+	

HERO Points: Available

Touch Armor Class	13	Flat-Foot Armor Class	13	INIT Modifier	+5	=	Dex	+	Effects	+	Adj.
							3	+	2	+	

SPELL Resistance: SR Adj / PR Adj
POWER Points

CMB Bonus	+3	=	Base	+	STR	+	Size	+	Effects	/	Cond.
			1	+	2	+		+		/	

CMD Defense	16	=	Base	+	STR	+	DEX	+	Size	+	Effects	/	Cond.
			11	+	2	+	3	+		+		/	

		=	Base	+	Ability	+	Epic	+	Effects	+	Adj.	/	Cond.
FORTITUDE (Constitution)	+2	=		+	2	+		+		+		/	
REFLEX (Dexterity)	+3	=		+	3	+		+		+		/	
WILL (Wisdom)	+4	=	3	+	1	+		+		+		/	

ENERGY Resistances: Acid, Cold, Elec., Fire, Sonic / Neg., Pos.

Damage Reduction

BASE Attack	+1	/	Base	/	2nd	/	3rd	/	4th	Adj.

Leader Leadership: Base

		=	Base	+	Ability	+	Size	+	Epic	+	Adj.
MELEE Attack Bonus	+3	=	1	+	2	+		+		+	
RANGED Attack Bonus	+4	=	1	+	3	+		+		+	

Vision & Senses

SKILL	ACP -1	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p *		2	DEX	3		-1		
Appraise-p		6	INT	4	2			
Bluff-p		8	CHA	2	5	1		
Climb-p *		1	STR	2		-1		
Diplomacy-p		10	CHA	2	5	3		
Disable Device-p *		-	DEX	3		-3		
Disguise-p		2	CHA	2				
Escape Artist-p *		2	DEX	3		-1		
Fly-p *		2	DEX	3		-1		
Handle Animal-p		-	CHA	2				
Heal-p		1	WIS	1				
Intimidate-p		2	CHA	2				
Linguistics-p		5	INT	4	1			
Perception-p		2	WIS	1	1			
Ride-p *		2	DEX	3		-1		
Sense Motive-p		6	WIS	1	5			
Sleight of Hand-p *		-	DEX	3		-1	2	
Spellcraft-p		-	INT	4				
Stealth-p *		2	DEX	3		-1		
Survival-p		2	WIS	1	1			
Swim-p *		1	STR	2		-1		
Use Magic Device-p		-	CHA	2				
Craft: Carpentry-p		6	INT	4	4	-2		
Craft: Shipmaking-p		7	INT	4	5	-2		
Knowledge: Engineering-p		9	INT	4	5			
Knowledge: Geography-p		9	INT	4	5			
Knowledge: History-p		5	INT	4	1			
Knowledge: Nature-p		5	INT	4	1			
Knowledge: Nobility-p		9	INT	4	5			
Profession: Sailor-p		9	WIS	1	5	3		

FULL ATTACK — One-Handed

Short Sword	Total Attack / Damage	Adj.	Critical	Range	Damage Type
	+3		19-20	-	Piercing
	1d6+2		x2		

Desc: Popular off-hand weapon
Size Category: Medium
Notes:
Ammo

FULL ATTACK — One-Handed

Dagger	Total Attack / Damage	Adj.	Critical	Range	Damage Type
	+3		19-20	10'	Piercing or Slashing
	1d4+2		x2		

Desc: Common secondary wpn. +2 Sleight of Hand bonus to conceal a dagger on you
Size Category: Medium
Notes:
Ammo

FULL ATTACK — Ranged

Longbow	Ranged Attack / Damage	Adj.	Critical	Range	Damage Type
	+4		20	100'	Piercing
	1d8		x3		

Desc: Two-hand ranged wpn not usable while mounted. Cannot benefit from high strength
Size Category: Medium
Notes:
Ammo: Arrow 20 ①①①①①①①①①①①①①①①①①①①①①①

FULL ATTACK — One-Handed

None	Total Attack / Damage	Adj.	Critical	Range	Damage Type

Size Category:
Notes:
Ammo

FULL ATTACK — One-Handed

None	Total Attack / Damage	Adj.	Critical	Range	Damage Type

Size Category:
Notes:
Ammo

FULL ATTACK — One-Handed

None	Total Attack / Damage	Adj.	Critical	Range	Damage Type

Size Category:
Notes:
Ammo

ARMOR

Studded Leather Armor	Adj.	Check Adj.:

Light	Max Dex: 5	Bonus: +3	Armor Check: -1	Spell Fail: 15%	20 lb.

Desc: Made from tough but flexible leather reinforced with metal rivets

Notes:

SHIELD

None	Adj.	Check Adj.:

Max Dex:		Armor Check:	Spell Fail:	

Desc:

Notes:

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	Save DC	Spells Known	Spells / day	Save DC	Spells Known
0									
1									
2									
3									
4									
5									
6									
7									
8									
9									

MAGICAL ITEMS WORN

List: Wondrous Items

Head:		Waist:	
Eyes:		Shoulders:	
Neck:		Arm/Wrist:	
Chest:		Headband:	
Hands:		Body:	
Feet:			
Right Finger:			
Left Finger:			

LOCATIONS

Tag	Weight
PB	0.2 lb.

GEAR

List: Potions - Standard

	Loc.	QTY	LB.		Loc.	QTY	LB.			
Backpack		1	2	Dagger		1	1	Potion of CMW	PB	2
Blanket		1	1	Short Sword		1	2			
Inkpen		1		Longbow		1	3			
Ink		1		Quiver of Arrows (20)		1	1			
Parchment		5		Arrow		20	2			
Pouch		2	1							
Oil		2	2							
Rations		4	4							
Flint and Steel		1								
Sealing Wax		1	1							
Torch		4	4							
Waterskin		1	4							
Explorer's outfit		1	8							
Potion Belt M/W		1	1							

57.1 lb.	Light	5		923 gp
Total Weight	Load Class	Max Dex	Chk Pen.	Total Value

ENCUMBRANCE

58.3	116.7	175.0	350.0	875.0	
Light	Medium	Heavy	Lift	Drag	Adj

FEATS

Selection List: All Feats and Traits

2	=	2	+	0	+	

Fast-Talker Trait	+1 trait bonus on Bluff checks, and Bluff is always a class skill for you	√
Reactionary Trait	+2 trait bonus to Initiative checks	√
Skill Focus: Diplomacy-p	+3 bonus on checks with skill: Diplomacy-p	√
Skill Focus: Profession: Sailor-p	+3 bonus on checks with skill: Profession: Sailor-p	√

INFO

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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: Expert (P) 2nd

Weapon & Armor Proficiency: Experts are proficient in the use of all simple weapons and with light armor, but not with any type of shield

Ten Class Skills selected

Languages (x6)

Common, Elven, Dwarven, Orc, Giant, Goblin, Flan

CHARACTER STATUS

No errors detected

TRACKERS	Initial	Spent	Reset	Avail.

LANGUAGES	Avail.	Adj.
	6	
Common		
Elven, Dwarven, Orc, Giant, Goblin, Flan		

Spell Difficulty Class Adj.

SPELL DC Adj.		=		+	
			Effects		Adj.
SPELL DC Adj.		=		+	
			Effects		Adj.
SPELL DC Adj.		=		+	
			Effects		Adj.

Spell per day Adjustments & Effects

	Class #1			Class #2			Class #3		
	Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:	Effect	+Adj.
Level 0:									
Level 1:									
Level 2:									
Level 3:									
Level 4:									
Level 5:									
Level 6:									
Level 7:									
Level 8:									
Level 9:									

Spell Known Adjustments & Effects

	Class #1			Class #2			Class #3		
	Total:	Effect	+Adj.	Total:	Effect	+Adj.	Total:	Effect	+Adj.
Level 0:									
Level 1:									
Level 2:									
Level 3:									
Level 4:									
Level 5:									
Level 6:									
Level 7:									
Level 8:									
Level 9:									

Manifester Class Level Adjustments

All Aspects :									
Power Effects :									
Powers Known :									
Max. Pwr lvl Known :									
Power Points :									

Gaston Navarre

Human (P), Expert (P) 2nd

Medium Humanoid (Human)
Alignment: Neutral Good [Farlaghan]
Hit Dice: 2d8+4 (19 hp)
Initiative: +5
Speed: 30' (6 sq) (light enc.)
Space/Reach: 5 ft./5 ft.
AC: 16 (+3 Armor, +3 Dex), Touch 13, Flat-Footed 13

Saves: Fort +2, Ref +3, Will +4
Abilities: Str 14, Dex 16, Con 14, Int 19, Wis 12, Cha 15
Base Att/CMB/CMD: +1 / +3 / 16
Single Attack:
Short Sword: +3 melee (1d6+2/19-20)
Dagger: +3 melee (1d4+2/19-20)
Longbow: +4 ranged (1d8/20/x3)

Full Attack:
Short Sword: +3 melee (1d6+2/19-20)
Dagger: +3 melee (1d4+2/19-20)
Longbow: +4 ranged (1d8/20/x3)

FEATS
Fast-Talker Trait, Reactionary Trait, Skill Focus: Diplomacy-p, Skill Focus: Profession: Sailor-p.

SKILLS
Acrobatics +2, Appraise +6, Bluff +8, Climb +1, Diplomacy +10, Disguise +2, Escape Art +2, Fly +2, Heal +1, Intimidate +2, Linguistics +5, Perception +2, Ride +2, Sense Motive +6, Stealth +2, Survival +2, Swim +1, Cr:Carpentry +6, Cr:Shipmkg +7, Kn:Eng +9, Kn:Geo +9, Kn:History +5, Kn:Nature +5, Kn:Nobility +9, Pro:Sailor +9.

EQUIPMENT
ARMOR WORN: Studded Leather Armor.
Backpack, Blanket, Inkpen, Ink, 5xParchment, 2xPouch, 2xOil, 4xRations, Flint and Steel, Sealing Wax, 4xTorch, Waterskin, Explorer's outfit, Potion Belt M/W,
Dagger, Short Sword, Longbow, Quiver of Arrows (20), 20xArrow 2xPotion of CMW

TOTAL CHARACTER VALUE
923 gp.

NOTES

Racial Traits: Human (P)
Bonus Feat: One extra feat at Level #1
Skilled: Gain 1 extra skill point at each level

Class Features: Expert (P) 2nd
Weapon & Armor Proficiency: Experts are proficient in the use of all simple weapons and with light armor, but not with any type of shield
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