Character Name	Total	Humanoid (Human)	Age
Marco Palleo	LEVEL 4	Human (P)	44

Primary	Level	Type	Racial	Total	Adj.	Type	Level vs XP Mismatch	Gender	Eyes
Aristocrat (P)	4	d8	HD	1			XP 0	Male	Black

Secondary	Level	Type	Size	ECL	Adj.	Height	Weight	Hair
			Medium	4		5' 9"	170 lb.	Black-grey

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

Aristocrat (P)
Favored Class

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

Ability		Modif
STR Strength	12	+1
DEX Dexterity	11	
CON Constitution	12	+1
INT Intelligence	18	+4
WIS Wisdom	13	+1
CHA Charisma	15	+2

HP Hit Points: 28 (Adj.)
②②②•①①①①①①①①
②②②•①①①①①①①①

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AC Armor Class: 14 = Base 10 + Armor 4 + Shield + Dexterity + Size + Dodge + Deflection + Other + Adj.

HERO Points: Available

Touch Armor Class: 10

Flat-Foot Armor Class: 14

INIT Modifier: +0 = Dex + Effects + Adj.

SPELL Resistance: SR Adj PR Adj

POWER Points

CMB Bonus: +4 = Base 3 + STR 1 + Size + Effects / Cond.

CMD Defense: 14 = Base 13 + STR 1 + DEX + Size + Effects / Cond.

FORTITUDE (Constitution): +2 = Base 1 + Ability 1 + Epic + Effects + Adj. / Cond.

REFLEX (Dexterity): +1 = Base 1 + Ability + Epic + Effects + Adj. / Cond.

WILL (Wisdom): +5 = Base 4 + Ability 1 + Epic + Effects + Adj. / Cond.

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

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

Leader Leadership: Base

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

RANGED Attack Bonus: +3 = Base 3 + Ability + Size + Epic + Adj.

Damage Reduction

Vision & Senses

FULL ATTACK One-Handed	Total Attack / Damage	Adj.	Critical	Range	Damage Type
Short Sword	+4 / 1d6+1		19-20 / x2	-	Piercing

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

FULL ATTACK One-Handed	Total Attack / Damage	Adj.	Critical	Range	Damage Type
Dagger	+4 / 1d4+1		19-20 / x2	10'	Piercing or Slashing

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

FULL ATTACK One-Handed	Total Attack / Damage	Adj.	Critical	Range	Damage Type
None					

Size Category
Notes:
Ammo

FULL ATTACK Ranged	Total Attack / Damage	Adj.	Critical	Range	Damage Type
None					

Size Category
Notes:
Ammo: Arrow 0

FULL ATTACK One-Handed	Total Attack / Damage	Adj.	Critical	Range	Damage Type
None					

Size Category
Notes:
Ammo

FULL ATTACK One-Handed	Total Attack / Damage	Adj.	Critical	Range	Damage Type
None					

Size Category
Notes:
Ammo

SKILL	ACP	TOTAL	Key Ability	Modifier	Ranks (+3)	Effects	Conditional	Adj.
Acrobatics-p		0	DEX	0				
Appraise-p		10	INT	4	6			
Bluff-p		9	CHA	2	7			
Climb-p		1	STR	1				
Diplomacy-p		12	CHA	2	7	3		
Disable Device-p		-	DEX	0		-2		
Disguise-p		2	CHA	2				
Escape Artist-p		0	DEX	0				
Fly-p		0	DEX	0				
Handle Animal-p		7	CHA	2	5			
Heal-p		1	WIS	1				
Intimidate-p		8	CHA	2	4	2		
Linguistics-p		8	INT	4	4			
Perception-p		10	WIS	1	7	2		
Ride-p		5	DEX	0	5			
Sense Motive-p		10	WIS	1	7	2		
Sleight of Hand-p		-	DEX	0			2	
Spellcraft-p		-	INT	4				
Stealth-p		0	DEX	0				
Survival-p		5	WIS	1	4			
Swim-p		5	STR	1	4			
Use Magic Device-p		-	CHA	2				
Knowledge: History-p		11	INT	4	7			
Knowledge: Nobility-p		14	INT	4	7	3		
Knowledge: Geography-p		11	INT	4	7			

ARMOR

Mithral Shirt	Adj.	Check Adj.:

Light	Max Dex: 6	Bonus: +4	Armor Check:	Spell Fail: 10%	10 lb.

Desc: Extremely light chain shirt made of very fine mithral links

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: 10% 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:			Handy Haversack
Left Finger:			

LOCATIONS

Tag	Weight
PB	0.5 lb.
HH	27.17 lb.

GEAR

List: Gear - All

	Loc.	QTY	LB.		Loc.	QTY	LB.		Loc.	QTY
Backpack	HH	1						Potion of CLW	PB	2
Blanket	HH	1		Short Sword		1	2	Potion of Invisibility	PB	2
Flask	HH	2		Dagger		1	1	Potion of Fly	PB	1
Inkpen	HH	1								
Ink	HH	2								
Oil	HH	2								
Parchment	HH	3								
Paper	HH	10								
Flint and Steel	HH	1								
Scroll Case	HH	1								
Pouch	HH	2								
Rations	HH	7								
Sealing Wax	HH	2								
Signet Ring		1								
Waterskin	HH	2								
Small Steel Mirror	HH	1								
Courtier's Outfit		1	6							
Potion Belt		1	1							

Total Weight	Load Class	Max Dex	Chk Pen.	Total Value
25.0 lb.	Light	6		4,645 gp

ENCUMBRANCE

Light	Medium	Heavy	Lift	Drag	Adj
43.3	86.7	130.0	260.0	650.0	

FEATS

Selection List: All Feats and Traits

3	=	3	+	0	+	

Favored Son Trait (Noble)	Eat & sleep at the local tavern for free. +10% bonus when selling treasure. +1 Knwl: Local	√
Human: World Traveler Trait (Dip)	+1 to Diplomacy. Diplomacy is a class skill for you	√
Alertness	+2 bonus to Perception and +2 bonus to Sense Motive checks	√
Persuasive	+2 bonus on Diplomacy and +2 bonus on Intimidate checks	√
Skill Focus: Knowledge: Nobility-p	+3 bonus on checks with skill: Knowledge: Nobility-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: Aristocrat (P) 4th

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

Languages (x6)

Common, Elven, Old Oeridian, Draconic, Goblin, Dwarven, Giant

Description for the Magical Items Worn

Handy Haversack: Backpack similar to a Bag of Holding

CHARACTER STATUS

No errors detected

TRACKERS	Initial	Spent	Reset	Avail.

LANGUAGES	Avail.	Adj.
	6	

Common

Elven, Old Oeridian, Draconic, Goblin, Dwarven, Giant

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 :									

Marco Palleo

Human (P), Aristocrat (P) 4th

Medium Humanoid (Human)
Alignment: Neutral Good [Pelor]
Hit Dice: 4d8+4 (28 hp)
Initiative: +0
Speed: 30' (6 sq) (light enc.)
Space/Reach: 5 ft./5 ft.
AC: 14 (+4 Armor), Touch 10, Flat-Footed 14

Saves: Fort +2, Ref +1, Will +5
Abilities: Str 12, Dex 11, Con 12, Int 18, Wis 13, Cha 15
Base Att/CMB/CMD: +3 / +4 / 14
Single Attack:
Short Sword: +4 melee (1d6+1/19-20)
Dagger: +4 melee (1d4+1/19-20)

Full Attack:
Short Sword: +4 melee (1d6+1/19-20)
Dagger: +4 melee (1d4+1/19-20)

FEATS
Favored Son Trait (Noble), Human: World Traveler Trait (Dip), Alertness, Persuasive, Skill Focus: Knowledge: Nobility-p.

SKILLS
Acrobatics +0, Appraise +10, Bluff +9, Climb +1, Diplomacy +12, Disguise +2, Escape Art +0, Fly +0, Handle Animal +7, Heal +1, Intimidate +8, Linguistics +8, Perception +10, Ride +5, Sense Motive +10, Stealth +0, Survival +5, Swim +5, Kn:History +11, Kn:Nobility +14, Kn:Geo +11.

EQUIPMENT
ARMOR WORN: Mithral Shirt.
Backpack, Blanket, 2xFlask, Inkpen, 2xInk, 2xOil, 3xParchment, 10xPaper, Flint and Steel, Scroll Case, 2xPouch, 7xRations, 2xSealing Wax, Signet Ring, 2xWaterskin, Small Steel Mirror, Courtier's Outfit, Potion Belt, Short Sword, Dagger, 2xPotion of CLW, 2xPotion of Invisibility, Potion of Fly

MAGICAL ITEMS WORN
Handy Haversack
.

TOTAL CHARACTER VALUE
4,645 gp.

NOTES

Racial Traits: Human (P)
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Skilled: Gain 1 extra skill point at each level

Class Features: Aristocrat (P) 4th
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