

AMMUNITION _____ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

■ Denotes a skill that can be used untrained.
 □ Mark this box with an X if the skill is a class skill for the character.
 * Armor check penalty, if any, applies. (Double penalty for Swim.)

EXPERIENCE POINTS

ARMOR/PROTECTIVE ITEM

SHIELD/PROTECTIVE ITEM

PROTECTIVE ITEM

PROTECTIVE ITEM

OTHER POSSESSIONS

0	0	0	0	0	0
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 x MAX LOAD	PUSH OR DRAG 5 x MAX LOAD

CP — 0
SP — 0
GP — 27000
PP — 0

Improved Initiative PG.

Improved toughness

Combat Casting

Skill Focus (concentration)

Power Attack

Divine Might

Factotum Class Features

Cleric Class Features

Elf Racial Features

Factotum Spell DC is 18 + spell

Cleric is 13 + spell

Factotum 8 spells per day

Max 7th Level Spells

DOMAINS/SPECIALTY SCHOOL:

0: _____

1ST: _____

2ND: _____

3RD: _____

4TH: _____

5TH: _____

6TH: _____

7TH: _____

8TH: _____

9TH: _____

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DC MOD

%

CONDITIONAL MODIFIERS

LANGUAGES

Initial languages = Common + racial
languages + one per point of Int bonus

Dragon

Sylvan

Gnome

Orc

Celestial