

PROTECTION

ARMOR

SHIELD					
	SHIELD BONUS	MAX DEX	WEIGHT	CHECK PENALTY	SPELL FAILURE
Buckler (Medium)	+1		5	-1	5%
SPECIAL PROPERTIES					

SHIELD

Buckler (Medium)	+1		5	-1	5%
SPECIAL PROPERTIES					

OTHER POSSESSIONS

SLOTS

WEALTH [0 lbs]

PP		GP		SP		CP	
MISC							

EXPERIENCE / LEVEL

ENCLOSURE

ABILITIES

Human Traits (Core 27)

- | Traits |
|--------|
|--------|

Traits

- ### Class Features

Class Features

- | Domains |
|---------|
|---------|

Domains

- | Feats |
|-------|
|-------|

Feats

- * Denotes bonuses or penalties already included in the calculations

ABILITIES (Cont)	CLASS ABILITIES/MAGIC ITEMS
<p>wearing medium armor.</p> <ul style="list-style-type: none">• Shield Proficiency (Core 133): When you use a shield, the shield's armor check penalty only applies to Strength- and Dexterity-based skills	<div><div>Judgment (Su)</div><div><div><input type="checkbox"/></div><div>/day</div></div></div> <div><div>Touch of Resolve (Sp)</div><div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div><div>/day</div></div></div> <div><div>Arrows</div><div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div><div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/></div></div></div> <div><div>Handwritten Notes</div><div></div></div>
<p>* Denotes bonuses or penalties already included in the calculations</p>	

Ray M.

Jorgun Revendka

Player Name

Character Name

Weapon 5		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 6		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 7		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 8		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 9		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 10		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 11		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Weapon 12		ATTACK BONUS	CRITICAL
TYPE	RANGE	AMMUNITION	DAMAGE
SPECIAL PROPERTIES			

Portrait

Additional Notes

* Denotes bonuses or penalties already included in the calculations