





PLAYER'S AID IV: CHARACTER RECORD PORTFOLIO

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CHARACTER TRAITS

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PROFICIENCIES		REP
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		ESCAPE ARTIST	DEX		=	++	+	
		FLY	DEX		=	++	+	
		HANDLE ANIMAL*	СНА		=	++	+	
		HANDLE CANOE*	STR		=	++	·+	
		HEAL	WIS		=	++	+	
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	□ 5 th	23,000	15,000	10,000	3rd	-
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	- 7 th	53,000	35,000	23,000	4th	-
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	9 th	115,000	75,000	50,000	5th	-
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Experience Chart



Movement & Sear

E	TACTICAL MOVE	SPEED (SQUARES)	SWIM (SQ)	FLY (SQ) (MANV.)
	Single			
Movement	Double			
	Run (x3)		Х	
R	Run (x4)		X	

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	STANDARD CURRENC	Y		WT.
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Armor & Shields

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TYPE		Spell Fail	Don-Time	CONTRACTOR DA
AC+	Max DEX	Check	Spd	_wt

Defensive Magic-Items

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ITEM	AC+	Туре	Sal Sal
ITEM	AC+	_Туре	E Glass
ITEM	AC+	Туре	and a start

Record additional magic-item info, such as weight and slots, on magic-item sheet.

	CONSUMABLES	LOCATION	WT.
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	FEED (# days)		19.24



Magic Items

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TYPE	Description		Charges	Location	wt
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TYPE	Description		Charges	Location	wt
TYPE	Description		Charges	Location	wt
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= Sandy Saversact =

Acts as a *Bag of Holding* with a main section and two quart-sized pouches. Always weighs 5 pounds. Wearer does not need to search for stored material. Removing an item is a move action that does not provoke Attacks of Opportunity. The Haversack and all contents get a +2 resistance bonus to all saves.

LEFT POUCH (2 c-ft., 20 lb., 2 qt.)		MAIN POUCH (8 c-ft., 80 lb	os)	RIGHT POUCH	(2 c-ft., 20 lb., 2 c	qt.)
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CURRENT TOTAL WT.	of 20	CURRENT TOTAL WT.	of 80	CU	RRENT TOTAL WT.	of 20



Bag of Solding/Portable Sole

Bag of Holding: appears to be a 2'x4' cloth sack. 10 minutes of air. Retrieving items is a move-action or a full-round action if it holds more than a standard backpack. Portable Hole: 6' diameter, 10' deep. 10 minutes of air. Placing Bag of Holding into Portable Hole opens portal to Astral Plane & destroys both items.

BAG OF HOLDING PORTABLE HOLE			BAG OF HOLDING	PORTABLE HOLE	
Bag TypeWtWt. LimitVol. Limit		Bag Type	WtWt. Li	mit Vol. Limit	
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Magical Information

Bizard —

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PROHIBITED SCHOOLS:	
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Bitch (4wfg) —

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GRANTED P	OWER:

CURRENT DAILY SPELL ALLOTMENT

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CURRENT DAILY SPELL ALLOTMENT

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DIETY:	
DOMAIN:	HOLY SYMBOL
GRANTED POWER:	
DOMAIN:	
GRANTED POWER :	

	C H A N N E L	E N E R G Y
EFFECT	SAVE	(10+1/2Cleric level+Charisma mod)
PER DAY	(3 + Charisma modifier)	
Standard a	action; Does not provoke Attack of	Opportunity; Must present Holy Symbol.

Baladín DIETY: DIVINE BOND: (BONDED WEAPON STEED	HOLY STMBOL
	CHANNEL ENERGY	
EFFECT PER DAY Standard activ	SAVE(10+ (3 + Charisma modifier) (3 + Charisma	
LAY ON HANDS	Heal (1d6 / 2 levels) PER DAY (1/2 le	vel + Charisma modifier)



Animal Information



DEFENSE =

OFFENSE =

STATISTICS=

Fort +5, Ref +4, Will +0

CMB +2; CMD 13 (17 vs. trip) Feats Endurance, RunB Skills Perception +5; SQ docile SPECIAL ABILITIES

Speed 40 ft.; Melee 2 hooves -3 (1d3)

N Med. animal; Init +1; Senses low-light vision, scent; Perception +5

AC 11, touch 11, flat-footed 10 (+1 Dex); hp 13 (2d8+4)

Str 13, Dex 13, Con 14, Int 2, Wis 11, Cha 4; Base Atk +1

Docile (Ex): Unless specifically trained for combat (see the Handle Animal skill, a pony's hooves are treated as secondary attacks.

	HORSE, RIDING
	N Large animal; Init +2; Senses low-light vision, scent; Perception +6
	DEFENSE
	AC 11, touch 11, flat-footed 9 (+2 Dex, -1 size); hp 15 (2d8+6)
2	Fort +6, Ref +5, Will +1
2	OFFENSE
	Speed 50 ft.; Melee 2 hooves -2 (1d4+1); Space 10 ft.; Reach 5 ft.
	STATISTICS
	Str 16, Dex 14, Con 17, Int 2, Wis 13, Cha 7; Base Atk +1
	CMB +5; CMD 17 (21 vs. trip)
2	Feats Endurance, Run
	Skills Perception +6; SQ docile
2	SPECIAL ABILITIES
	Docile (Ex): Unless specifically trained for combat (see the Handle
	Animal skill, a horse's hooves are treated as secondary attacks



Arcane Spellboot

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Arcane Spell Description

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Description								

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