

LOST CLASSES OF FANTASY

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BLOODED NOBLE

BACKGROUND

The Civilized world breeds a different sort of Adventurer; Education and formal training to aid the running and management of lands crossed with circumstance has given rise to the Blooded Noble class. Motivated out of a sense of leadership, revenge or even pure boredom, the Blooded Noble heading out on the path to adventure does so with a much different perspective than most. Seeing the larger picture and motivations of others, the Blooded Noble has their finger on the pulse of what makes the world move.

Rousing Speeches to aid their companions to greater heights of effort are the bones that make up the Blooded Noble class, while the ability to lead and inspire loyalty in others is its lifeblood. They are capable combatants, coming at war from a more theoretical and academic approach than some classes. Approaching life from an elevated social position has given the Blooded Noble the ability to shrewdly manipulate the merchant class in order to gain the best prices on anything they might need.

As well, Blooded Noble blood is core to their destinies. Blooded Noble characters can choose from Bloodline progressions, as detailed below the class text.

ROLE

Martial training as well as a formal education allows the Blooded Noble to bring a wealth of support to a group of adventures. Drawing upon the resources they were born into, a Blooded Noble can better negotiate the waters of most civilized kingdoms. The Blooded Noble is a strong melee class, but they lack the survivability of others, instead they bring awe-inspiring bonuses, university education and connections with the Blooded Noble and Merchant families to better fund adventuring parties.



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WRITTEN BY BART BECHTEL WITH DAVID A HILL JR ART BY SHAWN GASTON

BLOODED NOBLE

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Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Bonus Feat, Inheritance, Family Connections
2	+2	+0	+0	+3	Rousing Speech +2, Martial Education
3	+3	+1	+1	+3	Merchant Awe +1
4	+4	+1	+1	+4	University Education
5	+5	+1	+1	+4	Weapon training 1, Bonus Feat
6	+6 / +1	+2	+2	+5	Rousing Speech +3, Merchant Awe +2
7	+7 / +2	+2	+2	+5	Leadership, Martial Education
8	+8 / +3	+2	+2	+6	University Education +1
9	+9 / +4	+3	+3	+6	Merchant Awe +3, Bonus Feat
10	+10 / +5	+3	+3	+7	Weapon training 2, Rousing Speech +4
11	+11 / +6 / +1	+3	+3	+7	
12	+12 / +7 / +2	+4	+4	+8	Merchant Awe +4, University Education +2, Martial Education
13	+13 / +8 / +3	+4	+4	+8	Weapon training 3, Bonus Feat
14	+14 / +9 / +4	+4	+4	+9	Rousing Speech +5
15	+15 / +10 / +5	+5	+5	+9	Weapon training 4, Merchant Awe +5
16	+16 / +11 / +6 / +1	+5	+5	+10	University Education +3
17	+17 / +12 / +7 / +2	+5	+5	+10	Bonus Feat, Martial Education
18	+18 / +13 / +8 / +3	+6	+6	+11	Rousing Speech +6, Merchant Contract
19	+19 / +14 / +9 / +4	+6	+6	+11	
20	+20 / +15 / +10 / +5	+6	+6	+12	Weapon mastery

Alignment: Any.

Hit Die: d6

CLASS SKILLS

The Blooded Noble's class skills are Appraise (*Int*), Bluff (*Cha*), Climb (*Str*), Craft (*Int*), Diplomacy (*Cha*), Disguise (*Cha*), Handle Animal (*Cha*), Intimidate (*Cha*), Knowledge (*all skills taken individually*) (*Int*), Linguistics (*Int*), Perception (*Wis*), Perform (*Cha*), Ride (*Dex*), Sense Motive (*Wis*), Survival (*Wis*), and Swim (*Str*).

Skill Ranks per Level: 4 + Int modifier.

CLASS FEATURES

The following are class features of the Blooded Noble.

Weapon and Armor Proficiency: A Blooded Noble is proficient with all simple weapons and with all Light armor.

Bonus Feats: At 1st level, and at every 4th level thereafter, a Blooded Noble gains a bonus feat in addition to those gained from normal advancement (*1st, 5th, 9th, 13th, and*

17th level). These bonus feats must be selected from the feats listed below:

Acrobatic, Alertness, Animal Affinity, Athletic, Bloodline (*See below for sample Bloodline feats*), Deceitful, Great Fortitude, Iron Will, Improved Iron Will, Lightning Reflexes, Improved Lightning Reflexes, Intimidating Prowess, Persuasive, Quick Draw, Rapid Reload, Run, Self-Sufficient, Skill Focus, Toughness, or Weapon Finesse

Inheritance (Ex): At 1st level, a Blooded Noble may choose to receive One of three Inheritance options to represent their family supporting their decision to travel the world.

A) Increased starter funds of 1d4 x100,

B) 1x Masterwork Weapon, or

C) 1x Masterwork Armor

Family Connections (Ex): At 1st level, a Blooded Noble may seek aid from another Blooded Noble family or person. This aid may be in the form of a small loan (*1d10x10 gp*), shelter for several days, information, or a sympathetic ear.

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Rousing Speech (Ex): A Blooded Noble of 2nd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the Blooded Noble. The ally gets a +2 competence bonus on skill checks with a particular skill after listening to the Blooded Noble's speech. This bonus increases by +1 for every four levels the Blooded Noble has attained beyond 2nd (+3 at 6th, +4 at 10th, +5 at 14th, and +6 at 18th). Certain uses of this ability are infeasible, such as efforts requiring stealth, and may be disallowed at the GM's discretion. A Blooded Noble cannot use Rousing Speech on himself. Rousing Speech relies on speech and Audible Components.

Martial Education (Ex): At 2nd level, and every 5th level thereafter (7th, 12th, and 17th level) a Blooded Noble gains a bonus feat signifying their training in the ability to use a new type of armor or weapon. Choose one of the following: Medium Armor proficiency, Heavy Armor Proficiency, Shield Proficiency, or Martial Weapon Proficiency.

NOTE: Basic rules for picking a Shield or Martial Weapon apply per the feat Description. IE The Blooded Noble Class gets one, not all.

Merchant Awe (Ex): At 3rd level, a Blooded Noble gains the ability to influence the Merchant class when buying or selling items. When making a Diplomacy check to influence pricing of an item, the Blooded Noble gains a +1 bonus at 3rd level and an additional +1 at every third level there after (+2 at 6th, +3 at 9th, +4 at 12th, +5 at 15th). The Blooded Noble has to announce their position and title to the merchant when the negotiations begin. For every favorable level of attitude, an NPC has towards the PC decrease, or increase the price of the item by 10%.

Starting Attitude	Diplomacy DC	Cost + / -
Hostile	25 + creature's Cha modifier	+20%
Unfriendly	20 + creature's Cha modifier	+10%
Indifferent	15 + creature's Cha modifier	0%
Friendly	10 + creature's Cha modifier	-10%
Helpful	0 + creature's Cha modifier	-20%

NOTE: See the Diplomacy skill for rules on Affecting NPC Attitude.

University Education (Ex): At 4th level, and every fourth level thereafter the Blooded Noble gains the ability to better draw upon the education they received in their youth. A Blooded Noble may make all Knowledge skill checks untrained and any trained Knowledge gains a +1 bonus.

Every 4th level thereafter the Bonus increases by +1, and untrained Knowledge checks gain a +1 bonus. (*Trained bonus at 8th is +2, Untrained Bonus at 8th is +1, etc.*)

Weapon Training (Ex): Starting at 5th level, a Blooded Noble can select one group of weapons, as noted below. Whenever he attacks with a weapon from this group, he gains a +1 bonus on attack and damage rolls.

Every five levels thereafter (10th, and 15th), a Blooded Noble becomes further trained in another group of weapons. He gains a +1 bonus on attack and damage rolls when using a weapon from this group. In addition, the bonuses granted by previous weapon groups increase by +1 each. For example, when a Blooded Noble reaches 10th level, he receives a +1 bonus on attack and damage rolls with one weapon group and a +2 bonus on attack and damage rolls with the weapon group selected at 5th level. Bonuses granted from overlapping groups do not stack. Take the highest bonus granted for a weapon if it resides in two or more groups.

A Blooded Noble also adds this bonus to any combat maneuver checks made with weapons from this group. This bonus also applies to the Blooded Noble's Combat Maneuver Defense when defending against disarm and sunder attempts made against weapons from this group.

Weapon groups are defined as follows (*GMs may add other weapons to these groups, or add entirely new groups*):

- **Axes:** battleaxe, dwarven waraxe, greataxe, handaxe, heavy pick, light pick, orc double axe, and throwing axe
- **Blades, Heavy:** bastard sword, elven curve blade, falchion, greatsword, longsword, scimitar, scythe, and two-bladed sword
- **Blades, Light:** dagger, kama, kukri, rapier, sickle, starknife, and short sword
- **Bows:** composite longbow, composite shortbow, longbow, and shortbow
- **Close:** gauntlet, heavy shield, light shield, punching dagger, sap, spiked armor, spiked gauntlet, spiked shield, and unarmed strike
- **Crossbows:** hand crossbow, heavy crossbow, light crossbow, heavy repeating crossbow, and light repeating crossbow
- **Double:** dire flail, dwarven urgrosh, gnome hooked hammer, orc double axe, quarterstaff, and two-bladed sword
- **Flails:** dire flail, flail, heavy flail, morningstar, nunchaku, spiked chain, and whip

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- **Hammers:** club, greatclub, heavy mace, light hammer, light mace, and warhammer
- **Monk:** kama, nunchaku, quarterstaff, sai, shuriken, siangham, and unarmed strike
- **Natural:** unarmed strike and all natural weapons, such as bite, claw, gore, tail, and wing
- **Pole Arms:** glaive, guisarme, halberd, and ranseur
- **Spears:** javelin, lance, longspear, shortspear, spear, and trident
- **Thrown:** blowgun, bolas, club, dagger, dart, half ling sling staff, javelin, light hammer, net, shortspear, shuriken, sling, spear, starknife, throwing axe, and trident.

Leadership (Ex): At 7th level, a Blooded Noble gains the ability to gain followers and Retainers as per the Leadership Feat. These followers are comprised of the local Men-at-arms and Peasantry, so at DM discretion they may not always be available for use by the PC as they have to take care of things at home.

Merchant Contract (Ex): At 18th level the Merchant Awe bonus changes to a Merchant Contract. The Blooded Noble is now able to commission, buy, or sell items without making a diplomacy roll to influence the cost of items. As with Merchant Awe the Blooded Noble has to announce themselves and their title in order to use this ability.

Weapon Mastery (Ex): At 20th level, a Blooded Noble chooses one weapon, such as the longsword, greataxe, or longbow. Any attacks made with that weapon automatically confirm all critical threats and have their damage multiplier increased by 1 ($\times 2$ becomes $\times 3$, for example). In addition, he cannot be disarmed while wielding a weapon of this type.

BLOODLINES

Without birthright, the Blooded Noble ceases to be. The Blooded Noble doesn't necessarily know where their lineage lies, however. Some characters may be searching for truths about their families; some may be actively denying them. Regardless, the blood in her veins changes her, gives her a spark of divinity, culture or whatever else makes the family unique.

Bloodlines are purchased as feats, each has a progression that must be started at level 1, with later feats that can be purchased at any later level. Here are a few examples, players are encouraged to develop their own. Most characters will only hold membership in one line, but that is not necessarily a rule. Inter-family breeding isn't uncommon amongst Blooded Noble houses.

ETERNAL FAMILY SAREN-KRY

Saren-Kry has a history going back further than the written history of the rest of the world. Their legacy is long, and they do not tolerate weak members who don't continue the line. For this reason, Saren-Kry family members are far more resilient.

LAST BEYOND LOST

While Saren-Kry members are no less likely to fall in combat, they tend to survive, despite crippling and otherwise deadly blows.

Prerequisite: Blooded Noble class, can only be purchased at 1st level.

Benefit: The character doesn't die as easily as others. He still falls at 0hp, but does not die until his wound exceed his Constitution + Class Level combined.

FLESH WOUND

The family is well-known for being the last ones standing, even when leading the front line in wars. This feat represents that legacy, allowing characters to shrug off mortal wounds.

Prerequisite: Blooded Noble class, Last Beyond Lost

Benefit: Once per encounter, this feat can come into play. The first time the Blooded Noble suffers an attack that reduces her to 0hp or less, the attack instead reduces her to 1hp.

THE LAST ONE LAUGHING

Paragons of the family are not only tough to kill, but spiteful about it. When a Saren-Kry would otherwise fall in combat, she instead has a last surge of life, able to strike down a foe.

Prerequisite: Blooded Noble class, Flesh Wound

Benefit: Once per encounter, when the Blooded Noble is able to use the Flesh Wound feat, she gains hit points equal to her Constitution modifier, and she can immediately take a Standard Action.

MOST AUGUST HOUSE OF RINSHI

The Rinshi house is a newcomer, but hardly a group of rabble rousers. Their birthright comes from a rigid adherence to their codes of honor. Rinshi members must be of a Lawful alignment to take advantage of their birthright feats.

MOST HONORED OATH OF SERVICE

This most basic oath is sworn by any member of the Rinshi during their coming of age ceremony. After the oath is

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sworn, the Rinshi is able to gain confidence in tasks he's sworn to do.

Prerequisite: Blooded Noble class, can only be purchased at 1st level.

Benefit: The Rinshi is dedicated to his tasks. By swearing an oath to perform a service, and by resting a full night, the Rinshi gains this bonus. Any rolls that directly relate to the accomplishment of the service receive a +1 competency bonus. However, all rolls not relating to the service suffer a -1 dice pool modifier. The task must be clear, and must be stated in a single sentence. This bonus (*and the penalty*) increase by one for each five levels in the Blooded Noble class.

HONORABLE OATH OF DEFENSE

Rinshi are ferocious in defense of their leaders. A Rinshi sworn to defend a target has an uncanny ability to move between her and anything that would harm her.

Prerequisite: Blooded Noble class, Most Honored Oath of Service

Benefit: At any given time, the Rinshi can declare one target as her ward. This target remains as such for at least the remainder of the encounter, but otherwise indefinitely. Any time the ward is attacked, the Rinshi can immediately interrupt the attack with a full move action, where she can swap places with the ward, suffering the full effects of the attack.

AUGUST PERSONAGE OF IKIMOTO RINSHI

Accomplished Blooded Nobles of the Rinshi line swear fealty to the bloodline's progenitor, Madame Ikimoto Rinshi. In doing so, they are able to call upon her strength of will for defense against that which would stray her service.

Prerequisite: Blooded Noble class, Honorable Oath of Defense

Benefit: Once per encounter, the sworn Blooded Noble can call upon the bloodline's eldest ancestor spirit to shield her from mental influence. When making a Will save, she can reroll a failed roll and add her class level to the second result.

MERCHANT HOUSE HAJJAR

Hajjar is a family that earned their Blooded Noble status through hard work, sweat and blood. As with any nobility, this wasn't all their own hard work, sweat or blood. They're renowned merchants and bankers, with a reputation for always having the edge in financial matters.

EYE FOR A BARGAIN

Hajjar have gold in their blood. Their instinctual knowledge of value is unparalleled.

Prerequisite: Blooded Noble class, can only be purchased at 1st level.

Benefit: Hajjar are naturally better with the Appraise skill. On an Appraise check that fails by five points or fewer, the character is still able to appraise the value. If the check if failed by more than five points, the price is estimated within 20% of the true amount. If the check is successful, the character is aware if the item has magical properties, but cannot identify. If the check succeeds by at least five points, the character can identify the magical properties in the item specifically.

THE EDGE

When the Hajjar barter, they win. They can sell ice to frost giants, they can sell silk to a spider.

Prerequisite: Blooded Noble class, Eye for a Bargain, 3rd level or higher.

Benefit: When using the Merchant Awe class feature, the Hajjar gains a couple of distinct advantages. First, the price is always changed by 5% in favor of the Hajjar. This means that capable Hajjar can gain as much as a 25% discount. As well, merchants seek out the successful Hajjar. Merchants are always considered to be one Attitude level more favorable when first initiating commerce with the Hajjar.

CARAVAN TIES

Hajjar Blooded Nobles have access to the vast networks of traveling merchants of the world. No matter where she is, the Hajjar can find a salesperson.

Prerequisite: Blooded Noble class, The Edge

Benefit: If the Hajjar is searching for an item, she can contact the merchant networks to find an appropriate salesperson. Make a roll of Knowledge (*Geography*), or Knowledge (*Local*). If Knowledge (*Local*) is used, the character gains a +2 circumstance modifier. Use the following system to determine if she can find the item she's looking for.

Location	Knowledge DC
Extraplanar	30
Uninhabited	25
Wilderness	20
Rural	15
Urban	10

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If the item is magical, add +5 to the DC. If the item is particularly rare or wonderful, add +5. If the character is successful, she can find a merchant within one day. If she fails by less than five points, she can find a merchant with a similar item. If she succeeds by five or more, the merchant is within an hour's travel.

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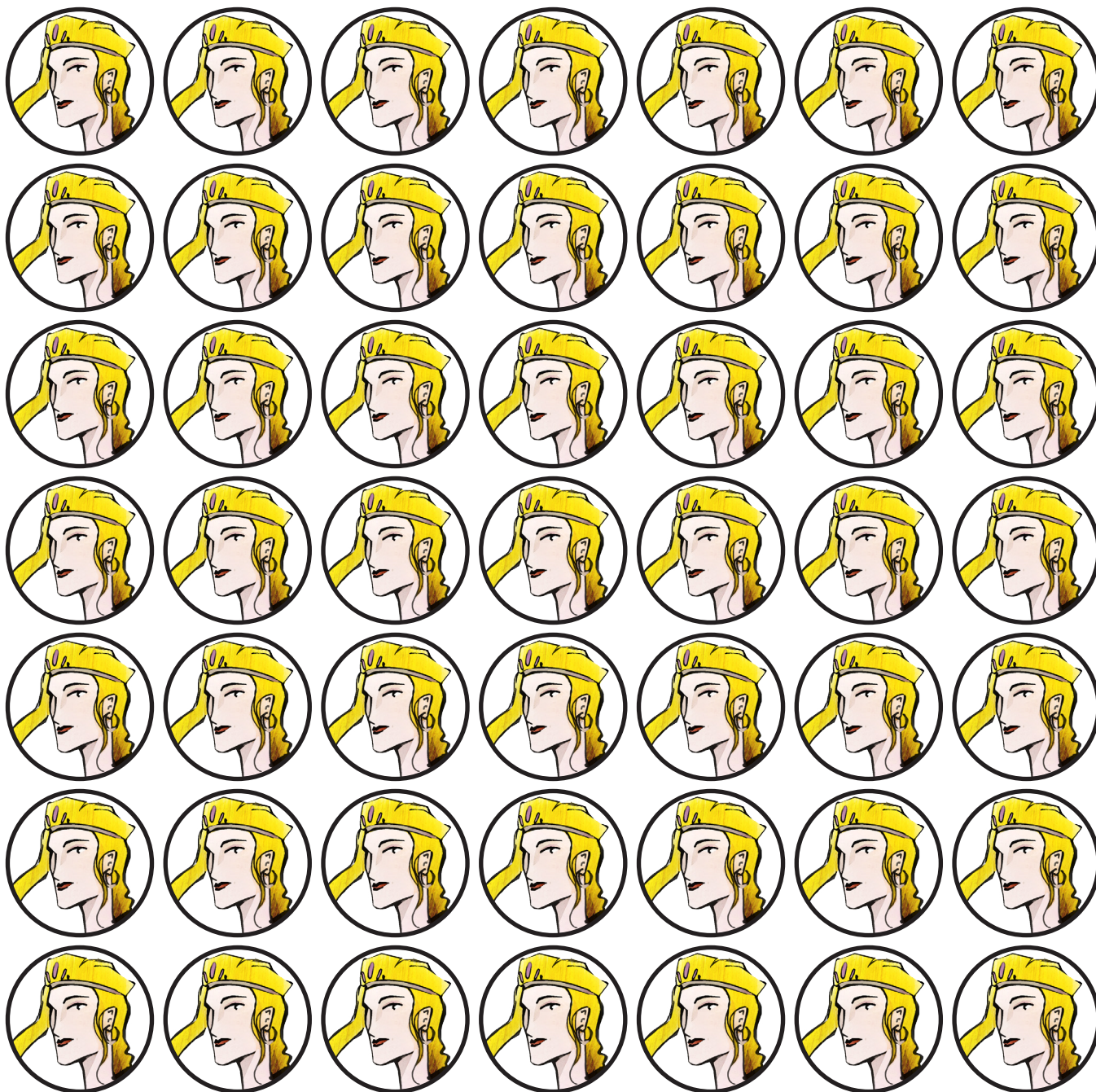
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CHARACTER NAME

PLAYER

CLASS & LEVEL

RACE

ALIGNMENT

DEITY

SIZE / TYPE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN



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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR				
DEX				
CON				
INT				
WIS				
CHA				

HP	TOTAL	DR

WOUNDS / CURRENT HP

NONLETHAL DAMAGE

INITIATIVE	TOTAL	DEX MODIFIER	MISC. MODIFIER

AC	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER

TOUCH	FLAT-FOOTED	MODIFIER

SAVING THROWS	TOTAL	BASE SCORE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	MODIFIERS
FORTITUDE							
REFLEX							
WILL							

BASE ATTACK BONUS	SPELL RESISTANCE

CMB	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MODIFIER

CMD	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	DEX MODIFIER	SIZE MODIFIER

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES

SPEED	BASE SPEED	WITH ARMOR	TEMP MODIFIERS

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS				
<input type="checkbox"/> APPRAISE				
<input type="checkbox"/> BLUFF				
<input type="checkbox"/> CLIMB				
<input type="checkbox"/> CRAFT ()				
<input type="checkbox"/> CRAFT ()				
<input type="checkbox"/> CRAFT ()				
<input type="checkbox"/> DIPLOMACY				
<input type="checkbox"/> DISABLE DEVICE*				
<input type="checkbox"/> DISGUISE				
<input type="checkbox"/> ESCAPE ARTIST				
<input type="checkbox"/> FLY				
<input type="checkbox"/> HANDLE ANIMAL*				
<input type="checkbox"/> HEAL				
<input type="checkbox"/> INTIMIDATE				
<input type="checkbox"/> KNOWLEDGE (ARCANA)*				
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*				
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*				
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*				
<input type="checkbox"/> KNOWLEDGE (HISTORY)*				
<input type="checkbox"/> KNOWLEDGE (LOCAL)*				
<input type="checkbox"/> KNOWLEDGE (NATURE)*				
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*				
<input type="checkbox"/> KNOWLEDGE (PLANES)*				
<input type="checkbox"/> KNOWLEDGE (RELIGION)*				
<input type="checkbox"/> LINGUISTICS*				
<input type="checkbox"/> PERCEPTION				
<input type="checkbox"/> PERFORM ()				
<input type="checkbox"/> PERFORM ()				
<input type="checkbox"/> PROFESSION* ()				
<input type="checkbox"/> PROFESSION* ()				
<input type="checkbox"/> RIDE				
<input type="checkbox"/> SENSE MOTIVE				
<input type="checkbox"/> SLEIGHT OF HAND*				
<input type="checkbox"/> SPELLCRAFT*				
<input type="checkbox"/> STEALTH				
<input type="checkbox"/> SURVIVAL				
<input type="checkbox"/> SWIM				
<input type="checkbox"/> USE MAGIC DEVICE				
<input type="checkbox"/> CLASS SKILL * TRAINED ONLY				

CONDITIONAL MODIFIER:

LANGUAGES:

PLAYER

RACE

ALIGNMENT

AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTAL						

[illegible]

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	PUSH OR DRAG	<input type="checkbox"/>

MONEY	
CP—	
SP—	
GP—	
PP—	

[illegible][illegible]

EXPERIENCE POINTS	NEXT LEVEL

SPELLS				
SPELLS KNOWN	SPELLS SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input type="text"/>	<input type="text"/>	0	<input type="text"/>	—
<input type="text"/>	<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>
<input type="text"/>	<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL

0 □□□□□□□□

1ST □□□□□□□□

2ND □□□□□□□□

3RD □□□□□□□□

4TH


5TH □□□□□□□□


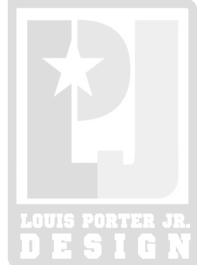
6TH □□□□□□□□


7TH □□□□□□□□


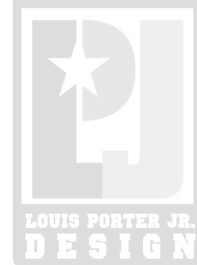
8TH □□□□□□□□


[illegible]



NAME		RACE / CLASS		LVL		
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>	Acrobat <input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>	Bluff <input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>	Diplom. <input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>	Intim. <input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>	Percep. <input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>	Sense Motive <input type="checkbox"/>
MELEE	<input type="checkbox"/>	HIT POINTS				Stealth <input type="checkbox"/>
MELEE	<input type="checkbox"/>					<input type="checkbox"/>
RANGE	<input type="checkbox"/>					<input type="checkbox"/>
RANGE	<input type="checkbox"/>					<input type="checkbox"/>
Languages						
						


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FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>	Percep. <input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>	Sense Motive <input type="checkbox"/>
MELEE	<input type="checkbox"/>	HIT POINTS				Stealth <input type="checkbox"/>
MELEE	<input type="checkbox"/>					<input type="checkbox"/>
RANGE	<input type="checkbox"/>					<input type="checkbox"/>
RANGE	<input type="checkbox"/>					<input type="checkbox"/>
Languages						
						
Special / Notes						
						



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FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>	Percep. <input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>	Sense Motive <input type="checkbox"/>
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Languages						
						

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FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>	Percep. <input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>	Sense Motive <input type="checkbox"/>
MELEE	<input type="checkbox"/>	HIT POINTS				Stealth <input type="checkbox"/>
MELEE	<input type="checkbox"/>					<input type="checkbox"/>
RANGE	<input type="checkbox"/>					<input type="checkbox"/>
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Languages						
						
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Languages						
						

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Languages						
						
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