

## FAVORED SOUL

CHARACTER RECORD SHEETS

	9			CHARACTER	NAME								
PLAYER				CLASS AND	LEVEL				RACE				
ALIGNMENT	DEITY	SIZE	AGE	E	GENDE	R	HEIGHT	WEI	GHT		CAMI	PAIGN	
ABILITY ABILITY NAME SCORE	ABILITY TEMPORARY TE MODIFIER SCORE MO	MPORARY DDIFIER	TOTAL	ARMOR BONUS	SHIELD DEX	SIZE NAT	TURAL DEFLECTION MISC.	_					
STR STRENGTH	MODIFIER SCORE MC	AC ARMOR CLASS	TOTAL	= 10 +	BONUS MODI	FIER MODIFIER ARM	MOR MODIFIER MODIFIE		OUCH		FL	AT-FOOT	ED
	+	ARMOR CLASS										ARMOR C	LASS
DEX		НЕ	TOTAL	NONLETHAL D	AMAGE		со	NDITIONA	L AC MOI	DIFIERS			
CON		HIT POINT		CURRENT HP									
	+	=	WOONDS	CORREIGI HF		10 03	\$1	KIL	5		М	AX RANKS	/
INT						CLASS SKILLS?		<u> </u>	KEY	SKILL		ROSS-CLASS)	MISC
WIS WISDOM		ENERO RESISTANO	¥ 10/			SKILL	. NAME	A	ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
CHA CHARISMA			35 10/			☐ Apprai		1	NT	Щ	=	_+	_+
CHARISMA		ENERO RESISTANO	3Y 10/			☐ BALAN			DEX*	Щ	=	_+	_+
	DEX MISC.	RESISTANO	CE IV/			☐ BLUFF			CHA	Н	=	_+	_+
	TOTAL MODIFIER MODIFIER				_	☐ CLIMB	■ ENTRATION ■		STR* CON	H	=	_+	_+
INITIATIVE MODIFIER	= +	RESISTANO	<b>₹</b> 10/			✓ CRAFT			NT	H		_ <sup>+</sup>	+
	RASE ARILITY	MAGIC MISC TE	MPORARY			✓ CRAFT			NT	Н	 =	+	+
FORTITUDE	TOTAL BASE ABILITY SAVE MODIFIER	MAGIC MISC. TE MODIFIER MODIFIER M	ODIFIER CO	ONDITIONAL MODIF	TIERS	☑ CRAFT		,	NT	М	=	_+	_+
(CONSTITUTION)	=+	+ + +				☐ DECIPH	HER SCRIPT		NT		=	_+	_+
REFLEX (DEXTERITY)	= +					✓ DIPLON	MACY ■	(	CHA		=	_+	_+
WILL		=	=			☐ DISABL	e Device	1	NT	Щ	=	_+	_+
(WISDOM)	++	† †				□ Disgui			CHA.	Щ	=	_+	_+
			_			☐ ESCAPE			DEX*	$\vdash$	=	_+	_+
			SPEE	D		☐ FORGE			NT	$\vdash\vdash\vdash$	=	_+	_+
GRAPPLE MODIFIER	= +						r Information le Animal		CHA CHA	Н	=	_+	_+
	TOTAL BASE ATTACK STR BONUS MC	RENGTH SIZE MISC.	FL SPEE	Y		☐ HEAL			WIS	H			
	SONOS INC	JOHNER MODIFIER MODIFIE		(EX): GOOD MANEL	IVERABILITY	☐ HIDE ■			DEX*	H	 =	+	+
BASE ATTAC	V PONUS	DAMAC	10/			_ □ Інтімі			CHA	М	=	_+	_+
BASE ATTAC	K BONUS	DAMAC REDUCTIO	T 10/			<b></b> ✓ Jump ■	•	9	STR*		=	_+	_+
						<b></b> Knowı	LEDGE (ARCANA	) ၊	NT		=	_+	_+
ATTACK	ATT	ACK BONUS	DAMAGE	CRITICA	L	□ Knowi	LEDGE (	) ı	NT		=	_+	_+
						☐ Knowi	•	) ו	NT	Ш	=	_+	_+
RANGE TYPE	NOTES					☐ Knowi	•		NT	Ш	=	_+	_+
						☐ Knowi	•	,	NT	Н	=	_+	_+
AMMUNITION		- 00000 0000				☐ LISTEN	SILENTLY		WIS DEX*	H	=	_+	_+
ATTACK	ATT	ACK BONUS	DAMAGE	CRITICA	.L	☐ OPEN I			DEX	H		_ <sup>+</sup>	+
		T					RM (		CHA	H	=	+	+
RANGE TYPE	NOTES						RM (	,		М	=	_+	_+
						☐ Perfoi	RM (		СНА		=	_+	_+
AMMUNITION			00000			✓ Profes	ssion (	) \	WIS		=	_+	_+
							ssion (	) \	WIS	Щ	=	_+	_+
ATTACK	ATT	ACK BONUS	DAMAGE	CRITICA	L	☐ RIDE ■			DEX	Щ	=	_+	_+
						☐ SEARCH			NT	Ш	=	_+	_+
RANGE TYPE	NOTES					_	Motive ■ ht of Hand		WIS	Н	=	_+	_+
						☐ STEIGH			DEX* NT	$\vdash\vdash$	- -	_+	_+ +
AMMUNITION		- 00000 0000				SPOT ■			WIS	H	 =	_ <sup>⊤</sup> +	+
ATTACK	ATT	ACK BONUS	DAMAGE	CRITICA	L	☐ SURVIV			WIS	H	=		
						□ Swim I			STR*	М	=	_+	_+
RANGE TYPE	NOTES					_ Тимві	.E	1	DEX*		=	_+	_+
						☐ Use M	agic Device	(	СНА		=	_+	_+
AMMUNITION						☐ Use Ro	OPE ■	1	DEX	Щ	=	_+	_+
										Щ	=	_+	_+
											_	1	

<sup>■</sup> Denotes a skill that can be used untrained. \*Armor check penalty, if any, applies. (Double penalty for Swim.)

ITEM	LOCATION	PAGE REF.	WEIGHT		ITEM		LOCATION	PAGE REF.	WEIGHT
				•					
				-					
				-					
				-	-				
				•					
				-					
				-					
				-					
				-			ITOTA	I L WEIGHT	
								CARRIED	
		WA	NDS	AND	STAFFS				
WAND OR STAFF	CASTER LEVEL DC			AND	STAFFS				
WAND OR STAFF	CASTER LEVEL DC	СНА	RGES SPENT		STAFFS				
WAND OR STAFF	CASTER LEVEL DC	CHA	RGES SPENT						
WAND OR STAFF	CASTER LEVEL DC	CHA	RGES SPENT		aa aaaaa aa				
WAND OR STAFF	CASTER LEVEL DC	CHA	RGES SPENT		aa aaaaa aa				
WAND OR STAFF	CASTER LEVEL DC	CHA	RGES SPENT		00 00000 00( 00 00000 00( 00 00000 00(				
		CHA	RGES SPENT		00 00000 00( 00 00000 00( 00 00000 00(				
	CARRYIN	CHA	RGES SPENT		00 00000 00( 00 00000 00( 00 00000 00(				
	CARRYIN	CHA	RGES SPENT		CO COCO CO COCO COCO COCO COCO COCO CO	DRAG			
	CARRYIN	CHA	RGES SPENT	TY	CO COCO CO COCO COCO COCO COCO COCO CO	DRAG			
	CARRYIN	CHA	RGES SPENT	TY	CO COCO CO COCO COCO COCO COCO COCO CO	DRAG			
	CARRYIN	CHA	PACI  OVER HEAD  ALS MAX-LOAD	TY LIFT OFF GI 2 X MAXL	ROUND PUSH OR SX MAX L	DRAG			
LIGHT LOAD MEDIUM LOAD	CARRYIN	CHA	PACI  OVER HEAD  ALS MAX-LOAD	TY  LIFT OFF GI 2X MAXL	ROUND PUSH OR SX MAX L	DRAG OAD			
	CARRYIN	CHA	PACI  OVER HEAD  ALS MAX-LOAD	TY LIFT OFF GI 2 X MAXL	ROUND PUSH OR SX MAX L	DRAG			
LIGHT LOAD MEDIUM LOAD	CARRYIN	CHA	PACI  OVER HEAD  ALS MAX-LOAD	TY  LIFT OFF GI 2X MAXL	ROUND PUSH OR SX MAX L	DRAG OAD			
LIGHT LOAD MEDIUM LOAD  MONEY	CARRYIN	CHA	PACI  OVER HEAD  ALS MAX-LOAD	TY  LIFT OFF GI 2X MAXL	ROUND PUSH OR SX MAX L	DRAG OAD			
LIGHT LOAD MEDIUM LOAD  MONEY	CARRYIN	CHA	PACI  OVER HEAD  ALS MAX-LOAD	TY  LIFT OFF GI 2X MAXL	ROUND PUSH OR SX MAX L	DRAG OAD			
LIGHT LOAD MEDIUM LOAD  MONEY  CP—	CARRYIN	CHA	PACI  OVER HEAD  ALS MAX-LOAD	TY  LIFT OFF GI 2X MAXL	ROUND PUSH OR SX MAX L	DRAG OAD			
LIGHT LOAD MEDIUM LOAD  MONEY  CP—	CARRYIN	CHA	PACI  OVER HEAD  ALS MAX-LOAD	TY  LIFT OFF GI 2X MAXL	ROUND PUSH OR SX MAX L	DRAG OAD			
MONEY  CP—  SP—	CARRYIN	CHA	PACI  OVER HEAD  ALS MAX-LOAD	TY  LIFT OFF GI 2X MAXL	ROUND PUSH OR SX MAX L	DRAG OAD			
MONEY  CP—  SP—	CARRYIN	CHA	PACI  OVER HEAD  ALS MAX-LOAD	TY  LIFT OFF GI 2X MAXL	ROUND PUSH OR SX MAX L	DRAG OAD			

POSSESSIONS

FEAT	PAGE REF.	FEAT	PAGE REF.	CONDITIONAL MODIFIER	oc.
NOTES		NOTES			
FEAT	PAGE REF.	FEAT	PAGE REF.	SPELLS KNOWN + BONUS SPELLS	SPELL SAVE DC
FEAT	PAGE REF.	FLAI	PAGE REF.		닖
NOTES		NOTES			
FEAT	PAGE REF.	FEAT	PAGE REF.		
SE	<u> </u>	ES.	<u> </u>	Щ	
NOTES		NOTES			
FEAT	PAGE REF.	FEAT	PAGE REF.		
NOTES	<u> </u>	NOTES	<u> </u>		
FEAT	PAGE REF.	FEAT	PAGE REF.		
S		ន			
NOTES		NOTES			

SPELLS	KNOWN
0:	5TH:
1ST:	6TH:
2ND:	7TH:
3RD:	8TH:
4TH:	9TH:

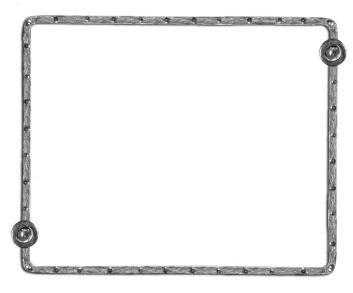
		PELL: ARCAN	S E SPELL FAII	LURE 9
CONDITIONAL MODIFIE	RS			
SPELLS KNOWN + BONUS SPELLS	SPELL SAVE DC	LEVEL	SPELLS/DAY	SPELLS EXPENDE
		0		
		<b>1</b> st		
		2 <sup>ND</sup>		
		$3^{\text{RD}}$		
		<b>4</b> <sup>™</sup>		
		5 <sup>™</sup>		
		6™		
		<b>7</b> <sup>™</sup>		
		<b>8</b> <sup>TH</sup>		
		9™		
	SP	ECIALTY SCHOO	L	

DEITY INFORMATION

EXPER	IENCE	
EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

AR	MOR	PR	OTE	CTI	VE I	TEN	1S
ARMOR/PRO	OTECTIVE ITE	M		TYPE	AC BO	NUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL I	PROPERTIES		
SHIELD/PRO	OTECTIVE ITE	М	1	AC BON	us I we	існт   с	HECK PENALTY
SPELL FAILURE	SPECIAL PROPE	RTIES	·		· ·		
PROTECTIVI	E ITEM			AC BONUS	WEIGHT	SPECIA	AL PROPERTIES
PROTECTIVI	E ITEM			AC BONUS	WEIGHT	SPECIA	AL PROPERTIES
PROTECTIV	E ITEM			AC BONUS	WEIGHT	SPECI	AL PROPERTIES

RACIAL TRAITS



CLASS FEATURES	
CLASS FEATURE Deity's Weapon Specialization	PAGE REF.
Proficient in all simple weapons, light and medium armor and sh	ields
CLASS FEATURE Spells	PAGE REF.
Cast divine spells from the cleric spell list; see page 8 for details	
CLASS FEATURE Deity's Weapon Focus	PAGE REF.
At 12th level, gain weapon specialization feat with deity's favored	weapon
class feature Energy Resistance (Ex)	PAGE REF.
At 5th level, resistance 10 against an energy type; more at 10th, 19	.1.11
	th levels
CLASS FEATURE Deity's Weapon Specialization	PAGE REF.
	PAGE REF.
Deity's Weapon Specialization	PAGE REF.
Deity's Weapon Specialization  NOTES  At 12th level, gain weapon specialization feat with deity's favored  CLASS FEATURE	PAGE REF. 9 Weapon PAGE REF. 9
Deity's Weapon Specialization  NOTES  At 12th level, gain weapon specialization feat with deity's favored  CLASS FEATURE  Wings (EX)  NOTES	PAGE REF. 9 Weapon PAGE REF. 9

LANGUAGES
INITIAL LANGUAGES=Common + racial languages + Int bonus EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point