

Chracter Name:				Initiative Bonus:	
Class & Level:				Perception:	
Race & Gender:				Sense Motive:	
AC:	Flat-footed:	Touch:	CMD:	Hit Points:	
Fort:	Ref:	Will:	Situational Defense Bonuses:		
Check all that you have played or GMd: <input type="checkbox"/> #0-06: <i>Black Waters</i> <input type="checkbox"/> #3-16: <i>The Midnight Mauler</i> <input type="checkbox"/> #4-16: <i>The Fabric of Reality</i> <input type="checkbox"/> #5-03: <i>The Hellknight's Feast</i> <input type="checkbox"/> #5-99: <i>The Paths We Choose</i> <input type="checkbox"/> #7-05: <i>School of Spirits</i> <input type="checkbox"/> #8-06: <i>Reaping What We Sow</i> <input type="checkbox"/> #9-02: <i>A Case of Missing Persons</i>			Other Passive Abilities, Defenses, Resistances, Immunities, Etc.:		
Intimidate DC: =10+HD+WIS	Feint DC: =10+BAB+WIS OR =10+SenseMotive				
GM Notes:					

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