

*Dyslexic Studeos present
a surprisingly complete set of*

CHARACTER SHEETS



for Dungeons & Dragons 3.5

CONTENTS

Introduction 3

CORE PAGES

Basic 13
 Extended 15
 Psionic 19
 Generic 22

CLASSES

Player's Handbook

Barbarian 23
 Bard 25
 Cleric 26
 Druid 27
 Monk 29
 Paladin 30
 Ranger 31
 Sorcerer 32
 Wizard 34

Player's Handbook 2

Beguiler 36
 Dragon Shaman 37
 Duskblade 38

Complete Adventurer

Ninja 39
 Spellthief 40

Complete Arcane

Warlock 41
 Warmage 42
 Wu Jen 43

Complete Divine

Favoured Soul 44
 Shugenja 45
 Spirit Shaman 46

Complete Psionic

Ardent 47
 Divine Mind 48
 Lurk 49

Complete Warrior

Hexblade 50

Dragon Compendium

Battle Dancer 51
 Death Master 52
 Jester 53
 Mountebank 54
 Savant 55
 Sha'ir 56
 Urban Druid 57

Dragon Magic

Dragonfire Adept 58

Dungeonscape

Factotum 59

Eberron Campaign Setting

Artificer 60

Heroes of Horror

Archivist 61
 Dread Necromancer 62

Magic of Incarnum

Incarnate 63
 Soulborn 64
 Totemist 65

Psionics Handbook

Psion 66
 Psychic Warrior 67
 Soulnife 68
 Wilder 69

Tome of Battle

Crusader 70
 Swordsage 71
 Warblade 72
 Blank Tome of Battle 73

Tome of Magic

Binder 74
 Shadowcaster 76
 Truename 77

Generic

Extended Classes 78
 Blank Spellcasters 80

SUPPORT PAGES

Character Background 83
 Party Funds 84
 Spell Book 85
 Familiar / Animal Companion /
 Summoned Creature 88
 Psicrystal 89

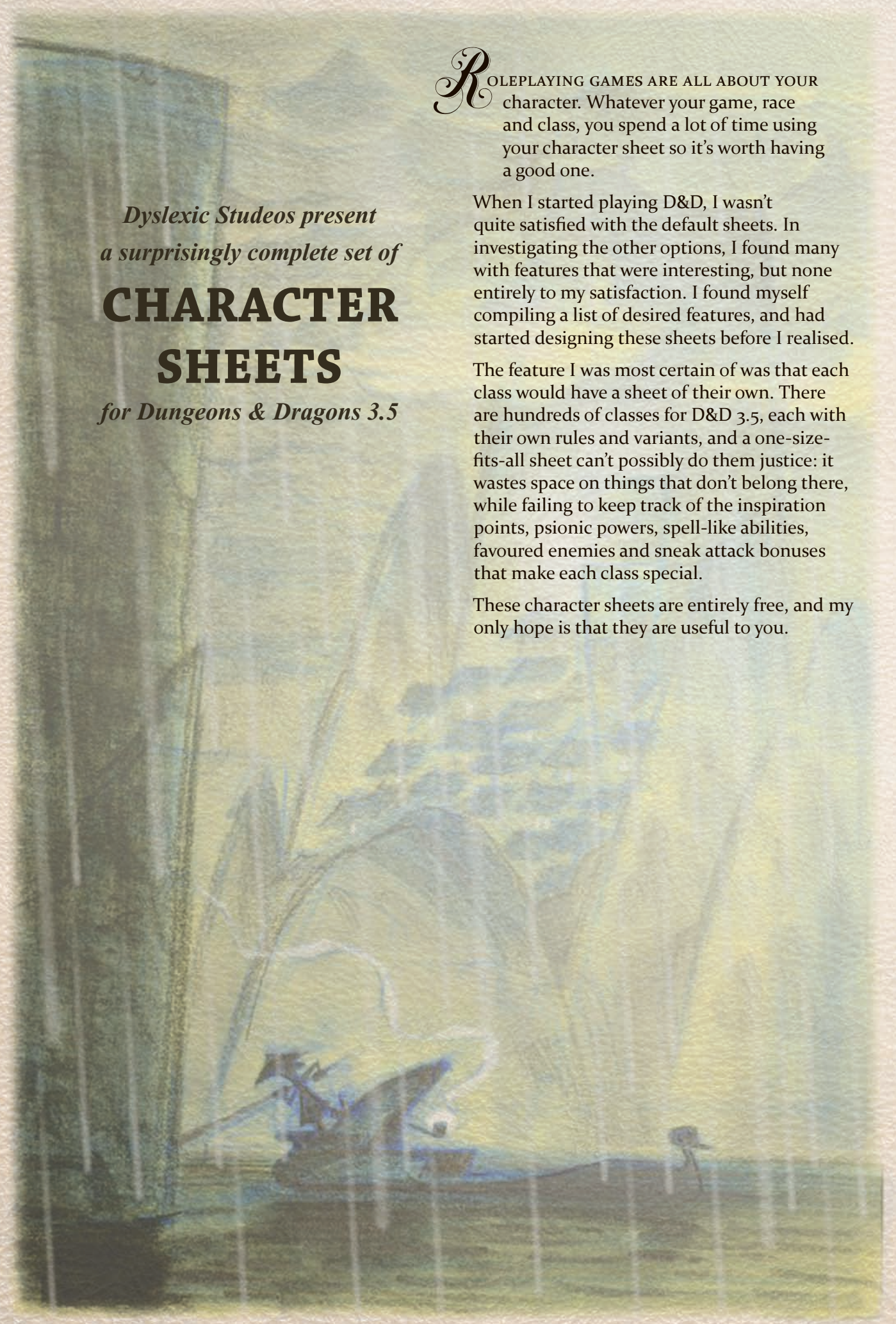
DUNGEON MASTER

NPC 90
 Party Summary 91
 NPC Group 92

Timelines 93

Maps 97





*Dyslexic Studeos present
a surprisingly complete set of*

CHARACTER SHEETS

for Dungeons & Dragons 3.5

ROLEPLAYING GAMES ARE ALL ABOUT YOUR character. Whatever your game, race and class, you spend a lot of time using your character sheet so it's worth having a good one.

When I started playing D&D, I wasn't quite satisfied with the default sheets. In investigating the other options, I found many with features that were interesting, but none entirely to my satisfaction. I found myself compiling a list of desired features, and had started designing these sheets before I realised.

The feature I was most certain of was that each class would have a sheet of their own. There are hundreds of classes for D&D 3.5, each with their own rules and variants, and a one-size-fits-all sheet can't possibly do them justice: it wastes space on things that don't belong there, while failing to keep track of the inspiration points, psionic powers, spell-like abilities, favoured enemies and sneak attack bonuses that make each class special.

These character sheets are entirely free, and my only hope is that they are useful to you.

HOW TO PRINT

You are not expected to print and use this whole document. Instead, you should choose the pages your character needs.

This will generally consist of:

Core pages

The first page will typically have Character Info on the front, and Combat on the back. There is a choice here: you can have the simpler version on two sides, or the expanded version with a separate sheet for armour and inventory. I'd recommend the simpler sheet for beginner players and characters under level 6, and the expanded version thereafter.

If you're playing a psionic character, use the psionic version of the core pages with the relevant skills included.

A few classes use modified versions of these core pages — for example the Barbarian, whose class features are closely tied to combat.

Class pages

You then need a sheet for each of your character's classes. There are a few classes that don't need their own sheet, such as the Rogue and Fighter, but they're the exception.

I've tried to include many of the most requested classes from official rulebooks. If your favourite class isn't included, you may find one of the generic sheets a good starting point.

I typically choose to put the inventory on the reverse of the class-specific sheet.

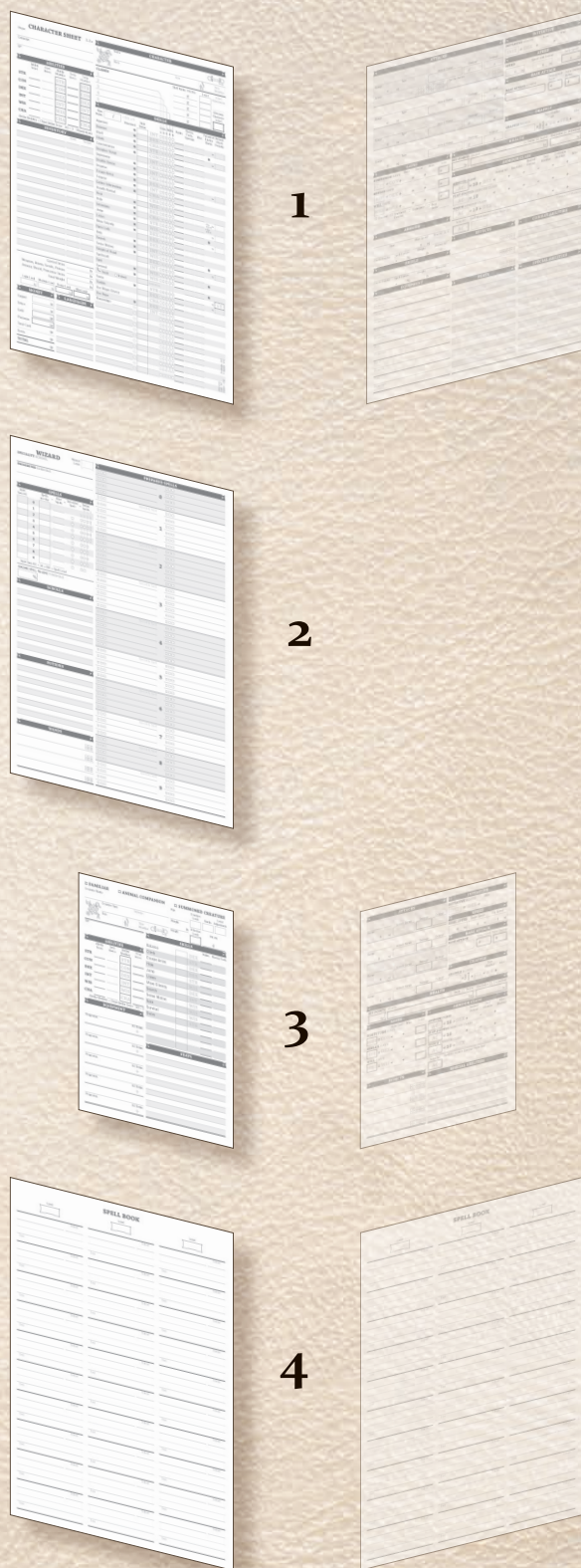
Support pages

Some classes require extra pages. For example, a Wizard has a spell book and a familiar; a Druid has wild shapes and an animal companion; a Binder has extra vestiges. A spell book is a good place to fill in extra details on spells, like damage, range and material components.

Other sheets you may find useful include a party inventory for sharing your loot, and a character background for noting your character's history with NPCs.

The result could be anything from one to a dozen sheets of paper - though most likely two for a fighting character and three or four for a spellcaster.

There's an example of a filled in sheet on pages 7 to 12.



Example of a wizard's pages:

- 1 Character Info, with Combat on the reverse
- 2 Wizard
- 3 Familiar
- 4 Spell Book, on two sides

HOW TO USE

These sheets do not replace the Dungeons & Dragons books. Your group should always have a copy of the core books (the Player's Handbook, the Dungeon Master's Guide and probably the Monster Manual), along with any books for classes you wish to play. You will typically consult the books each time your character levels up, as well as when you need to check out the details of some rule, spell or class feature.

I've done my best to use a consistent style that makes the flow of information clear. There are certain styles that have meaning:

- Boxes with heavy outlines are important, lighter ones less so.
- Soft grey boxes and lines are for temporary values, like buffs and nerfs.
- Labels go above fields, or to the left of them. In calculations, the answer is on the left.
- Dotted lines indicate information that comes directly from elsewhere on one of these sheets, like caster level or base attack bonus, while fields with solid lines are calculated or come from the books themselves.
- Ability modifiers are marked with six codes: **STR**, **CON**, **DEX**, **INT**, **WIS** and **CHA**.
- Bonus spells are shown using a series of vertical checkboxes. Start by filling in the first column from the top with the relevant ability modifier (usually **INT**, **WIS** or **CHA**). Fill in the next column with four fewer, the next with four fewer, etc. Add the filled boxes in each row to find the bonus spells at that level.

This is your character and these are your character sheets, so nobody can tell you how to use it - as long as you don't cheat.

ADAPTING TO YOUR GAME

There are as many versions of Dungeons and Dragons as there are groups playing it; and more prestige classes, house rules and variants than I could ever hope to encompass here.

Where possible, I've included versions of the sheets that are more generic, with space for customisation. This includes a version of the character information page where the skills list is blank, and adaptable versions of several of the common base classes.

If you need something special, how about making it yourself? As well as being free, these sheets are open source. You can download the original files to make changes.

COMPATIBILITY

These sheets are for use with the Dungeons and Dragons 3.5 Edition; they aren't made for 2nd, 3.0 or 4th Edition, or Pathfinder.

However, many of the classes and scenarios created for 3.5 can be adapted for 3.0 or Pathfinder, so the sheets may be of some use too. Combine the class-specific pages from this set with any standard Pathfinder character sheet, or use the version of the core page with blanked-out skills.

But first you should first make sure your DM understands and agrees with what you're trying to do, and consult with an experienced player who can guide you through the rule changes.

HOW TO DM

As a rule, the Dungeon Master should avoid interfering with their players' character sheets. The DM has the whole world to create and play with, while players have only this one little character, so they should be allowed to own it.

But players need help from time to time, especially if they're new to gaming, so it may be your job to print out the character sheets people need, guide them in the process of building a character, and nudge them when they forget to use rage or sneak attack. You should try to be familiar with the character sheets your players will be using.

There are also a number of sheets towards the back that you may find useful in running a campaign.

- Various map grids, including hex and isometric
- Timelines to show the chronology of historical events and plot points
- Simplified character sheet for an NPC
- Party summary, useful for when you need to roll secret checks against a PC's scores.
- Similar NPC group summary

Which of these you choose to make use of is entirely up to you - there's no one correct way to run a campaign.

HOW THEY WERE CREATED

The bulk of the sheets were made using Adobe Illustrator. This introduction was created in InDesign, the backgrounds and front cover were made in Photoshop, and the document was assembled in Acrobat.

At some point I expect I'll figure out a way to work After Effects into the list.

All these files are available in the open source repository.

FEEDBACK & PARTICIPATION

These sheets will continue to evolve based on your feedback. Drop me a line on the discussion thread in the links at the end.

I don't promise to do everything people ask - they are free, after all - but I'll consider sensible requests.

If you'd like to contribute yourself, you can download the original files from the open source repository. You'll need Adobe Illustrator CS3 to edit the files. Send them back to me, either directly or via a discussion on a forum.

If your submissions prove to match the quality of the existing sheets, and you are able to use Subversion, I may choose to grant you access to the repository yourself. More likely though is that I'll accept your work with a little modification to preserve the existing standard.

HOW TO SHOW YOUR APPRECIATION

If you're ever passing through Basingstoke, I rarely refuse a pint.

COPYRIGHT

Dungeons & Dragons and all related trademarks and copyrights remain the property of Wizards of the Coast Inc.

The illustrations were generously provided by the artist of the D&D Doodles blog, crazyred.

This document is released entirely free of charge, under the Artistic License 2.0. It is not for sale under any conditions, nor are its constituents. You are free to make and distribute modifications, provided no version of this sheet is ever charged for or released under a commercial license.

CREDITS

Creator

Marcus Downing

Contributors

DrWonton Scorpions__

Illustrations

crazyred

Playtesters and suggestions

<i>Vangor</i>	<i>Bob790</i>	<i>Cosmicnut</i>
<i>Doctor7</i>	<i>Soruk</i>	<i>Paul Belsey</i>
<i>Darkfire</i>	<i>valadil</i>	<i>lsfreak</i>
<i>Cedrass</i>	<i>DragonWraith</i>	
<i>PId6</i>	<i>Bakkan</i>	<i>Random832</i>
<i>Eldariel</i>	<i>Evil the Cat</i>	<i>Thespianus</i>
<i>goalabear</i>	<i>kosjsjach</i>	<i>Seracain</i>

LINKS

Character Sheets

<http://dyslexic-st.blogspot.com>

Open source repository

<http://code.google.com/p/charactersheets>

Wizards of the Coast, Inc.

<http://www.wizards.com>

The Artistic License

<http://dev.perl.org/licenses/artistic.html>

Discussion and feedback thread

<http://www.giantitp.com/forums/showthread.php?t=126909>

D&D Doodles

<http://dandddoodles.blogspot.com>



CHARACTER SHEET 3.5e

Player **Joe Furst**

Campaign **The treasure of Witch's Hill**

XP **8106**

CHARACTER

Name **Jonas Patrick Forsyth**
 Race **Gnome** Size **Small**

Gender Male Female
 Size Modifier **-1**

CLASSES

Class	Skill Ranks	Hit Die	Level	Level Adjustment	Effective Character Level
1 Druid	4	d8	5		5
2		d			0
3		d			
4		d			
5		d			

SKILLS

Max Ranks	Untrained	Skill Bonus	Class Skills	Ranks	Racial, Feats, Synergy	Misc	Favoured Enemy Bonus	Armour Check Penalty
8 / 4 = ECL + 3		3	INT	2	+2 for alchemy			
			DEX					-1
			CHA					
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					
			CHA					
			DEX					-1
			INT					
			CHA					
			DEX					-1
			STR					-1
			CON					
			INT					

ATTACKS

Masterwork Longbow (small)

Range	Type	Attack Bonus	Damage	Critical
100 ft 20 sq	Piercing	+6	d 6	x 3
Ammo		Special Ammo		
Arrows 40				

Masterwork Quarterstaff (small)

Range	Type	Attack Bonus	Damage	Critical
ft sq	Bludgeoning	+3 / +3	d 4	x 2

Range	Type	Attack Bonus	Damage	Critical
ft sq			d	x

Range	Type	Attack Bonus	Damage	Critical
ft sq			d	x

Range	Type	Attack Bonus	Damage	Critical
ft sq			d	x

Ammo	#	Special Ammo	#

SAVES

FORTITUDE SAVE Base Racial Misc Temp

FC6T = **C2N** + 4 + + +

REFLEX SAVE

R3F = **D2X** + 7 + + +

WILL SAVE

W7L = **W3S** + 4 + + +

Evasion Improved Evasion Endurance Trap Sense

+2 /illusions

EFFECTS

	□□□□□□
	□□□□□□
	□□□□□□
	□□□□□□
	□□□□□□



+2 racial bonus to saves against illusions

Many thanks to crazyred for the doodles.

INITIATIVE

INITIATIVE BONUS Feats Misc

I2T = **D2X** + +

SPEED

SPEED	Speed with Armour	Temp Speed
20 ft 4 sq	20 ft 4 sq	ft sq
Swim Speed	Fly Speed	Climb Speed
ft sq	ft sq	ft sq

BASE ATTACK

BASE ATTACK BONUS	MELEE ATTACK	RANGED ATTACK
+3	+2	+5

Temp Attack Bonus Morale Bonus Buffs Nerfs Power Attack

+ 1 = **7** + - -

Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack

+ 1 = **7** + - +

+1 /kobolds and goblins

GRAPPLE

GRAPPLE BONUS Size Modifier x 4 Misc

-2 = Base Attack + **-4** + **STR** +

HEALTH

HIT POINTS Wounds Dying Stable Non-lethal Unconscious

28 hp **25 21 14** hp **-2** hp

ARMOUR CLASS

ARMOUR CLASS Armour AC Shield AC Natural Armour Size Modifier Deflection Modifier Misc

18 = **10** + **D2X** + **3** + - **-1** + **2** +

FLAT-FOOTED ARMOUR CLASS

16 = **10** / + **3** + - **-1** + **2** +

TOUCH ARMOUR CLASS

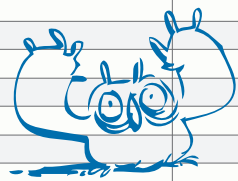
15 = **10** + **D2X** / / / - **-1** + **2** +

Temp AC Spell Resistance Conditional Modifiers

AC **4** **+4** /giants

METAMAGIC

COMBAT ABILITIES



Melee = BAB + STR
Ranged = BAB + DEX
A level 5 bard's "inspire courage" gives the party a +1 morale bonus

Remember the size modifier, x4!
Counting down the hit points as you're injured.

Be careful of double negatives on the size modifier!

The same sheet serves familiars, animal companions and summoned creatures (like the Paladin's mount).

Animal companions gain benefits as their owner levels. A war pony starts with hit die of 2d8; the animal companion of a level 5 druid gets to add another 2 hit dice to that. This is reflected in their hit points.

Companions don't necessarily have the same alignment as their owner. This pony is chaotic and doesn't care about right and wrong.

FAMILIAR ANIMAL COMPANION SUMMONED CREATURE

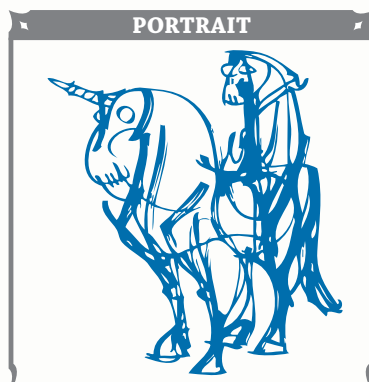
Creature Name **Sugarmuffin** Age **9** Creature Level Ranks Level Adjustment
 Creature Type **War Pony** Subtype **(Highland)** Weight **450 lb** Effective Level Hit die
 Size **Medium** Size Modifier MALE FEMALE
 Height **11 hands**

XP **SKILLS** Ranks Racial, Feats

ABILITIES				SKILLS	
Ability Score	Item Bonus	Ability Modifier	Temp Bonus	Balance	2 D2X
STR 16		+3		Climb	3 S3R
CON 14		+2		Escape Artist	2 D2X
DEX 14		+2		Hide	2 D2X
INT 2		-4		Jump	2 S3R
WIS 11		+0		Listen	5 W0S 5
CHA 4		-3		Move Silently	2 D2X
Ability Modifier = (Total Ability Score - 10) ÷ 2				Search	5 I5T
				Sense Motive	0 W0S
				Spot	5 W0S 5
				Survival	0 W0S

EQUIPMENT

Track	<input checked="" type="checkbox"/> Trained	SURVIVAL
Swim		3 S3R



FEATS

Endurance	
Evasion	

ATTACKS

Hoof (melee)

Range ft sq Attack Bonus **+3 / +3** Damage **1d3+3** Critical

INITIATIVE

INITIATIVE BONUS Misc **I+2T = D2X +**

SPEED

BASIC SPEED Swim Speed Fly Speed

40 ft **8** sq ft sq ft sq

BASE ATTACK

BASE ATTACK Temp Attack Temp Damage

+1

GRAPPLE

GRAPPLE BONUS Size Modifier Misc

Range ft sq Attack Bonus Damage Critical

+4 = Base Attack **+3R** + **+0** +

HEALTH

HIT POINTS Wounds Dying Stable Non-lethal Unconscious

26 hp **22 21 15** hp hp

SAVES

Base Save Misc Temp

FORTITUDE SAVE **F5T = C2N + 3 +**

REFLEX SAVE **R4E = DEX + 3 +**

WILL SAVE **W0L = W0S + +**

ARMOUR CLASS

Natural Armour Size Modifier Misc Modifier

ARMOUR CLASS **A5 = 10 + DEX + 4 - +**

FLAT-FOOTED ARMOUR CLASS **A4 = 10 / + 4 - +**

TOUCH ARMOUR CLASS **A7 = 10 + DEX / - +**

Temp AC Spell Resistance Damage Reduction

AC /

EFFECTS

SPECIAL ABILITIES

Low light vision

Scent

Link

Share Spells

Bonus tricks: Work, Track

When in wild shape, your physical abilities (STR, CON, DEX) come from the creature's listing in the Monster Manual, while the mental abilities (INT, WIS, CHA) remain unchanged.

The base attack bonus is your own, not your animal form's.

Base saves are the same as your basic form, but the abilities CON and DEX are different. Will save is unaffected by Wild Shape.

The most important bit: the picture.

WILD SHAPE Druid Level 5

Creature Type **Wolf**
 Size  Size Modifier

ABILITIES				
	Ability Score	Item Bonus	Temp Bonus	Ability Modifier
STR	13			+7
CON	15			+2
DEX	15			+2

Ability Modifier = (Total Ability Score - 10) ÷ 2

COMBAT

INITIATIVE BONUS **INT** = **D2X** +

SPEED **50 ft 10sq** Temp Speed

GRAPPLE BONUS **4** = Base Attack + **S7R** + +

ARMOUR CLASS **14** = **10 + D2X** + **2** - +

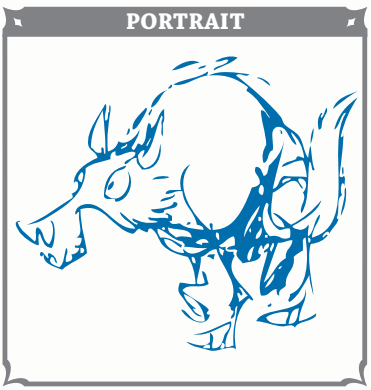
FLAT-FOOTED ARMOUR CLASS **12** = **10** / + **2** - +

TOUCH ARMOUR CLASS **12** = **10 + D2X** / - +

SAVES

FORTITUDE SAVE **6** = **CON** + **4** +

REFLEX SAVE **3** = **D2X** + **7** +



ATTACKS

Bite

Range ft sq

Attack Bonus **+3** Damage **1d6+1** Critical

Trip *Hit with bite, then trip as a free action, no attack of opportunity*

Range ft sq

Attack Bonus **+1 to trip** Damage Critical

ARMOUR CLASS

Natural Armour Size Modifier Misc Modifier

SPECIAL ABILITIES

Low-light vision

Scent

Track (+4)

WILD SHAPE Druid Level 5

Creature Type **Brown Bear**
 Size  **+1** Size Modifier

ABILITIES				
	Ability Score	Item Bonus	Temp Bonus	Ability Modifier
STR	27			+8
CON	19			+4
DEX	13			+1

Ability Modifier = (Total Ability Score - 10) ÷ 2

COMBAT

INITIATIVE BONUS **INT** = **D2X** +

SPEED **40 ft 8sq** Temp Speed

GRAPPLE BONUS **11** = Base Attack + **S8R** + +

ARMOUR CLASS **15** = **10 + D2X** + **5** - **1** +

FLAT-FOOTED ARMOUR CLASS **14** = **10** / + **5** - **1** +

TOUCH ARMOUR CLASS **10** = **10 + D2X** / - **1** +

SAVES

FORTITUDE SAVE **8** = **CON** + **4** +

REFLEX SAVE **2** = **D2X** + **7** +



ATTACKS

Claws

Range ft sq

Attack Bonus **+17** Damage **1d8+8** Critical

Improved Grab *Hit with claws, then start grappling as a free action*

Range ft sq

Attack Bonus Damage Critical

ARMOUR CLASS

Natural Armour Size Modifier Misc Modifier

SPECIAL ABILITIES

Low-light vision

Scent

Endurance

Run

Track

+4 Swim

CHARACTER SHEET 3.5e

Player _____

Campaign _____

XP

CHARACTER



Name _____

Race _____

Size _____

MALE FEMALE

Size Modifier

ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Bonus	Temp Modifier
STR	_____	_____	STR	_____	STR
CON	_____	_____	CON	_____	CON
DEX	_____	_____	DEX	_____	DEX
INT	_____	_____	INT	_____	INT
WIS	_____	_____	WIS	_____	WIS
CHA	_____	_____	CHA	_____	CHA

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

SPECIAL ABILITIES

FEATS

CLASSES

Class	Skill Ranks	Hit Die	Level	Level Adjustment
1	_____	d	<input type="text"/>	_____
2	_____	d	<input type="text"/>	_____
3	_____	d	<input type="text"/>	Effective Character Level
4	_____	d	<input type="text"/>	_____
5	_____	d	<input type="text"/>	<input type="text"/>

SKILLS

Skill	Max Ranks	Untrained	Skill Bonus	Class Skills					Ranks	Racial, Feats, Synergy	Misc	Favoured Enemy Bonus	Armour Check Penalty
				1	2	3	4	5					
Appraise	<input type="text"/>	<input type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
Balance	<input type="text"/>	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____				- <input type="text"/>	
Bluff	<input type="text"/>	<input type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____			■		
Climb	<input type="text"/>	<input type="checkbox"/>	STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____				- <input type="text"/>	
Concentration	<input type="text"/>	<input type="checkbox"/>	CON	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
Decipher Script	<input type="text"/>	<input type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
Diplomacy	<input type="text"/>	<input type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
Disable Device	<input type="text"/>	<input type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
Disguise	<input type="text"/>	<input type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
Escape Artist	<input type="text"/>	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____				- <input type="text"/>	
Forgery	<input type="text"/>	<input type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
Gather Information	<input type="text"/>	<input type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
Handle Animal	<input type="text"/>	<input type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
Heal	<input type="text"/>	<input type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
Hide	<input type="text"/>	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____				- Size mod x4 + Size diff x4	
Intimidate	<input type="text"/>	<input type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
Jump	<input type="text"/>	<input type="checkbox"/>	STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____				- <input type="text"/>	
Listen	<input type="text"/>	<input type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____			■		
Move Silently	<input type="text"/>	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____				- <input type="text"/>	
Open Lock	<input type="text"/>	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
Ride	<input type="text"/>	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
Search	<input type="text"/>	<input type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
Sense Motive	<input type="text"/>	<input type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____			■		
Sleight of Hand	<input type="text"/>	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____				- <input type="text"/>	
Spellcraft	<input type="text"/>	<input type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
Spot	<input type="text"/>	<input type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____			■		
Survival	<input type="text"/>	<input type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
Track	<input type="checkbox"/>	<input type="checkbox"/>	SURVIVAL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____			■		
Swim	<input type="text"/>	<input type="checkbox"/>	STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____				- 1 per 5lb carried <input type="text"/> × 2	
Tumble	<input type="text"/>	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____				- <input type="text"/>	
Use Magic Device	<input type="text"/>	<input type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
Use Rope	<input type="text"/>	<input type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
Knowledge:	<input type="checkbox"/>	<input type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	_____					
	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>								

CHARACTER SHEET 3.5e

Player _____

Campaign _____

XP

CHARACTER

Name _____

Race _____

Size _____

MALE FEMALE

Size Modifier



ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Bonus	Temp Modifier
STR	_____	_____	STR	_____	STR
CON	_____	_____	CON	_____	CON
DEX	_____	_____	DEX	_____	DEX
INT	_____	_____	INT	_____	INT
WIS	_____	_____	WIS	_____	WIS
CHA	_____	_____	CHA	_____	CHA

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

SPECIAL ABILITIES

FEATS

CLASSES

Class	Skill Ranks	Hit Die	Level	Level Adjustment
1	_____	d	<input type="text"/>	_____
2	_____	d	<input type="text"/>	_____
3	_____	d	<input type="text"/>	Effective Character Level
4	_____	d	<input type="text"/>	_____
5	_____	d	<input type="text"/>	<input type="text"/>

SKILLS

Skill	Max Ranks	Untrained	Skill Bonus	Class Skills					Ranks	Racial, Feats, Synergy	Misc	Favoured Enemy Bonus	Armour Check Penalty
				1	2	3	4	5					
Appraise	<input type="text"/>	<input type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Autohypnosis		<input checked="" type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Balance		<input checked="" type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			-	<input type="text"/>			
Bluff		<input checked="" type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input checked="" type="checkbox"/>				
Climb		<input checked="" type="checkbox"/>	STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				-			
Concentration		<input checked="" type="checkbox"/>	CON	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Decipher Script			INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Diplomacy		<input checked="" type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Disable Device			INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Disguise		<input checked="" type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Escape Artist		<input checked="" type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				-			
Forgery		<input checked="" type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Gather Information		<input checked="" type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Handle Animal			CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Heal		<input checked="" type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Hide		<input checked="" type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			- Size mod x4	<input type="text"/>			
Intimidate		<input checked="" type="checkbox"/>	CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			+ Size diff x4	<input type="text"/>			
Jump		<input checked="" type="checkbox"/>	STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				-			
Listen		<input checked="" type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input checked="" type="checkbox"/>				
Move Silently		<input checked="" type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				-			
Open Lock			DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Psicraft			INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Ride		<input checked="" type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Search		<input checked="" type="checkbox"/>	INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Sense Motive		<input checked="" type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input checked="" type="checkbox"/>				
Sleight of Hand			DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				-			
Spellcraft			INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Spot		<input checked="" type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input checked="" type="checkbox"/>				
Survival		<input checked="" type="checkbox"/>	WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Track	<input type="checkbox"/> Trained		SURVIVAL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			<input checked="" type="checkbox"/>				
Swim		<input checked="" type="checkbox"/>	STR	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			- 1 per 5lb carried	<input type="text"/>			
Tumble			DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				-			
Use Magic Device			CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Use Psionic Device			CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Use Rope		<input checked="" type="checkbox"/>	DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
Knowledge: Psionics	<input type="checkbox"/>		INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							
	<input type="checkbox"/>												

CHARACTER SHEET 3.5e

Player _____

Campaign _____

XP _____

CHARACTER

Name _____

Race _____

Size _____

MALE FEMALE

Size Modifier



ABILITIES

	Ability Score	Item Bonus	Ability Modifier	RAGE! Modifier	Fatigue Modifier
STR	_____	_____	STR _____	+ _____	_____
CON	_____	_____	CON _____	+ _____	_____
DEX	_____	_____	DEX _____	_____	_____
INT	_____	_____	INT _____	_____	_____
WIS	_____	_____	WIS _____	_____	_____
CHA	_____	_____	CHA _____	_____	_____

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

BARBARIAN

Barbarian Level	
1	<input type="checkbox"/> Fast Movement Illiteracy RAGE! 1/day
2	<input type="checkbox"/> Uncanny Dodge
3	<input type="checkbox"/> Trap Sense +1
4	<input type="checkbox"/> Rage 2/day
5	<input type="checkbox"/> Improved Uncanny Dodge
6	<input type="checkbox"/> Trap Sense +2
7	<input type="checkbox"/> Damage Reduction 1/—
8	<input type="checkbox"/> Rage 3/day
9	<input type="checkbox"/> Trap Sense +3
10	<input type="checkbox"/> Damage Reduction 2/—
11	<input type="checkbox"/> Greater RAGE!
12	<input type="checkbox"/> Rage 4/day Trap Sense +4
13	<input type="checkbox"/> Damage Reduction 3/—
14	<input type="checkbox"/> Indomitable Will
15	<input type="checkbox"/> Trap Sense +5
16	<input type="checkbox"/> Rage 5/day Damage Reduction 4/—
17	<input type="checkbox"/> Tireless RAGE!
18	<input type="checkbox"/> Trap Sense +6
19	<input type="checkbox"/> Damage Reduction 5/—
20	<input type="checkbox"/> Mighty RAGE! Rage 6/day

NOTES

LANGUAGES

CLASSES

1 **Barbarian**

2
3
4
5

Skill Ranks	Hit Die	Level	Level Adjustment
_____	d	<input type="text"/>	_____
_____	d	<input type="text"/>	_____
_____	d	<input type="text"/>	Effective Character Level <input type="text"/>
_____	d	<input type="text"/>	_____

SKILLS

Max Ranks	/	= ECL + 3	Skill Bonus	Class Skills	Ranks	Racial, Feats, Synergy	Misc	Forbidden During RAGE!	Armour Check Penalty	
										1
Appraise				INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Balance				DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	-	<input type="text"/>
Bluff				CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Climb				STR	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		- <input type="text"/>
Concentration				CON	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Decipher Script				INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Diplomacy				CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Disable Device				INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Disguise				CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Escape Artist				DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		- <input type="text"/>
Forgery				INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Gather Information				CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Handle Animal				CHA	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Heal				WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Hide				DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	- Size mod x4 + Size diff x4	- <input type="text"/>
Intimidate				CHA	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Jump				STR	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		- <input type="text"/>
Listen				WIS	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Move Silently				DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		- <input type="text"/>
Open Lock				DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Ride				DEX	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Search				INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Sense Motive				WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Sleight of Hand				DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		- <input type="text"/>
Spellcraft				INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Spot				WIS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Survival				WIS	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Track	<input type="checkbox"/>			SURVIVAL						
Swim				STR	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		- x2 <input type="text"/>
Tumble				DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		- <input type="text"/>
Use Magic Device				CHA	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Use Rope				DEX	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
Knowledge:	<input type="checkbox"/>			INT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

Knowledge - INT
Craft - INT
Perform - CHA

ATTACKS

Range	Type	Attack Bonus	Damage	Critical
ft sq		<input type="text"/>	d	x
Ammo		# <input type="text"/>	Special Ammo	# <input type="text"/>

Range	Type	Attack Bonus	Damage	Critical
ft sq		<input type="text"/>	d	x

Range	Type	Attack Bonus	Damage	Critical
ft sq		<input type="text"/>	d	x

Range	Type	Attack Bonus	Damage	Critical
ft sq		<input type="text"/>	d	x

Range	Type	Attack Bonus	Damage	Critical
ft sq		<input type="text"/>	d	x

Ammo	# <input type="text"/>	Special Ammo	# <input type="text"/>
------	------------------------	--------------	------------------------

Ammo	# <input type="text"/>	Special Ammo	# <input type="text"/>
------	------------------------	--------------	------------------------

RAGE!

RAGE! PER DAY	RAGE! Today	Temporary Hit Points	Total Level	CON Increase
<input type="text"/>	<input type="text"/>	<input type="text"/> hp =	<input type="text"/> ×	<input type="text"/>

RAGE! DURATION
 rds = **CON + 3** (Use adjusted CON)

- RAGE!** +4 Strength +4 Constitution +2 Will -2 AC
- Greater RAGE!** +6 Strength +6 Constitution +3 Will -2 AC
- Mighty RAGE!** +8 Strength +8 Constitution +4 Will -2 AC

Fatigued -2 Strength -2 Dexterity Can't charge or run

SAVES

FORTITUDE SAVE	Base	Misc	Temp	RAGE!
FORT = CON +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

REFLEX SAVE	Base	Misc	Temp	RAGE!
REF = DEX +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

WILL SAVE	Base	Misc	Temp	RAGE!
WILL = WIS +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

Evasion Improved Evasion Trap Sense
 Endurance Indomitable Will

EFFECTS

	□□□□□□
	□□□□□□
	□□□□□□
	□□□□□□

INITIATIVE

INITIATIVE BONUS Feats Misc

INIT = **DEX** + +

SPEED

SPEED Speed with Armour Temp Speed

ft sq ft sq ft sq

+10 to speed unless wearing heavy armour

Swim Speed Fly Speed

ft sq ft sq

BASE ATTACK

BASE ATTACK BONUS	MELEE ATTACK	RANGED ATTACK
<input type="text"/>	<input type="text"/>	<input type="text"/>

Temp Attack Bonus Buffs Nerfs **RAGE!** Fatigued

+ = - + -

Temp Damage Bonus Buffs Nerfs **RAGE!** Fatigued

+ = - + -

GRAPPLE

GRAPPLE BONUS Size Modifier x4 Misc

= **Base Attack** + **x4** + **STR** +

HEALTH

HIT POINTS Wounds Dying Stable Non-lethal Unconscious **RAGE!**

hp hp hp hp

ARMOUR CLASS

ARMOUR CLASS	Armour AC	Shield AC	Natural Armour	Size Modifier	Deflection Modifier	Misc
AC = 10 + DEX +	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

FLAT-FOOTED ARMOUR CLASS

AC = **10** / + + - +

TOUCH ARMOUR CLASS

AC = **10** + **DEX** / / / - +

Temp AC Spell Resistance Uncanny Dodge Improved Uncanny Dodge Conditional Modifiers

AC

-2 **RAGE!** AC Penalty

Damage Reduction

/

FEATS

SPECIAL ABILITIES

RAGE!

WILD SHAPE

Druid Level

Creature Type

Size



Size Modifier

ABILITIES

Ability Score Item Bonus Temp Bonus Ability Modifier

STR

CON

DEX

Ability Modifier = (Total Ability Score - 10) ÷ 2

COMBAT

INITIATIVE BONUS Misc Initiative

INIT = **DEX** +

SPEED

GRAPPLE BONUS = + **STR** + x 4 +

SAVES

FORTITUDE SAVE = **CON** + +

= **CON** + +

REFLEX SAVE = **DEX** + +

= **DEX** + +

PORTRAIT

ATTACKS

Range Attack Bonus Damage Critical

Range Attack Bonus Damage Critical

Range Attack Bonus Damage Critical

Range Attack Bonus Damage Critical

ARMOUR CLASS

ARMOUR CLASS Natural Armour Size Modifier Misc Modifier

AC = **10** + **DEX** + - +

FLAT-FOOTED ARMOUR CLASS

AC = **10** / + - +

TOUCH ARMOUR CLASS

AC = **10** + **DEX** / - +

Temp AC Spell Resistance Damage Reduction

AC /

SPECIAL ABILITIES

WILD SHAPE

Druid Level

Creature Type

Size



Size Modifier

ABILITIES

Ability Score Item Bonus Temp Bonus Ability Modifier

STR

CON

DEX

Ability Modifier = (Total Ability Score - 10) ÷ 2

COMBAT

INITIATIVE BONUS Misc Initiative

INIT = **DEX** +

SPEED

GRAPPLE BONUS = + **STR** + x 4 +

SAVES

FORTITUDE SAVE = **CON** + +

= **CON** + +

REFLEX SAVE = **DEX** + +

= **DEX** + +

PORTRAIT

ATTACKS

Range Attack Bonus Damage Critical

Range Attack Bonus Damage Critical

Range Attack Bonus Damage Critical

Range Attack Bonus Damage Critical

ARMOUR CLASS

ARMOUR CLASS Natural Armour Size Modifier Misc Modifier

AC = **10** + **DEX** + - +

FLAT-FOOTED ARMOUR CLASS

AC = **10** / + - +

TOUCH ARMOUR CLASS

AC = **10** + **DEX** / - +

Temp AC Spell Resistance Damage Reduction

AC /

SPECIAL ABILITIES

MONK

Monk Level

FLURRY OF BLOWS

FLURRY ATTACK BONUS

WHOLENESS OF BODY

HEALING POINTS

PER DAY

Monk Level

 = × 2

Points Healed

	hp
--	----

ABUNDANT STEP

CASTER LEVEL

Monk Level

 = ÷ 2 (Round down)

DIAMOND SOUL

SPELL RESISTANCE

Monk Level

 = 10 +

QUIVERING PALM

QUIVER DAYS

Monk Level

 =

SAVE DC

Monk Level

 = 10 + (÷ 2) + WIS

EMPTY BODY

ETHERIAL

ROUNDS

Monk Level

Rounds Today

 rds =

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

PERFECT SELF

Treated as an Outsider

Immune to Charm Person and other effects that target non-outsiders.

Damage reduction 10/magic

MONK

Monk Level		
1	<input type="checkbox"/> { Flurry of Blows Unarmed Strike	Use a full attack action for more attacks Treat hands as weapons
2	<input type="checkbox"/> Evasion	Avoid all damage on successful reflex
3	<input type="checkbox"/> Still Mind	+2 to saves against enchantments
4	<input type="checkbox"/> { Ki Strike (magic) Slow Fall 20 ft	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
5	<input type="checkbox"/> Purity of Body	Immune to all diseases
6	<input type="checkbox"/> Slow Fall 30 ft	
7	<input type="checkbox"/> Wholeness of Body	Heal wounds
8	<input type="checkbox"/> Slow Fall 40 ft	
9	<input type="checkbox"/> Improved Evasion	Take only half damage even on failed reflex
10	<input type="checkbox"/> { Ki Strike (lawful) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
11	<input type="checkbox"/> { Diamond Body Greater Flurry	Immune to all poisons
12	<input type="checkbox"/> { Abundant Step Slow Fall 60 ft	Use dimension door once per day
13	<input type="checkbox"/> Diamond Soul	Spell resistance
14	<input type="checkbox"/> Slow Fall 70 ft	
15	<input type="checkbox"/> Quivering Palm	Delayed death by days equal to monk level, once a week
16	<input type="checkbox"/> { Ki Strike (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantite weapons
17	<input type="checkbox"/> { Timeless Body Tongue of the Sun and Moon	No age penalties or artificial aging Speak with any living creature
18	<input type="checkbox"/> Slow Fall 90 ft	
19	<input type="checkbox"/> Empty Body	Assume ethereal state
20	<input type="checkbox"/> { Perfect Self Slow Fall any distance	Treated as outsider

SORCERER

Caster Level

Level Bonus

SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
		0				CHA
		1				CHA - 4
		2				CHA - 8
		3				CHA - 12
		4				
		5				
		6				
		7				
		8				
		9				

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

SCROLLS

POTIONS

WANDS

	CHARGES #	<input type="text"/>
	CHARGES #	<input type="text"/>
	CHARGES #	<input type="text"/>
	CHARGES #	<input type="text"/>

KNOWN SPELLS

	0	<input type="text"/>
	1	<input type="text"/>
	2	<input type="text"/>
	3	<input type="text"/>
	4	<input type="text"/>
	5	<input type="text"/>
	6	<input type="text"/>
	7	<input type="text"/>
	8	<input type="text"/>
	9	<input type="text"/>

SORCERER

METAMAGIC SPECIALIST

Caster Level

Level Bonus

SPELLS

Spells Known	Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
		0				CHA
		1				CHA - 4
		2				CHA - 8
		3				CHA - 12
		4				
		5				
		6				
		7				
		8				
		9				

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

INSTANT METAMAGIC

INSTANT METAMAGIC

USES PER DAY = 3 + INT +

Misc Uses Today

SCROLLS

POTIONS

WANDS

CHARGES #	<input type="text"/>
CHARGES #	<input type="text"/>
CHARGES #	<input type="text"/>

KNOWN SPELLS

0	<input type="text"/>
1	<input type="text"/>
2	<input type="text"/>
3	<input type="text"/>
4	<input type="text"/>
5	<input type="text"/>
6	<input type="text"/>
7	<input type="text"/>
8	<input type="text"/>
9	<input type="text"/>

WIZARD

Caster Level

Level Bonus

SPELL SCHOOLS

SPECIALITY SCHOOL

PROHIBITED SCHOOLS

SPELLS

Spell Save DC	Spells per day	= Base Spells	+ Specialist Spell	+ Bonus Spells
0				
1			<input type="checkbox"/>	<input type="checkbox"/> INT -4
2			<input type="checkbox"/>	<input type="checkbox"/> INT -4 <input type="checkbox"/> INT -8
3			<input type="checkbox"/>	<input type="checkbox"/> INT -4 <input type="checkbox"/> INT -8 <input type="checkbox"/> INT -12
4			<input type="checkbox"/>	<input type="checkbox"/> INT -4 <input type="checkbox"/> INT -8 <input type="checkbox"/> INT -12
5			<input type="checkbox"/>	<input type="checkbox"/> INT -4 <input type="checkbox"/> INT -8 <input type="checkbox"/> INT -12
6			<input type="checkbox"/>	<input type="checkbox"/> INT -4 <input type="checkbox"/> INT -8 <input type="checkbox"/> INT -12
7			<input type="checkbox"/>	<input type="checkbox"/> INT -4 <input type="checkbox"/> INT -8 <input type="checkbox"/> INT -12
8			<input type="checkbox"/>	<input type="checkbox"/> INT -4 <input type="checkbox"/> INT -8 <input type="checkbox"/> INT -12
9			<input type="checkbox"/>	<input type="checkbox"/> INT -4 <input type="checkbox"/> INT -8 <input type="checkbox"/> INT -12

Spell Save DC = 10 + INT + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

SCROLLS

POTIONS

WANDS

CHARGES #		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CHARGES #		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
CHARGES #		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

PREPARED SPELLS

<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Speciality Spell			
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>				

BEGUILER

Caster Level

Level Bonus

SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
0					INT - 4
1					INT - 8
2					INT - 12
3					
4					
5					
6					
7					
8					
9					

ARCANE SPELL FAILURE THRESHOLD

% Beguilers can wear light armour without risk of spell failure

CLOAKED CASTING

Spell Save DC = 10 + INT + Spell Level + Cloaked Casting Bonus

SPELL DC BONUS

- From Level 8: +2 to overcome Spell Resistance
- From Level 20: Always overcome Spell Resistance

KNOWN SPELLS

0	Dancing Lights	Daze	Detect Magic	Ghost Sound
	Message	Open / Close	Read Magic	
1	Charm Person	Colour Spray	Comprehend Languages	Detect Secret Doors
	Disguise Self	Expeditious Retreat	Hypnotism	Mage Armour
	Obscuring Mist	Rouse	Silent Image	Sleep
	Undetectable Alignment		Whelm	
2	Blinding Colour Surge	Blur	Daze Monster	Detect Thoughts
	Fog Cloud	Glitterdust	Hypnotic Pattern	Invisibility
	Knock	Minor Image	Mirror Image	Misdirection
	See Invisibility	Silence	Spider Climb	Stay the Hand
	Touch of Idiocy	Vertigo	Whelming Blast	
3	Arcane Sight	Clairaudience / Clairvoyance		Crown of Veils
	Deep Slumber	Dispel Magic	Displacement	Glibness
	Halt	Haste	Hesitate	Hold Person
	Inevitable Defeat	Invisibility Sphere	Legion of Sentinals	Major Image
	Nondetection	Slow	Suggestion	Vertigo Field
4	Charm Monster	Confusion	Crushing Despair	Freedom of Movement
	Greater Invisibility	Greater Mirror Image	Locate Creature	Mass Whelm
	Phantom Battle	Rainbow Pattern	Solid Fog	
5	Break Enchantment	Dominate Person	Feeblemind	Friend to Foe
	Hold Monster	Incite Riot	Mind Fog	Rary's Telepathic Bond
	Seeming	Sending	Swift Etherealness	
6	Greater Dispel Magic	Mass Suggestion	Mislead	Overwhelm
	Repulsion	Shadow Walk	True Seeing	Veil
7	Ethereal Jaunt	Greater Arcane Sight	Mass Hold Person	Mass Invisibility
	Phase Door	Power Word Blind	Project Image	Spell Turning
8	Demand	Discern Location	Mind Blank	Moment of Prescience
	Power Word Stun	Scintillating Pattern	Screen	
9	Dominate Monster	Etherealness	Foresight	Mass Hold Monster
	Power Word Kill	Time Stop		

WANDS

CHARGES #	<input type="text"/>
CHARGES #	<input type="text"/>
CHARGES #	<input type="text"/>
CHARGES #	<input type="text"/>
CHARGES #	<input type="text"/>
CHARGES #	<input type="text"/>

SCROLLS

POTIONS

忍 NINJA

Ninja Level

SUDDEN STRIKE

DAMAGE BONUS

d6

Applies whenever the target is denied a DEX bonus to AC. Sudden Strike stacks with Sneak Attack.

KI DODGE

MISS CHANCE

%

This effect is negated by True Seeing but not by See Invisibility. The effect of Ki Dodge does not stack with Blink or Displacement.

GHOST MIND

CASTER LEVEL CHECK DC

Ninja Level

= 20 +

Attempting to scry on the ninja prompts a caster level check. Failure renders the ninja undetectable.

NINJA

KI POWER PER DAY

$$= \text{WIS} + \left(\frac{\text{Ninja Level}}{2} \right)$$

Ninja Level

Ki Power Used Today

□	□	□	□
□	□	□	□
□	□	□	□

Ki powers can only be used if a ninja is wearing no armour and is unencumbered.

Ninja Level	Sudden Strike Bonus	Acrobatics Bonus		Ki Power Cost
1	1d6		<input type="checkbox"/> Trapfinding	
2			<input type="checkbox"/> Ghost Step Invisible (1 round)	1
3	2d6		<input type="checkbox"/> Poison Use Apply poison without risk of poisoning yourself	
4			<input type="checkbox"/> Great Leap +4 to Jump, no run-up	
5	3d6			
6		+2	<input type="checkbox"/> Ki Dodge 20% miss chance (1 round)	1
7	4d6		<input type="checkbox"/> Speed Climb	
8			<input type="checkbox"/> Ghost Strike Strike incorporeal and ethereal	1
9	5d6		<input type="checkbox"/> Improved Poison Use Apply poison as move action	
10			<input type="checkbox"/> Ghost Step (Ethereal)	1
11	6d6			
12		+4	<input type="checkbox"/> Evasion	
13	7d6			
14			<input type="checkbox"/> Ghost Mind Resist Scrying	
15	8d6			
16			<input type="checkbox"/> Ghost Sight See invisible and ethereal	
17	9d6			
18		+6	<input type="checkbox"/> Greater Ki Dodge 50% miss chance (1 round)	1
19	10d6			
20			<input type="checkbox"/> Ghost Walk Enter the ethereal plane	2

SPELLTHIEF

Spellthief
Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells CHA
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

% Spellthiefs can cast their own spells while wearing light armour without risk of spell failure, but not those stolen from arcane casters.

STEAL SPELL

SNEAK ATTACK BONUS Spellthief Level

$$\text{d6} = \left(\dots + 3 \right) \div 4 \quad (\text{Round down})$$

Forgo 1d6 of bonus for Steal Spell, Steal Spell Effect, Steal Energy Resistance or Steal Spell-Like Ability on a successful sneak attack; or forgo 3d6 of bonus for Steal Spell Resistance; or take from a willing target.

MAX STOLEN SPELL LEVEL Spellthief Level

$$\dots = \dots \div 2 \quad (\text{Minimum 1})$$

STOLEN SPELL CAPACITY Spellthief Level

$$\dots = \dots$$

STEAL SPELL EFFECT

MAX CASTER LEVEL Spellthief Level

$$\dots = \dots + \text{CHA}$$

MAX EFFECT DURATION Spellthief Level

$$\dots \text{ mins} = \dots$$

STEAL ENERGY RESISTANCE

Energy Resistance Stolen from

- From level 3: Energy Resistance 10 Duration 1 min
- From level 11: Energy Resistance 20
- From level 19: Energy Resistance 30

STEAL SPELL RESISTANCE

From level 15: Spell Resistance stolen from

SPELL RESISTANCE Spellthief Level

$$\dots = \dots + 5 \quad (\text{No greater than target's own spell resistance})$$

RESISTANCE DURATION

$$\dots \text{ rds} = \text{CHA}$$

SWIFT ACTIONS

From level 2:

DETECT MAGIC PER DAY

$$\dots = \text{CHA} \quad (\text{Minimum 1})$$

Detect Magic Today

From level 9:

ARCANE SIGHT PER DAY

$$\dots = \text{CHA} \quad (\text{Minimum 1})$$

Arcane Sight Today

KNOWN SPELLS

1



2



3



4



STOLEN SPELLS

Spell / Spell-Like Ability

Level / Cost

1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		
33		
34		

Level 0 spells take up 1/2 point of capacity. All other spells take up their level points of capacity.

Total Stolen Spell Points

WARMAGE

Warmage
Level

SPELLS

Spell Save DC		Spells per day	=	Base Spells	+	Bonus Spells CHA
	1					□□□□
	2					□□□□
	3					□□□□
	4					□□□□
	5					□□□□
	6					□□□□
	7					□□□□
	8					□□□□
	9					□□

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

% Warmages can use light armour and shields without penalty. From level 8, this includes medium armour.

WARMAGE EDGE

Extra damage

INT

KNOWN SPELLS

0	Acid Splash	Disrupt Undead	Light	Ray of Frost
1	Accuracy	Burning Hands	Chill Touch	Fist of Stone
1	Hail of Stone	Lesser Orb of Acid	Lesser Orb of Cold	Lesser Orb of Electricity
1	Lesser Orb of Fire	Lesser Orb of Sound	Magic Missile	Shocking Grasp
1	True Strike			
2	Blades of Fire	Continual Flame	Fire Trap	Fireburst
2	Flaming Sphere	Ice Knife	Melf's Acid Arrow	Pyrotechnics
2	Scorching Ray	Shatter	Whirling Blade	
3	Fire Shield	Fireball	Flame Arrow	Gust of Wind
3	Ice Storm	Lightning Bolt	Poison	Ring of Blades
3	Sleet Storm	Stinking Cloud		
4	Blast of Flame	Contagion	Evard's Black Tentacles	Orb of Acid
4	Orb of Cold	Orb of Electricity	Orb of Fire	Orb of Force
4	Orb of Sound	Phantasmal Killer	Shout	Wall of Fire
5	Arc of Lightning	Cloudkill	Cone of Cold	Flame Strike
5	Greater Fireburst	Mass Fire Shield	Prismatic Ray	
6	Acid Fog	Blade Barrier	Chain Lightning	Circle of Death
6	Disintegrate	Fire Seeds	Otiluke's Freezing Sphere	
6	Tenser's Transformation			
7	Delayed Blast Fireball	Earthquake	Finger of Death	Firestorm
7	Mordenkainen's Sword	Prismatic Spray	Sunbeam	Waves of Exhaustion
8	Greater Shout	Horrid Wilting	Incendiary Cloud	
8	Prismatic Wall	Scintillating Pattern	Sunburst	Polay Ray
9	Elemental Swarm	Implosion	Meteor Swarm	Prismatic Sphere
9	Wail of the Banshee	Weird		

WANDS

SCROLLS

POTIONS

修験者 SHUGENJA

Shugenja Level

Caster Level

SHUGENJA ORDER

FAVOURED ELEMENT

Earth Air Fire Water

土 气 火 水

Earth Air Fire Water

FORBIDDEN ELEMENT

0

1

2

3

4

5

6

7

8

9

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells + Bonus Spells
1+ +		0	CHA - 4
1+ +		1	CHA - 4
1+ +		2	CHA - 4
1+ +		3	CHA - 4
1+ +		4	CHA - 4
1+ +		5	CHA - 4
1+ +		6	CHA - 4
1+ +		7	CHA - 4
1+ +		8	CHA - 4
1+ +		9	CHA - 4

Shugenja Order Spells
Favoured Element Spells
Other Spells

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

SENSE ELEMENTS

SENSE ELEMENTS PER DAY

Shugenja Level

Uses Today

= 3 + (÷ 5)

MAX RANGE

Shugenja Level

ft sq = 10 ft 2 sq + (× 5 ft 1 sq)

KNOWN SPELLS

0

1

2

3

4

5

6

7

8

9

SPIRIT SHAMAN

Spirit Shaman Level

Caster Level

SPIRIT GUIDE

Spirit Guide Type

SPELLS

Spells Retrieved per day	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
		0		
		1		WIS -4
		2		WIS -8
		3		WIS -12
		4		
		5		
		6		
		7		
		8		
		9		

Spell Save DC = 10 + CHA + Spell Level

ARCANE SPELL FAILURE THRESHOLD

%

WILD EMPATHY

WILD EMPATHY BONUS

Spirit Shaman Level

= CHA +

CHASTISE SPIRITS

CHASTISE SPIRITS PER DAY

Uses Today

= 3 + CHA

WILL SAVE DC

Spirit Shaman Level

= 10 + CHA +

EXORCISM

EXORCISM BONUS

Spirit Shaman Level

= CHA +

EXORCISM DC

Target's Hit Dice Target's CHA

= 10 + +

SPIRIT SHAMAN

Spirit Shaman Level

1	<input type="checkbox"/> Wild empathy	Influence an animal
2	<input type="checkbox"/> Chastise spirits	Harm spirits, 1d6 /level , within 30ft
3	<input type="checkbox"/> Detect spirits	Sense nearby spirits at will
4	<input type="checkbox"/> Blessing of the spirits	Protect self against spirits, casting time 10 mins
5	<input type="checkbox"/> Follow the guide	Retry failed enchantment save on next round
6	<input type="checkbox"/> Ghost warrior	Resist incorporeal, ghost touch weapon
7	<input type="checkbox"/> Warding of the spirits	Protect party against spirits, lasts 10 mins / level
9	<input type="checkbox"/> Spirit form 1 /day	Become incorporeal for 1 min
10	<input type="checkbox"/> Guide magic	Let guide concentrate on spell
11	<input type="checkbox"/> Recall spirit	Restore life to -1 hp , within 1 round of death
13	<input type="checkbox"/> Exorcism	Expel possessing spirit
15	<input type="checkbox"/> Spirit form 2 /day	
16	<input type="checkbox"/> Weaken spirits	Swap 3d6 of chastise damage, weaken for 1 round
17	<input type="checkbox"/> Spirit journey	Enter the spirit world
19	<input type="checkbox"/> Favoured of the spirits	Lose 1000 xp , recieve Heal on reaching 0 hp
20	<input type="checkbox"/> Spirit form 3 /day ; Spirit who walks	Become fey, gain damage reduction 5 /cold iron

RETRIEVED SPELLS

0

1

2

3

4

5

6

7

8

9



LURK

Manifester Level

Level Bonus

+

LURK

Lurk Level	Psionic Sneak Attack
1 <input type="checkbox"/> Lurk Augment Activate an augment to bolster your attacks	
2 <input type="checkbox"/> Psionic Sneak Attack While psionically focused, sneak attack unsuspecting enemies.	1d6
6 <input type="checkbox"/> Initiative Boost Add your INT to initiative.	
7	2d6
9 <input type="checkbox"/> Evasion Take no damage on a successful Reflex save.	
10 <input type="checkbox"/> Lurk Augment Two at once	
12	3d6
15 <input type="checkbox"/> Slippery Mind If you fail a save against enchantment, try again next round.	
17	4d6
18 <input type="checkbox"/> Lurk Augment Three at once	

LURK AUGMENTS

AUGMENTS AT ONCE

MAX EXTRA POINT BUY

Lurk Level

 =

AUGMENTS PER DAY

Lurk Level

 = + INT
Augments Today

Augments Today

PSIONICS

POWER POINTS PER DAY

Base Points

Bonus Points

Racial

Misc

 = + + +

Bonus Points

Manifester Level

 = $\frac{INT \times \text{Manifester Level}}{2}$ (Round down)
Power Points

Power Points

POWER LEVELS

Power Level	Point Cost	Power Save DC
1	1	<input type="text"/>
2	3	<input type="text"/>
3	5	<input type="text"/>
4	7	<input type="text"/>
5	9	<input type="text"/>
6	11	<input type="text"/>

Power Save DC = 10 + INT + Power Level

LURK AUGMENTS

Lurk Level	Available Augments	Basic Benefit	Extra Point Cost	Extra Benefit
1	Additional Sneak Attack	Damage +1d6	2	Damage +1d6
	Unfocusing Strike	Lose psionic focus; Will DC = 10 + INT	2	DC +1
3	Solid Strike	Damage +1	1	Damage +1
	Stunning Strike	Stunned 1 round, Fort DC = 10 + INT	2	DC +1
5	Ignore Concealment	Ignore miss chance		
	Mental Assault	Intelligence or Wisdom nerf -2 points	2	Nerf -1
8	Deceptive Strike	Deny DEX bonus to AC		
	Sneak Attack Undead	Allow sneak attack, if applicable		
11	Ghost Touch	Strike incorporeal creatures		
	Power Drain	Steal power points = half of damage		
	Aligned Attack	Overcome DR/good or DR/evil		
14	Sneak Attack Constructs	Allow sneak attack, if applicable		
	Stygian Weapon	1d4 negative levels, 1 round	4	Duration +1 round
17	Planar Attack	Damage +2d6 to good/evil creatures	1	Damage +1d6
	Synaptic Disconnect	Prevent magic, psionics and abilities Will DC = 10 + INT	2	DC +1
20	Greater Power Drain	Steal power points = all of damage		

KNOWN POWERS

POWERS KNOWN

MAX POWER LEVEL

POWER POINTS MAX COST

Manifester Level

 =

Power

Level Cost

1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		

MOUNTEBANK

Mountebank Level

PATRON



BEGUILING STARE

SAVE DC Mountebank Level
 $\boxed{} = 10 + (\div 2) + \text{CHA}$

INFERNAL PATRON

USES PER DAY Mountebank Level
 $\boxed{} \text{ rds} = (\div 2) + \text{CHA}$



SAVE DC Mountebank Level
 $\boxed{} = 10 + (\div 2) + \text{CHA}$

MASS BEGUILER

BURST RANGE Mountebank Level
 $\boxed{} \text{ ft.} = 100 + (10 \times)$

INFERNAL GUISE

ALTER SELF DURATION Mountebank Level
 $\boxed{} \text{ mins} = 10 \times $

INFERNAL DEFENSE

DISPLACEMENT DURATION Mountebank Level, Rounds Passed
 $\boxed{} \text{ rds} = \times $

INFERNAL JAUNT

DIMENSION DOOR RANGE Mountebank Level
 $\boxed{} \text{ ft.} = 10 + (5 \times)$
 Cape of the Mountebank: +100 ft.

INFERNAL INFLUENCE

CONFUSION DURATION Mountebank Level, Rounds Passed
 $\boxed{} \text{ rds} = \times $

WANDS

CHARGES #

CHARGES #

CHARGES #

CHARGES #

MOUNTEBANK

Mountebank Level		
1	<input checked="" type="checkbox"/> Beguiling Stare <input checked="" type="checkbox"/> Mark of Damnation <input type="checkbox"/> Bonus Language: _____	Beguile Victim; -2 Will, and -5 Sense Motive, lose DEX to AC DC 25 Diplomacy or Bluff check to be resurrected, gain bonus equal to half Mountebank level
2	<input type="checkbox"/> Deceptive Attack +1d6	Extra damage on beguiled or feinted opponents
3	<input type="checkbox"/> Infernal Patron (IP)	+2 to saves against enchantments
4	<input type="checkbox"/> IP: Infernal Guise	Disguise self as similarly shaped creature
5	<input type="checkbox"/> IP: Disguise the Soul's Aspect	Use CHA check against opponent's Sense Motive check to project a false alignment reading
6	<input type="checkbox"/> Deceptive Attack +2d6	
8	<input type="checkbox"/> IP: Infernal Defense	Gain 50% miss chance; self only
10	<input type="checkbox"/> IP: Infernal Jaunt <input type="checkbox"/> Deceptive Attack +3d6	Teleport short distance; self only
12	<input type="checkbox"/> IP: Infernal Influence	Cause single target to act irrationally
14	<input type="checkbox"/> Deceptive Attack +4d6	
16	<input type="checkbox"/> IP: Infernal Escape	Teleport self and familiar only, must expend two uses of IP
18	<input type="checkbox"/> Deceptive Attack +5d6	
20	<input type="checkbox"/> IP: Infernal Deception <input type="checkbox"/> Aspect of the Damned	Create illusory double and become invisible Become half-fiend NPC thrall to infernal patron

INFERNAL ESCAPE

TELEPORT RANGE Mountebank Level, Misc
 $\boxed{} \text{ mi.} = 100 \times + $

INFERNAL DECEPTION

MISLEAD: GREATER INVISIBILITY DURATION Mountebank Level, Misc, Rounds Passed
 $\boxed{} \text{ rds} = \times + $

ASPECT OF THE DAMNED: HALF-FIEND ABILITIES

Spell-Like Abilities (If Int or Wis is 8 or higher)

Spell-Like Ability	Level	Uses	Save DC
1 Darkness	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text"/>
2 Desecrate	2	<input type="checkbox"/>	<input type="text"/>
3 Unholy Blight	4	<input type="checkbox"/>	<input type="text"/>
4 Poison	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text"/>
5 Contagion	3	<input type="checkbox"/>	<input type="text"/>
6 Blasphemy	7	<input type="checkbox"/>	<input type="text"/>
7 Unholy Aura	8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text"/>
8 Unhallow	5	<input type="checkbox"/>	<input type="text"/>
9 Horrid Wilting	8	<input type="checkbox"/>	<input type="text"/>
10 Summon Monster IX (fiends only)	9	<input type="checkbox"/>	<input type="text"/>
11 Destruction	7	<input type="checkbox"/>	<input type="text"/>
12 _____	_____	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="text"/>

SLA Save DC = 10 + CHA + Spell Level

Smite Good

Smite Good Used Today

SMITING DAMAGE BONUS Weapon Damage Bonus

$\boxed{+ } = \boxed{+ } + 20$

Outsider Traits

Immune to Charm Person and other effects that target non-outsiders.
Damage reduction 10/magic

SCROLLS

POTIONS

FACTOTUM

Factotum Level

CUNNING KNOWLEDGE

Skills Used Today

BRAINS OVER BRAWN

$$\begin{matrix} \boxed{\text{STR}} & = & \text{STR} & + & \text{INT} \\ \boxed{\text{DEX}} & = & \text{DEX} & + & \text{INT} \end{matrix} \quad \left. \vphantom{\begin{matrix} \text{STR} \\ \text{DEX} \end{matrix}} \right\} \text{From Level 3}$$

Applies to strength and dexterity checks, and strength- and dexterity-based skills

OPPORTUNISTIC PIETY

URNS / REBUKES / HEALING USES PER DAY Opportunistic Piety Modifier Misc

$$\boxed{} = 3 + \text{WIS} + + $$

HEALING HIT POINTS Factotum Level Uses Today

$$\boxed{} = \text{INT} + (\times 2) \quad \begin{matrix} \square\square\square \\ \square\square\square \\ \square\square\square \end{matrix}$$

1 TURNING CHECK Synergy

$$\boxed{} = \text{d}20 + \text{CHA} + $$

2 TO TURN CREATURE MAX HIT DICE

$$\boxed{} = \left(\frac{\text{Turning Check}}{3} \right) + - 4$$

3 TO DESTROY CREATURE MAX HIT DICE

$$\boxed{} = \div 2 \quad \text{Round down}$$

4 CREATURES AFFECTED TOTAL HIT DICE

$$\boxed{} = 2\text{d}6 + \text{CHA} + $$

CUNNING BRILLIANCE

Prepared Extraordinary Abilities

HOLY SYMBOLS

FACTOTUM

INSPIRATION POINTS

Inspiration Points Used

INT

$\begin{matrix} \square\square\square & \square\square\square \\ \square\square\square & \square\square\square \\ \square\square\square & \square\square\square \end{matrix}$

Factotum Level

Inspiration Point Cost

1	<input type="checkbox"/>	{ Cunning Insight Cunning Knowledge Trapfinding	Attack, damage or save + INT Skill + Factotum Level	1 IP 1 IP
2	<input type="checkbox"/>	Arcane Dilletante 1		
3	<input type="checkbox"/>	{ Brains Over Brawn Cunning Defence	AC + INT (1 round)	1 IP
4	<input type="checkbox"/>	{ Arcane Dilletante 2 Cunning Strike	Damage +1d6 sneak attack	1 IP
5	<input type="checkbox"/>	Opportunistic Piety	Turn Undead, Harm Undead or Heal Injuries	1 IP
7	<input type="checkbox"/>	Arcane Dilletante 3		
8	<input type="checkbox"/>	Cunning Surge	Extra standard action (1 round)	3 IP
9	<input type="checkbox"/>	Arcane Dilletante 4		
10	<input type="checkbox"/>	Opportunistic Piety +1		
11	<input type="checkbox"/>	Cunning Breach	Overcome spell resistance and damage reduction	2 IP
12	<input type="checkbox"/>	Arcane Dilletante 5		
13	<input type="checkbox"/>	Cunning Dodge	Ignore fatal or incapacitating damage	4 IP
14	<input type="checkbox"/>	Arcane Dilletante 6		
15	<input type="checkbox"/>	Opportunistic Piety +2		
16	<input type="checkbox"/>	Improved Cunning Defence	AC + INT	0 IP
17	<input type="checkbox"/>	Arcane Dilletante 7		
19	<input type="checkbox"/>	Cunning Brilliance	Activate Extraordinary Ability	4 IP
20	<input type="checkbox"/>	{ Arcane Dilletante 8 Opportunistic Piety +3		

ARCANE DILLETANTE

PREPARED SPELLS PER DAY

Max Spell Level

$$\text{Spell Save DC} = 10 + \text{INT} + \text{Spell Level}$$

<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School
<input type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				School

INCARNATE

Incarnate Level

Meldshaper Level

Level Bonus

INCARNUM

ESSENTIA POOL

Base Essentia + Racial Bonus + Misc

= + +

ESSENTIA CAPACITY PER SOULMELD

Meldshaper Level Expanded Capacity + Misc

= $(\text{Meldshaper Level} \div 6) + \text{Expanded Capacity} + \text{Misc}$

(Round down)

From level 3: Capacity + 1 From level 15: Capacity + 2

Constitution Score

MAX SOULMELDS

= The lower of: $\text{Soulmeld Allowance} - 10$

INCARNUM RADIANCE

RADIANT USES PER DAY

Incarnate Level

= $(\text{Incarnate Level} + 2) \div 5$ (Round down)

DURATION ROUNDS

= $3 + \text{CON}$ (Minimum 1)

RADIANCE BONUS:

= $(\text{Incarnate Level} \div 5) \times \text{Alignment Bonus}$

(Round down)

AC +1 Melee Attack +1

Speed +10 ft Melee Damage +2

SOULMELDS

SOULMELD SHAPES PER DAY	CHAKRA BINDS	Invested Essentia	Soulmeld Save DC	CHAKRAS												
				2 Crown	4 Feet	9 Hands	9 Arms	9 Brow	14 Shoulders	14 Throat	14 Waist	16 Heart	19 Soul			
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1	Properties															
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	Properties															
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
3	Properties															
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	Properties															
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	Properties															
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	Properties															
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	Properties															
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
8	Properties															
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
9	Properties															
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10	Properties															
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
11	Properties															
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
				Misc												
Soulmeld Save DC = 10 + Invested Essentia + WIS + <input type="text"/>																

MAGIC ITEMS

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Properties																
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Properties																
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Properties																
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Properties																

You cannot wear a magical item over a chakra with a bound soulmeld.

WILDER

Manifester Level

Level Bonus

PSIONICS

POWER POINTS PER DAY

<input style="width: 100%;" type="text"/>	=	<input style="width: 100%;" type="text"/>	+	<input style="width: 100%;" type="text"/>	+	<input style="width: 100%;" type="text"/>	+	<input style="width: 100%;" type="text"/>
---	---	---	---	---	---	---	---	---

= **CHA** × ÷ 2 (Round down)

Power Points used today

POWER LEVELS

Power Level	Point Cost	Power Save DC
1	1	<input style="width: 100%;" type="text"/>
2	3	<input style="width: 100%;" type="text"/>
3	5	<input style="width: 100%;" type="text"/>
4	7	<input style="width: 100%;" type="text"/>
5	9	<input style="width: 100%;" type="text"/>
6	11	<input style="width: 100%;" type="text"/>
7	13	<input style="width: 100%;" type="text"/>
8	15	<input style="width: 100%;" type="text"/>
9	17	<input style="width: 100%;" type="text"/>

Power Save DC = 10 + CHA + Power Level

WILD SURGE

MANIFESTER LEVEL MAX BONUS

Risk of Psychic Enervation % = × 5%

From level 4:

Temp Attack Bonus

Temp Damage Bonus

Temp Saving Throw Bonus

SURGING EUPHORIA DURATION rds =

Surging Euphoria Bonus

PSICRYSTAL

Name _____

Personality

<input type="checkbox"/> Artiste	<input type="checkbox"/> Liar	<input type="checkbox"/> Resolved
<input type="checkbox"/> Bully	<input type="checkbox"/> Meticulous	<input type="checkbox"/> Sage
<input type="checkbox"/> Coward	<input type="checkbox"/> Nimble	<input type="checkbox"/> Single-minded
<input type="checkbox"/> Friendly	<input type="checkbox"/> Observant	<input type="checkbox"/> Sneaky
<input type="checkbox"/> Hero	<input type="checkbox"/> Poised	<input type="checkbox"/> Sympathetic
<input type="checkbox"/> _____	<input type="checkbox"/> _____	
<input type="checkbox"/> _____	<input type="checkbox"/> _____	

KNOWN POWERS

POWERS KNOWN	MAX POWER LEVEL	POWER POINTS MAX COST	Manifester Level
<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	<input style="width: 100%;" type="text"/>	= _____
Power	Level	Cost	
1	_____	_____	
2	_____	_____	
3	_____	_____	
4	_____	_____	
5	_____	_____	
6	_____	_____	
7	_____	_____	
8	_____	_____	
9	_____	_____	
10	_____	_____	
11	_____	_____	
12	_____	_____	
13	_____	_____	
14	_____	_____	
15	_____	_____	
16	_____	_____	
17	_____	_____	
18	_____	_____	
19	_____	_____	
20	_____	_____	

ELUDE TOUCH

From level 2:

TOUCH AC BONUS = **CHA**

VOLATILE MIND

From level 5:

POINT COST ADJUSTMENT = $(\text{Wilder Level} - 1) \div 5$

POWER STONES

TATTOOS

1	_____
2	_____
3	_____
4	_____
5	_____
6	_____
7	_____
8	_____
9	_____
10	_____
11	_____
12	_____
13	_____
14	_____
15	_____
16	_____
17	_____
18	_____
19	_____
20	_____

CRUSADER

Crusader
Level

MARTIAL ADEPT

MAX MANEUVRE LEVEL

MANEUVRES KNOWN

MANEUVRES READIED

STANCES KNOWN

STEELY RESOLVE

DELAYED DAMAGE POOL CAPACITY

Damage Pool

FURIOUS COUNTERSTRIKE

Attack Bonus

Damage
Pool

1 to 9 → 1
10 to 14 → 2
15 to 19 → 3
20 to 24 → 4
25 to 29 → 5
30+ → 6

Damage Bonus

ZEALOUS SURGE

From level 3:

Zealous Surge Used Today

SMITE

From level 6:

Smite Used Today

From level 18:

Smite Used Today

Attack Bonus

= **CHA**

Damage Bonus Crusader Level

=

MANEUVRES

INITIATOR LEVEL

Martial Adept
Class Levels

= 1 2 3 +

Martial Prestige
Class Levels

Other Class
Levels

+ (÷ 2)

(Round down)

Maneuvre

Type

Granted
Ready

Range

Area

Save DC

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

Active

Range

Area

Save DC

Stance

1

2

3

4

5

6

7

SWORDSAGE

Swordsage
Level

MARTIAL ADEPT

MAX MANEUVRE LEVEL

MANEUVRES KNOWN

MANEUVRES READIED

STANCES KNOWN

DISCIPLINE FOCUS

Swordsage
Level

Discipline

1 Weapon Focus

4 Insightful Strike

8 Defensive Stance

12 Insightful Strike

16 Defensive Stance

QUICK TO ACT

INITIATIVE BONUS

Swordsage
Level

$$+ \text{ [] } = \left(\text{ [] } + 4 \right) \div 5 \quad (\text{Round down})$$

AC BONUS

ARMOUR CLASS BONUS

$$+ \text{ [] } = \text{WIS}$$

MANEUVRES

INITIATOR LEVEL

Martial Adept
Class Levels

= 1 2 3 +

Martial Prestige
Class Levels

Other Class
Levels

+ ([] ÷ 2)

Maneuvre	Type	Ready	Used	Range	Area	Save DC
1		<input type="checkbox"/>	<input type="checkbox"/>			
2		<input type="checkbox"/>	<input type="checkbox"/>			
3		<input type="checkbox"/>	<input type="checkbox"/>			
4		<input type="checkbox"/>	<input type="checkbox"/>			
5		<input type="checkbox"/>	<input type="checkbox"/>			
6		<input type="checkbox"/>	<input type="checkbox"/>			
7		<input type="checkbox"/>	<input type="checkbox"/>			
8		<input type="checkbox"/>	<input type="checkbox"/>			
9		<input type="checkbox"/>	<input type="checkbox"/>			
10		<input type="checkbox"/>	<input type="checkbox"/>			
11		<input type="checkbox"/>	<input type="checkbox"/>			
12		<input type="checkbox"/>	<input type="checkbox"/>			
13		<input type="checkbox"/>	<input type="checkbox"/>			
14		<input type="checkbox"/>	<input type="checkbox"/>			
15		<input type="checkbox"/>	<input type="checkbox"/>			
16		<input type="checkbox"/>	<input type="checkbox"/>			
17		<input type="checkbox"/>	<input type="checkbox"/>			
18		<input type="checkbox"/>	<input type="checkbox"/>			
19		<input type="checkbox"/>	<input type="checkbox"/>			
20		<input type="checkbox"/>	<input type="checkbox"/>			
21		<input type="checkbox"/>	<input type="checkbox"/>			
22		<input type="checkbox"/>	<input type="checkbox"/>			
23		<input type="checkbox"/>	<input type="checkbox"/>			
24		<input type="checkbox"/>	<input type="checkbox"/>			
25		<input type="checkbox"/>	<input type="checkbox"/>			
26		<input type="checkbox"/>	<input type="checkbox"/>			
27		<input type="checkbox"/>	<input type="checkbox"/>			
28		<input type="checkbox"/>	<input type="checkbox"/>			
29		<input type="checkbox"/>	<input type="checkbox"/>			
30		<input type="checkbox"/>	<input type="checkbox"/>			

STANCES

Stance	Active	Range	Area	Save DC
1	<input type="checkbox"/>			
2	<input type="checkbox"/>			
3	<input type="checkbox"/>			
4	<input type="checkbox"/>			
5	<input type="checkbox"/>			
6	<input type="checkbox"/>			
7	<input type="checkbox"/>			
8	<input type="checkbox"/>			
9	<input type="checkbox"/>			
10	<input type="checkbox"/>			

WARBLADE

Warblade
Level

MARTIAL ADEPT

MAX MANEUVRE LEVEL

MANEUVRES KNOWN

MANEUVRES READIED

STANCES KNOWN

MANEUVRES

INITIATOR LEVEL

=

1

2

3

+

Martial Adept
Class Levels

Martial Prestige
Class Levels

Other Class
Levels

+

(

÷

2)

Maneuvre

Type

Ready

Used

Range

Area

Save DC

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

STANCES

Stance

Active

Range

Area

Save DC

1

2

3

4

5

6

7

Martial Adept
Class Level

MARTIAL ADEPT

MAX MANEUVRE LEVEL

MANEUVRES KNOWN

MANEUVRES READIED

STANCES KNOWN

MANEUVRES

**INITIATOR
LEVEL**

Martial Adept
Class Levels

Martial Prestige
Class Levels

Other Class
Levels

= 1 2 3 + _____ + (_____ ÷ 2)

Maneuvre	Type	Ready	Used	Range	Area	Save DC
1		<input type="checkbox"/>	<input type="checkbox"/>			
2		<input type="checkbox"/>	<input type="checkbox"/>			
3		<input type="checkbox"/>	<input type="checkbox"/>			
4		<input type="checkbox"/>	<input type="checkbox"/>			
5		<input type="checkbox"/>	<input type="checkbox"/>			
6		<input type="checkbox"/>	<input type="checkbox"/>			
7		<input type="checkbox"/>	<input type="checkbox"/>			
8		<input type="checkbox"/>	<input type="checkbox"/>			
9		<input type="checkbox"/>	<input type="checkbox"/>			
10		<input type="checkbox"/>	<input type="checkbox"/>			
11		<input type="checkbox"/>	<input type="checkbox"/>			
12		<input type="checkbox"/>	<input type="checkbox"/>			
13		<input type="checkbox"/>	<input type="checkbox"/>			
14		<input type="checkbox"/>	<input type="checkbox"/>			
15		<input type="checkbox"/>	<input type="checkbox"/>			
16		<input type="checkbox"/>	<input type="checkbox"/>			
17		<input type="checkbox"/>	<input type="checkbox"/>			
18		<input type="checkbox"/>	<input type="checkbox"/>			
19		<input type="checkbox"/>	<input type="checkbox"/>			
20		<input type="checkbox"/>	<input type="checkbox"/>			

STANCES

Stance	Active	Range	Area	Save DC
1	<input type="checkbox"/>			
2	<input type="checkbox"/>			
3	<input type="checkbox"/>			
4	<input type="checkbox"/>			
5	<input type="checkbox"/>			
6	<input type="checkbox"/>			
7	<input type="checkbox"/>			



BINDER

Binder Prestige Class Levels

Binder Level
Effective Binder Level

Binder Level	Vestiges	Max Vestige Level	Augmentation Bonus Feat
1	1	1	
2			<input type="checkbox"/> Suppress Sign
3		2	
4			
5		3	
6			<input type="checkbox"/> Soul Guardian (immune to fear)
7		4	
8	2		
9			<input type="checkbox"/> Soul Guardian (slippery mind)
10		5	
11			
12		6	
13			<input type="checkbox"/> Soul Guardian (immune to energy drain and negative levels)
14	3		
15		7	
16			
17		8	
18			<input type="checkbox"/> Soul Guardian (mind blank)
19			
20	4		

SOUL BINDING

BINDING CHECK

Binder Level

= d20 + **CHA** +

Binding time: 1 minute

If rushed, take a -10 penalty

1	<input type="checkbox"/>	Good Bind	<input type="checkbox"/>	Bad Bind
2	<input type="checkbox"/>	Good Bind	<input type="checkbox"/>	Bad Bind
3	<input type="checkbox"/>	Good Bind	<input type="checkbox"/>	Bad Bind
4	<input type="checkbox"/>	Good Bind	<input type="checkbox"/>	Bad Bind

PACT AUGMENTATION

- +5 Hit Points
- Energy resistance: 5 /acid
- 5 /cold
- 5 /electricity
- 5 /fire
- 5 /sonic
- +1 Saving Throws
- Damage Reduction 1/-
- +1 Armour Class
- +1 Attack Rolls
- +1 Damage
- +1 Initiative

BONUS FEATS

- Armour Proficiency (medium)
- Armour Proficiency (heavy)
- Defence Against The Supernatural
- Diligent
- Empower Supernatural Ability
- Enlarge Supernatural Ability
- Expel Vestige
- Extend Supernatural Ability
- Favoured Vestige
- Favoured Vestige Focus
- Rapid Recovery
- Ignore Special Requirements
- Improved Binding
- Investigator
- Martial Weapon Proficiency
- Negotiator
- Persuasive
- Rapid Pact Making
- Shield Proficiency
- Skilled Pact Making
- Sudden Ability Focus
- Supernatural Crusader
- Supernatural Opportunist
- Widen Supernatural Ability

VESTIGES

VESTIGE NAME

Vestige Level Binding DC

Sign

Special Requirements

Granted Abilities

VESTIGE NAME

Vestige Level Binding DC

Sign

Special Requirements

Granted Abilities

VESTIGE NAME

Vestige Level Binding DC

Sign

Special Requirements

Granted Abilities

VESTIGE NAME

Vestige Level Binding DC

Sign

Special Requirements

Granted Abilities

VESTIGE NAME

Vestige Level Binding DC

Sign

Special Requirements

Granted Abilities

VESTIGE NAME

Vestige Level Binding DC

Sign

Special Requirements

Granted Abilities

VESTIGE NAME

Vestige Level Binding DC

Sign

Special Requirements

Granted Abilities

VESTIGE NAME

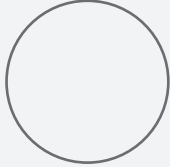
Vestige Level Binding DC

Sign

Special Requirements

Granted Abilities

VESTIGES

VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

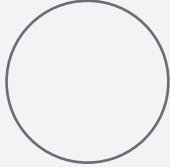
VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

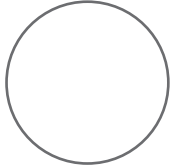
VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

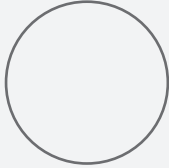
VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

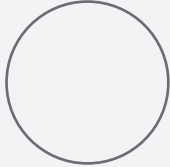
VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

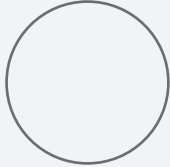
VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

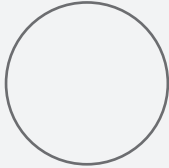
VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

VESTIGE NAME 

Vestige Level _____ Binding DC _____

Sign _____

Special Requirements _____

Granted Abilities _____

TRUENAMER

Truename Level

TRUENAMER

Utterances Known Lexicons			
True Namer Level	Evolving Mind	Crafted Tool	Perfected Map
1	1		<input type="checkbox"/> Know Personal Truename
2	2		<input type="checkbox"/> Knowledge Focus
3	3		
4	4	1	
5	5		
6	6		<input type="checkbox"/> Truename Research
7	7	2	<input type="checkbox"/> Knowledge Focus
8	8	1	<input type="checkbox"/> Bonus Recitation Feat
9	9		<input type="checkbox"/> See the Named 1/day
10	10		<input type="checkbox"/> Knowledge Focus
11	11	3	
12	12	2	
13	13		<input type="checkbox"/> Sending
14	14		<input type="checkbox"/> Knowledge Focus
15	15	4	<input type="checkbox"/> Bonus Recitation Feat
16	16	3	
17	17		<input type="checkbox"/> Speak unto the masses
18	18		
19	19	5	
20	20	4	<input type="checkbox"/> Say my name and I am there

TRUESPEAK

TRUESPEAK SKILL DC

Target's CR, Effective Level or Hit Dice

Modifiers

$$\boxed{} = 15 + (2 \times \boxed{}) + \boxed{}$$

Pass a Truespeak skill check each time to use an utterance or recitation.

DC MODIFIERS

- Subsequent truespeak checks + 2
The same utterance on the same day
Failed utterances don't count
- Speaking a personal truename + 2
If successful, gain a +2 to utterance save DC and caster level check to overcome target's spell resistance
- Speaking your own truename ∅
Gain a +4 competence bonus to Truespeak check
- Utter defensively + 5
Prevents attacks of opportunity
Apply for each enemy in range
- Overcome spell resistance + 5
Voluntary
- Speak unto the masses + 2
For each additional target beyond the first

RECITATIONS

1
2
3
4
5

UTTERANCES

LEXICON OF THE EVOLVING MIND

Utterances Known

Max Level

Level

1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	
21	
22	
23	
24	
25	

LEXICON OF THE CRAFTED TOOL

Utterances Known

Max Level

Level

1	
2	
3	
4	
5	
6	
7	
8	
9	

LEXICON OF THE PERFECTED MAP

Utterances Known

Max Level

Level

1	
2	
3	
4	
5	
6	
7	
8	
9	

UTTERANCE SAVE DC

Truename Level

Misc

$$\boxed{} = 10 + \left(\boxed{} \div 2 \right) + \text{CHA} + \boxed{}$$

DC increases by +2 when using a personal truename



Class Level

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells +	Bonus Spells
		0		
		1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		7		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		8		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
		9		<input type="checkbox"/> <input type="checkbox"/>

ARCANE SPELL FAILURE THRESHOLD

%

SCROLLS

POTIONS

WANDS

KNOWN SPELLS

0

1

2

3

4

5

6

7

8

9



Class Level

SPELLS

Spell Save DC		Spells per day =	Base Spells +	Bonus Spells
	0			
	1			□ □ □ □
	2			□ □ □ □ □
	3			□ □ □ □ □
	4			□ □ □ □ □
	5			□ □ □ □
	6			□ □ □ □
	7			□ □ □ □
	8			□ □ □ □
	9			□ □

ARCANE SPELL FAILURE THRESHOLD

%

SCROLLS

POTIONS

WANDS

PREPARED SPELLS

□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	0	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	1	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	2	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	3	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	4	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	5	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	6	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	7	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	8	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □	9	□ □ □
□ □ □		□ □ □
□ □ □		□ □ □
□ □ □		□ □ □

CHARACTER BACKGROUND

Name

Origin

PORTRAIT

APPEARANCE

Race



Age

Height

Weight

Eyes

Hair

Defining Features

Preferred Clothing

PERSONALITY

Motivations

Fears

Likes

Dislikes

Quirks

ORIGINS

Parents



Country

/ Region

/ Town



AFFILIATIONS

Religion



Employer



Current Country

/ Region

/ Town



Affiliation



Affiliation



FRIENDS AND FOES



SPELL BOOK

Level

Level

Level

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

SPELL BOOK

Level

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

Level

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

School

Cost

SPELL BOOK

Level

Level

Level

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

School

FAMILIAR

ANIMAL COMPANION

SUMMONED CREATURE

Creature Name

Age Creature Level Ranks Level Adjustment

Creature Type Subtype

Weight lb Effective Level Hit die

Size Size Modifier MALE FEMALE

Height d

XP **SKILLS** Ranks Racial, Feats

ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Bonus
STR			STR	
CON			CON	
DEX			DEX	
INT			INT	
WIS			WIS	
CHA			CHA	

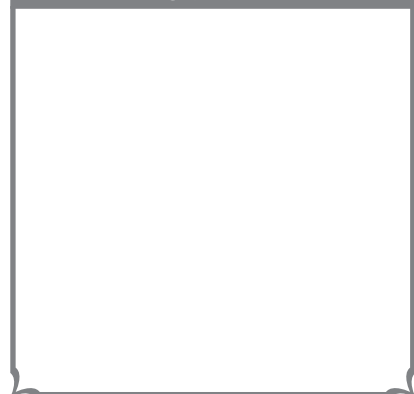
Ability Modifier = (Total Ability Score - 10) ÷ 2

EQUIPMENT

Balance			DEX	
Climb			STR	
Escape Artist			DEX	
Hide			DEX	
Jump			STR	
Listen			WIS	
Move Silently			DEX	
Search			INT	
Sense Motive			WIS	
Spot			WIS	
Survival			WIS	
<input type="checkbox"/> Track <input type="checkbox"/> Trained			SURVIVAL	
Swim			STR	

FEATS

PORTRAIT



ATTACKS

Range Attack Bonus Damage Critical

Range Attack Bonus Damage Critical

Range Attack Bonus Damage Critical

Range Attack Bonus Damage Critical

INITIATIVE

INITIATIVE BONUS Misc
INIT = **DEX** +

SPEED

BASIC SPEED Swim Speed Fly Speed

BASE ATTACK

BASE ATTACK Temp Attack Temp Damage

GRAPPLE

GRAPPLE BONUS Size Modifier Misc
= Base Attack + **STR** + x 4 +

HEALTH

HIT POINTS Wounds Dying Stable Non-lethal Unconscious

SAVES

FORTITUDE SAVE REFLEX SAVE WILL SAVE

ARMOUR CLASS

ARMOUR CLASS Natural Armour Size Modifier Misc Modifier

EFFECTS

Effects grid

SPECIAL ABILITIES

Special Abilities grid

NPC Character Name



Race _____ Class _____ Level

Allegiance _____ Size _____ Size Modifier MALE FEMALE

ABILITIES

Ability Score	Item Bonus	Ability Modifier	Temp Bonus
STR		STR	
CON		CON	
DEX		DEX	
INT		INT	
WIS		WIS	
CHA		CHA	

Ability Modifier = (Total Ability Score - 10) ÷ 2

EQUIPMENT

Properties _____

Properties _____

Properties _____

Properties _____

Properties _____

SKILLS

Skill		Ranks	Racial, Feats
Balance	<input type="text"/>	DEX	
Climb	<input type="text"/>	STR	
Escape Artist	<input type="text"/>	DEX	
Hide	<input type="text"/>	DEX	
Jump	<input type="text"/>	STR	
Listen	<input type="text"/>	WIS	
Move Silently	<input type="text"/>	DEX	
Search	<input type="text"/>	INT	
Sense Motive	<input type="text"/>	WIS	
Spot	<input type="text"/>	WIS	
Survival	<input type="text"/>	WIS	
Swim	<input type="text"/>	STR	

INVENTORY

HEALTH

HIT POINTS Wounds Dying Stable Non-lethal Unconscious

hp hp hp

COMBAT

BASE ATTACK Temp Attack Temp Damage

+ +

INITIATIVE BONUS = **DEX** + Misc

INIT = **DEX** +

SPEED ft sq Temp Speed ft sq

GRAPPLE BONUS = Base Attack + **STR** + x 4 + Size Modifier Misc

SAVING THROWS

FORTITUDE SAVE Base Save Misc Temp

FORT = **CON** + + +

REFLEX SAVE = **DEX** + + +

WILL SAVE = **WIS** + + +

Evasion

EFFECTS

ATTACKS

Range _____ Attack Bonus Damage Critical

ft sq

Range _____ Attack Bonus Damage Critical

ft sq

Range _____ Attack Bonus Damage Critical

ft sq

Range _____ Attack Bonus Damage Critical

ft sq

DEFENCE

ARMOUR CLASS = 10 + **DEX** + - + Armour & Shield Size Modifier Misc Modifier

FLAT-FOOTED ARMOUR CLASS = 10 / + - +

TOUCH ARMOUR CLASS = 10 + **DEX** / - +

Temp AC Spell Resistance Damage Reduction

AC /

COMBAT ABILITIES

TIMELINE

Campaign

Era

Page

of

