Character Record Sheet

TALISLANTA

CHARACTER NAME | RACE

CLASS AND LEVEL | REGION OF ORIGIN | DEITY

SIZE | AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR | SKIN

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

HP HIT POINTS — TOTAL | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | HIT DIE TYPE

AC TOTAL = 10 + ARMOR BONUS + SHIELD BONUS + DEX MODIFIER + DEFENSE BONUS + SIZE MODIFIER + NATURAL ARMOR + MISC MODIFIER

SPEED

TOUCH ARMOR CLASS | **FLAT-FOOTED** ARMOR CLASS

INITIATIVE MODIFIER — TOTAL = DEX MODIFIER + MISC MODIFIER

SAVING THROWS

	TOTAL		BASE SAVE		ABILITY MODIFIER		MISC MODIFIER
FORTITUDE (CONSTITUTION)		=		+		+	
REFLEX (DEXTERITY)		=		+		+	
WILL (WISDOM)		=		+		+	

CONDITIONAL MODIFIERS

ATTACKS

	TOTAL		BASE ATTACK BONUS		STR MODIFIER		SIZE MODIFIER		MISC MODIFIER
MELEE ATTACK BONUS		=		+		+		+	
RANGED ATTACK BONUS		=		+		+		+	

TOTAL | BASE ATTACK BONUS | DEX MODIFIER | SIZE MODIFIER | MISC MODIFIER

GRAPPLE MODIFIER — TOTAL = BASE ATTACK BONUS + STRENGTH BONUS + GRAPPLE MODIFIER

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES

WEAPON

ATTACK BONUS	DAMAGE	CRITICAL

RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES

AMMUNITION: _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ _____ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

ARMOR/PROTECTIVE ITEM

TYPE	AC BONUS	MAX DEX

CHECK PENALTY SPELL FAIL	SPEED	WEIGHT	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM

TYPE	AC BONUS	MAX DEX

CHECK PENALTY SPELL FAIL	SPEED	WEIGHT	SPECIAL PROPERTIES

SKILLS

MAX RANKS: /

Skills marked with ■ can't be used untrained.
*ARMOR PENALTY, if any, applies.)

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
☐☐☐	Appraise	Int				
☐☐☐	Balance	Dex*				
☐☐☐	Bluff	Cha				
☐☐☐	Climb	Str*				
☐☐☐	Concentration	Con				
☐☐☐	Craft: _____	Int				
☐☐☐	Craft: _____	Int				
☐☐☐	Craft: _____	Int				
☐☐☐	Craft: _____	Int				
☐☐☐	Decipher Script ■	Int				
☐☐☐	Diplomacy	Cha				
☐☐☐	Disable Device ■	Dex*				
☐☐☐	Disguise	Cha				
☐☐☐	Drive / Pilot ■	Int				
☐☐☐	Escape Artist	Dex*				
☐☐☐	Forgery	Int				
☐☐☐	Gamble	Wis				
☐☐☐	Gather Information	Cha				
☐☐☐	Handle Animal ■	Cha				
☐☐☐	Heal	Wis				
☐☐☐	Hide	Dex*				
☐☐☐	Intimidate	Cha				
☐☐☐	Jump	Str*				
☐☐☐	Knowledge: _____ ■	Int				
☐☐☐	Knowledge: _____ ■	Int				
☐☐☐	Knowledge: _____ ■	Int				
☐☐☐	Knowledge: _____ ■	Int				
☐☐☐	Knowledge: _____ ■	Int				
☐☐☐	Knowledge: _____ ■	Int				
☐☐☐	Knowledge: _____ ■	Int				
☐☐☐	Knowledge: _____ ■	Int				
☐☐☐	Knowledge: _____ ■	Int				
☐☐☐	Knowledge: _____ ■	Int				
☐☐☐	Listen	Wis				
☐☐☐	Mimicry	Wis				
☐☐☐	Move Silently	Dex*				
☐☐☐	Navigate ■	Wis				
☐☐☐	Open Locks ■	Dex				
☐☐☐	Perform: _____	Cha				
☐☐☐	Perform: _____	Cha				
☐☐☐	Perform: _____	Cha				
☐☐☐	Perform: _____	Cha				
☐☐☐	Perform: _____	Cha				
☐☐☐	Perform: _____	Cha				
☐☐☐	Perform: _____	Cha				
☐☐☐	Profession: _____ ■	Cha				
☐☐☐	Profession: _____ ■	Wis				
☐☐☐	Profession: _____ ■	Wis				
☐☐☐	Research ■	Int				
☐☐☐	Ride	Dex*				
☐☐☐	Search	Int				
☐☐☐	Sense Motive	Wis				
☐☐☐	Sleight of Hand ■	Dex*				
☐☐☐	Spellcraft ■	Int				
☐☐☐	Spot	Wis				
☐☐☐	Survival	Wis				
☐☐☐	Swim	Str*				
☐☐☐	Tumble ■	Dex*				
☐☐☐	Use Magic Device ■	Cha				
☐☐☐	Use Rope	Dex				

TALISLANTA d20 Edition

- ☐ Acrobatic
- ☐ Aerial Combat
- ☐ Agile
- ☐ Alertness
- ☐ Ambidexterity
- ☐ Animal Affinity
- ☐ Armored Spellcasting
- ☐ Artillerist
- ☐ Armor Proficiency (Light)
  - ☐ Armor Proficiency (Medium)
    - ☐ Armor Proficiency (Heavy)
- ☐ Astromancy
- ☐ Athletic
- ☐ Blind-Fight
- ☐ Born to the Saddle
- ☐ Botanomancy (Green Aeriad Only)
- ☐ Combat Casting
- ☐ Combat Expertise
  - ☐ Improved Disarm
  - ☐ Improved Feint
  - ☐ Improved Trip
  - ☐ Whirlwind Attack
- ☐ Combat Reflexes
- ☐ Conveyance Expert
- _____
- ☐ Deceitful
- ☐ Deft Hands
- ☐ Diligent
- ☐ Dodge
  - ☐ Mobility
  - ☐ Spring Attack
- ☐ Endurance
  - ☐ Diehard
- ☐ Exotic Weapon Proficiency
- _____
- ☐ Faith
- ☐ Great Fortitude
- ☐ Haggle
- ☐ Healer
- ☐ Improved Critical
- _____
- ☐ Improved Initiative
- ☐ Improved Unarmed Strike
  - ☐ Improved Grapple
  - ☐ Deflect Arrows
  - ☐ Stunning Fist
- ☐ Investigator
- ☐ Iron Will
- ☐ Kanquan Disciple
  - ☐ Bone Breaker
  - ☐ Furious Kick
  - ☐ Jump Kick
  - ☐ Double Kick
  - ☐ Side Kick
  - ☐ Skullcracker
  - ☐ Weapon Grab
- ☐ Leadership
- ☐ Lightning Reflexes
- ☐ Magical Aptitude
- ☐ Mandaquan Disciple
  - ☐ Air Step
  - ☐ Lotus Hand
  - ☐ Wild Dance
  - ☐ Whirling Winds
  - ☐ Water Stance
  - ☐ Phantom Strike
  - ☐ Night's Touch
- ☐ Martial Weapon Proficiency
- _____
- ☐ Mounted Combat
  - ☐ Mounted Archery
  - ☐ Ride-By Attack
  - ☐ Spirited Charge
  - ☐ Trample
- ☐ Multiple Attacks
- ☐ Negotiator
- ☐ Nimble Fingers
- ☐ Operate Conveyance
- _____
- ☐ Pack Rat
- ☐ Persuasive
- ☐ Point Blank Shot
  - ☐ Precise Shot
  - ☐ Improved Precise Shot
  - ☐ Manyshot
  - ☐ Rapid Shot
  - ☐ Shot on the Run
- ☐ Power Attack
  - ☐ Cleave
  - ☐ Great Cleave
  - ☐ Improved Overrun
  - ☐ Improved Sunder
- ☐ Quick Draw
  - ☐ Rapid Reload
- ☐ Renown
- ☐ Rhabdomancy (Gnorl Only)
- ☐ Run
- ☐ Second Sight
- ☐ Self Sufficient
- ☐ Shield Proficiency
  - ☐ Improved Shield Bash
  - ☐ Tower Shield Proficiency
- ☐ Simple Weapon Proficiency
- _____
- ☐ Skill Focus
- ☐ Spell Weaving (Sawila Only)
- ☐ Spirit Tracking (Nagra Only)
- ☐ Stealthy
- ☐ Studious
- ☐ Swashbuckler
- ☐ Toughness
  - ☐ Improved Bull Rush
- ☐ Tazian Combat Style
  - ☐ Garde Parry
  - ☐ Body Slam
- ☐ Track
- ☐ Two-Weapon Fighting
- ☐ Two-Weapon Defense
- ☐ Improved Two-Weapon Fighting
- ☐ Greater Two-Weapon Fighting
- ☐ Weapon Finesse
- _____
- ☐ Weapon Focus
- _____
  - ☐ Weapon Specialization
  - _____
  - ☐ Greater Weapon Focus
  - _____
  - ☐ Greater Weapon Specialization
- _____
- ☐ Windfall
- ☐ Zealot
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

Muse Telempathy Feats

- ☐ Telempathy
  - ☐ Telempathy II
  - ☐ Telempathic Projection
    - ☐ Telempathic Projection II
  - ☐ Sense Living

Order Feats

- ☐ Cartomancy
- ☐ Cryptomancy
- ☐ Crystalomancy
- ☐ Elementalism
- ☐ Invocation
- ☐ Mysticism
- ☐ Natural Magic
- ☐ Necromancy
- ☐ Shamanism
- ☐ Witchcraft
- ☐ Wizardry

Item Creation Feats

- ☐ Brew Potion
- ☐ Craft Magic Arms and Armor
- ☐ Craft Rod
- ☐ Craft Staff
- ☐ Craft Wand
- ☐ Craft Wondrous Item
- ☐ Forge Ring
- ☐ Scribe Scroll

Other Feats

- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____
- ☐ _____

ANIMAL COMPANIONS

NAME		SPECIES	
SIZE	INITIATIVE	SPEED	HIT DICE
HIT POINTS			
ARMOR CLASS	TOUCH AC	FLAT-FOOTED AC	
PROTECTIVE ITEM	AC BONUS	SPECIAL PROPERTIES	
BAB	SPACE / REACH	GRAPPLE	ATTACK / DAMAGE
FULL ATTACK			

SAVES	FORT		REF		WILL	

ABILITIES

STR	DEX	CON	INT	WIS	CHA

SPECIAL ABILITIES / QUALITIES

FEATS

SKILLS

TRICKS

NAME		SPECIES	
SIZE	INITIATIVE	SPEED	HIT DICE
HIT POINTS			
ARMOR CLASS	TOUCH AC	FLAT-FOOTED AC	
PROTECTIVE ITEM	AC BONUS	SPECIAL PROPERTIES	
BAB	SPACE / REACH	GRAPPLE	ATTACK/DAMAGE
FULL ATTACK			

SAVES	FORT		REF		WILL	

ABILITIES

STR	DEX	CON	INT	WIS	CHA

SPECIAL ABILITIES / QUALITI

FEATS

SKILLS

TRICKS

EXPERIENCE

EXPERIENCE	ECL
NEXT LEVEL	LEVEL ADJ

TALISLANTA d20 Edition

POSSESSIONS

ITEM	LOCATION	WT	ITEM	LOCATION	WT

Total Weight Carried

CARRYING CAPACITY

Light	Medium	Heavy	Lift Over Head (Max Load)	Lift Off Ground (2X Max Load)	Push/Drag (5X Max Load)

LANGUAGES

Initial = Racial Languages + Int Bonus
Additional = 2cc/1c Skill Points

MOVEMENT

LOAD	MAX DEX	ENC PEN	RUN
Light	Normal	Normal	Normal
Medium	+3	-3	X4
Heavy	+1	-6	X3

CONTAINERS

CONTAINER	CAPACITY	WT

WEALTH

MONEY

Gold Lumens	**Quan Emperors**
Silver Pieces	**Aamanian Coppers**
Copper Pieces	**Imrian Brass Rings**
Cymrilian Pentacles	**Oceanian Radiants**
Dracartan Pyramids	**L'Haan Adamants**
Zandir Crescents	**Antique Coins**
TOTAL IN LUMENS	

GEMS

JEWELRY

ART

RACIAL FEATURES

CLASS FEATURES

TALISLANTA d20 Edition

MAGIC

SPELL PENALTY TRACKING

0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20

MAGICIAN BACKGROUND

MAGIC BONUS

ORDER

PHYSICAL COMPONENTS

ADVANTAGES

LIMITATIONS

MODES	KEY ABILITY	MODE MOD	ABILITY MOD	RANKS	MISC MOD
Alter	_____	_____=	_____+	_____+	____
Attack	_____	_____=	_____+	_____+	____
Conjure	_____	_____=	_____+	_____+	____
Defend	_____	_____=	_____+	_____+	____
Heal	_____	_____=	_____+	_____+	____
Illusion	_____	_____=	_____+	_____+	____
Influence	_____	_____=	_____+	_____+	____
Move	_____	_____=	_____+	_____+	____
Reveal	_____	_____=	_____+	_____+	____
Summon	_____	_____=	_____+	_____+	____
Transform	_____	_____=	_____+	_____+	____
Ward	_____	_____=	_____+	_____+	____

ORDER

PHYSICAL COMPONENTS

ADVANTAGES

LIMITATIONS

MODES	KEY ABILITY	MODE MOD	ABILITY MOD	RANKS	MISC MOD
Alter	_____	_____=	_____+	_____+	____
Attack	_____	_____=	_____+	_____+	____
Conjure	_____	_____=	_____+	_____+	____
Defend	_____	_____=	_____+	_____+	____
Heal	_____	_____=	_____+	_____+	____
Illusion	_____	_____=	_____+	_____+	____
Influence	_____	_____=	_____+	_____+	____
Move	_____	_____=	_____+	_____+	____
Reveal	_____	_____=	_____+	_____+	____
Summon	_____	_____=	_____+	_____+	____
Transform	_____	_____=	_____+	_____+	____
Ward	_____	_____=	_____+	_____+	____

MAGICAL / ALCHEMICAL INGREDIENTS

ITEM	WT	VALUE		ITEM	WT	VALUE

Character Portraits

Notes:

TALISLANTA d20 Edition

GRIMOIRE

SPELL NAME	CT	DURATION	RANGE	AREA	TARGET	CAST DC	SAVE DC
EFFECT							
EFFECT							
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Character Background