



EXPERIENCE  
POINTS



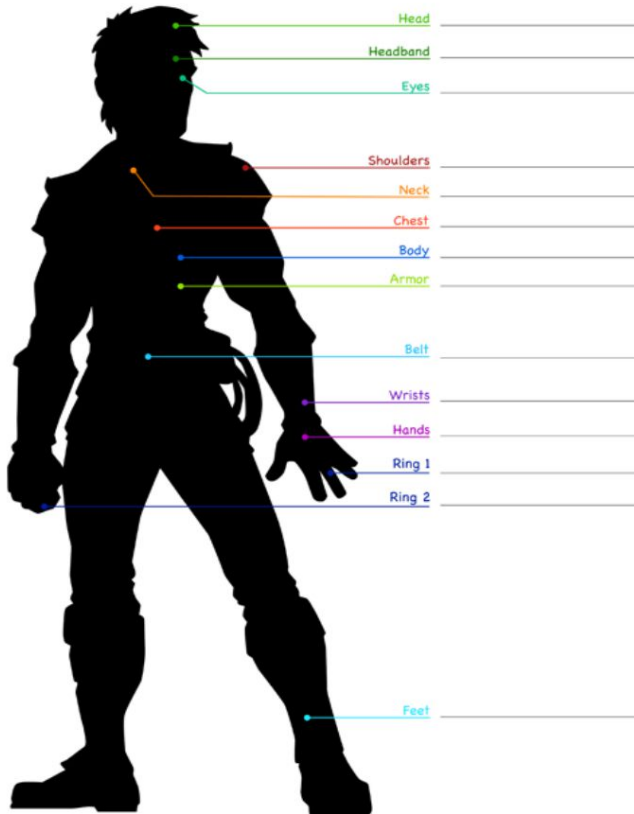
GEAR

POSSESSIONS ON PERSON

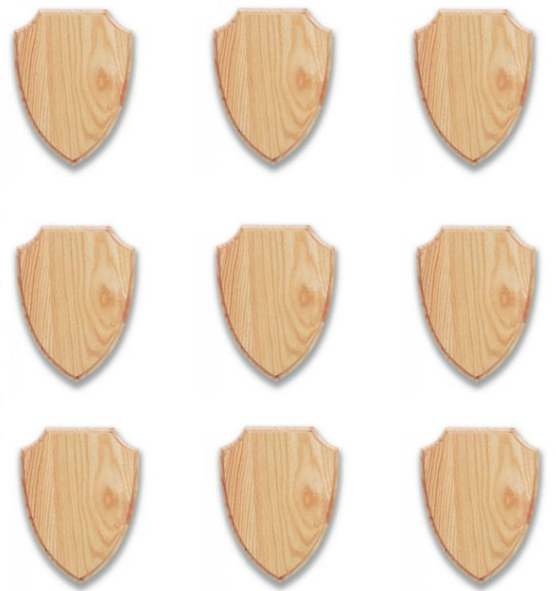
ITEM	LOCATION	WEIGHT

POSSESSIONS NOT ON PERSON

ITEM	LOCATION	WEIGHT



TROPHY CASE



CARRYING  
CAPACITY

LIGHT  
LOAD: \_\_\_\_\_

MEDIUM  
LOAD: \_\_\_\_\_

HEAVY  
LOAD: \_\_\_\_\_

MONEY

# MAGIC

## DOMAINS (CLERIC ONLY)

DOMAIN NAME \_\_\_\_\_ GRANTED POWER \_\_\_\_\_  
 DOMAIN NAME \_\_\_\_\_ GRANTED POWER \_\_\_\_\_

## SPECIALTY SCHOOL (WIZARD ONLY)

SPECIALTY SCHOOL (+2 BONUS ON SPELLCRAFT CHECKS TO LEARN SPELLS FROM THIS CHOSEN SCHOOL) \_\_\_\_\_ PROHIBITED SCHOOL \_\_\_\_\_  
 PROHIBITED SCHOOL \_\_\_\_\_

ARCANE SPELL FAILURE \_\_\_\_\_ %

# TURN/REBUKE UNDEAD

TIMES PER DAY \_\_\_\_\_ TURNING CHECK \_\_\_\_\_ TURNING DAMAGE \_\_\_\_\_  
3 + CHA MODIFIER (+4 WITH EXTRA TURNING FEAT)     1d20 + CHA MODIFIER     2d6 + CLERIC LEVEL + CHA MODIFIER

# PSIONICS

PSIONIC POWERS \_\_\_\_\_ POWERS KNOWN \_\_\_\_\_ MAXIMUM POWER LEVEL KNOWN \_\_\_\_\_  
 PRIMARY DISCIPLINE \_\_\_\_\_

# RAGE

RAGES/DAY \_\_\_\_\_ DURATION \_\_\_\_\_ STR/CON BONUS \_\_\_\_\_ WILL SAVE BONUS \_\_\_\_\_ AC PENALTY \_\_\_\_\_  
 RAGES USED   
 ROUNDS ELAPSED \_\_\_\_\_

# ANIMAL COMPANION, FAMILIAR, OR PSICRYSTAL

NAME \_\_\_\_\_ CREATURE TYPE \_\_\_\_\_

STR  DEX  CON  INT  WIS  CHA   
 INITIATIVE \_\_\_\_\_ SPEED \_\_\_\_\_ HIT POINTS \_\_\_\_\_

AC \_\_\_\_\_ = 10 + \_\_\_\_\_ DEX MODIFIER \_\_\_\_\_ + \_\_\_\_\_ SIZE MODIFIER \_\_\_\_\_ + \_\_\_\_\_ NATURAL ARMOR \_\_\_\_\_ + \_\_\_\_\_ MISC. MODIFIERS \_\_\_\_\_  
 TOUCH AC \_\_\_\_\_ FLAT-FOOTED AC \_\_\_\_\_

### SAVING THROWS

FORTITUDE (CON)

REFLEX (DEX)

WILL (WIS)

### ATTACKS

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

GRAPPLE MODIFIER \_\_\_\_\_

PERSONALITY \_\_\_\_\_

### SKILLS

\_\_\_\_\_ + \_\_\_\_\_  
 \_\_\_\_\_ + \_\_\_\_\_  
 \_\_\_\_\_ + \_\_\_\_\_  
 \_\_\_\_\_ + \_\_\_\_\_  
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### FEATS

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### SPECIAL ABILITIES

### TRICKS

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# SPELLS

SPELL SAVE \_\_\_\_\_ DC \_\_\_\_\_ MOD \_\_\_\_\_  
 CONDITIONAL MODIFIERS \_\_\_\_\_

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	Bonus SPELLS	SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	Bonus SPELLS
<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5 <sup>th</sup>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	1 <sup>st</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6 <sup>th</sup>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	2 <sup>nd</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	7 <sup>th</sup>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	3 <sup>rd</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	8 <sup>th</sup>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	4 <sup>th</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	9 <sup>th</sup>	<input type="checkbox"/>	<input type="checkbox"/>

## SKILLS

CS*	SKILL NAME	KEY ABILITY	SKILL MODIFIER	RANKS	ABILITY MODIFIER	MISC. MODIFIER
<input type="checkbox"/>	APPRAISE ♦	INT	=	_____	+	_____
<input type="checkbox"/>	AUTOHYPNOSIS	WIS	=	_____	+	_____
<input type="checkbox"/>	BALANCE*	DEX	=	_____	+	_____
<input type="checkbox"/>	BLUFF ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	CLIMB*	STR	=	_____	+	_____
<input type="checkbox"/>	CONCENTRATION ♦	CON	=	_____	+	_____
<input type="checkbox"/>	CRAFT ( _____ ) ♦	INT	=	_____	+	_____
<input type="checkbox"/>	CRAFT ( _____ ) ♦	INT	=	_____	+	_____
<input type="checkbox"/>	CRAFT ( _____ ) ♦	INT	=	_____	+	_____
<input type="checkbox"/>	DECIPHER SCRIPT	INT	=	_____	+	_____
<input type="checkbox"/>	DIPLOMACY ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	DISABLE DEVICE	INT	=	_____	+	_____
<input type="checkbox"/>	DISGUISE ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	ESCAPE ARTIST*	DEX	=	_____	+	_____
<input type="checkbox"/>	FORGERY ♦	INT	=	_____	+	_____
<input type="checkbox"/>	GATHER INFORMATION ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	HANDLE ANIMAL	CHA	=	_____	+	_____
<input type="checkbox"/>	HEAL ♦	WIS	=	_____	+	_____
<input type="checkbox"/>	HIDE*	DEX	=	_____	+	_____
<input type="checkbox"/>	INTIMIDATE ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	JUMP*	STR	=	_____	+	_____
<input type="checkbox"/>	GAMBLE	LUK	=	_____	+	_____
<input type="checkbox"/>	GOD'S FAVOI	LUK	=	_____	+	_____
<input type="checkbox"/>	LOOT	LUK	=	_____	+	_____
<input type="checkbox"/>	KNOWLEDGE ( _____ )	INT	=	_____	+	_____
<input type="checkbox"/>	LISTEN ♦	WIS	=	_____	+	_____
<input type="checkbox"/>	MOVE SILENTLY*	DEX	=	_____	+	_____
<input type="checkbox"/>	OPEN LOCK	DEX	=	_____	+	_____
<input type="checkbox"/>	PERFORM (ACT) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (COMEDY) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (DANCE) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (KEYBOARD) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (ORATORY) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (PERCUSSION) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (STRING INSTRUMENT) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (WIND INSTRUMENT) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM (SING) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PERFORM ( _____ ) ♦	CHA	=	_____	+	_____
<input type="checkbox"/>	PROFESSION ( _____ )	WIS	=	_____	+	_____
<input type="checkbox"/>	PROFESSION ( _____ )	WIS	=	_____	+	_____
<input type="checkbox"/>	PSICRAFT	INT	=	_____	+	_____
<input type="checkbox"/>	RIDE ♦	DEX	=	_____	+	_____
<input type="checkbox"/>	SEARCH ♦	INT	=	_____	+	_____
<input type="checkbox"/>	SENSE MOTIVE ♦	WIS	=	_____	+	_____
<input type="checkbox"/>	SLEIGHT OF HAND*	DEX	=	_____	+	_____
<input type="checkbox"/>	SPELLCRAFT	INT	=	_____	+	_____
<input type="checkbox"/>	SPOT ♦	WIS	=	_____	+	_____
<input type="checkbox"/>	SURVIVAL ♦	WIS	=	_____	+	_____
<input type="checkbox"/>	SWIM*	STR	=	_____	+	_____
<input type="checkbox"/>	TUMBLE*	DEX	=	_____	+	_____
<input type="checkbox"/>	USE MAGIC DEVICE	CHA	=	_____	+	_____
<input type="checkbox"/>	USE PSIONIC DEVICE	CHA	=	_____	+	_____
<input type="checkbox"/>	USE ROPE ♦	DEX	=	_____	+	_____

## LUCK

Luck can be used to change rolls, create or remove convenient situations or objects, activate any of the luck specific skills, change loot pools, and to curry the favor of the DM.

How Luck works: Luck has two main aspects, passive and active. Passively, Luck effects certain skills such as Gamble and Loot. Actively Luck has many diverse functions that can be fairly unpredictable. Luck points must be used to actively use luck. Luck points are synonymous with stat points. Using a luck point will permanently remove a luck stat point, however the DM has the ability to award more stat points at any given time. When using a luck point, the user must roll a D20 to decide the luck type.

Note: Any player may use a luck point at any time on any roll or situation.

Luck Types: There are four types of luck, good luck (11-19), no luck (10), bad luck (2-9), and critical luck (1 & 20) the player decides what to do with the luck point once the outcome of the luck type roll is decided, unless the outcome is bad or critical (1) luck, in which case the DM will decide the outcome of the luck point usage. If a luck point with good luck is applied to a roll, it can either directly effect the number on the roll by two or give the player the option to reroll. If a luck point with critical (20) luck is applied to a roll, it can either directly effect the number on the roll by five or give the player the option to reroll with a D20+5.

Note: No luck acts as if a luck point was not used, but the player still removes one luck point from their total.

## RACIAL TRAITS/CLASS FEATURES

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## FEATS

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## LANGUAGES

Initial languages = Common + automatic languages + Int bonus

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## SKILL SYNERGIES

5+ RANKS IN ...	GIVES A +2 BONUS ON ...
Autohypnosis	Knowledge (psionics) checks
Bluff	Diplomacy, Intimidate, and Sleight of Hand checks; Disguise checks to act in character
Concentration	Autohypnosis checks
Craft	Related Appraise checks
Decipher Script	Use Magic Device checks involving scrolls
Escape Artist	Use Rope checks involving bindings
Handle Animal	Ride checks and wild empathy checks
Jump	Tumble checks
Knowledge (arcane)	Spellcraft checks
Knowledge (arch/eng)	Search checks involving secret doors and similar compartments
Knowledge (dungeon)	Survival checks when underground
Knowledge (geography)	Survival checks to avoid getting lost and avoid hazards
Knowledge (history)	Bardic knowledge checks (class feature)
Knowledge (local)	Gather Information checks
Knowledge (nature)	Survival checks in aboveground natural environments
Knowledge (nbl/royal)	Diplomacy checks
Knowledge (the planes)	Survival checks when on other planes
Knowledge (psionics)	Psicraft checks
Knowledge (religion)	Checks to turn or rebuke undead
Psicraft	Use Psionic Device checks involving power stones
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Spellcraft	Use Magic Device checks involving scrolls
Survival	Knowledge (nature) checks
Tumble	Balance and Jump checks
Use Magic Device	Spellcraft checks to decipher scrolls
Use Psionic Device	Psicraft checks to address power stones
Use Rope	Climb and Escape Artist checks involving ropes

Skills in italics are psionics-related.  
 □ Mark this box with an X if the skill is a class skill for the character.  
 ♦ Denotes a skill that can be used untrained.  
 \* Armor check penalty, if any, applies. (Double penalty for Swim.)