

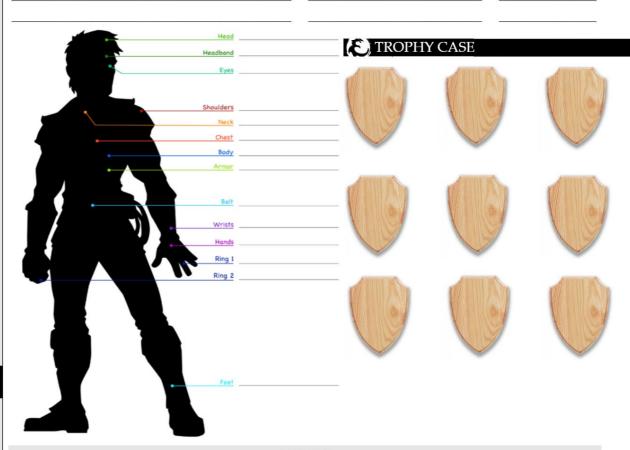
Suitable for characters of any race or class (including multiclass characters)



CHARACTER NAME	PLAYER NAME		
CLASS AND LEVEL	ECL	RACE/TEMPLATE SIZ	E GENDER
ABILITY SCORES	HEIGHT WE	IGHT RELIGION/PATRON DEITY	ALLIGNMENT
LUK = + + LUCKNUSS	E COMBAT	TOPTIONS	HIT POINTS
LICKNISS RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER	BASE ATTACK	BONUS	
STR STRENGTH TOTAL BASE SCORE+ ENHANCEMENT MISC. MISC. STRENGTH MODIFIER MODIFIER	WEAPON	ATTACK BONUS DAMAGE CRITICAL	
DEX DEXTERITY TOTAL BASE SCORE+ BACIAL MOD. BONUSES BONUSES BONUSES PENALTIES MODIFIER MODIFIER	RANGE INCREMENT	TYPE NOTES/AMMUNITION	
CON=+	WEAPON	ATTACK BONUS DAMAGE CRITICAL	
CONSTITUTION TOTAL BASE SCORE+ ENHANCEMENT MISC. MISC. CONSTITUTION RACIAL MOD. BONUSES BONUSES FENALTIES MODIFIER	RANGE INCREMENT	TYPE NOTES/AMMUNITION	
INTELLIGENCE TOTAL BASESCORE+ ENHANCEMENT MISC MISC INTELLIGENCE MODIFIER	RANGE INCREMENT	ATTACK BONUS DAMAGE CRITICAL TYPE NOTES/AMMUNITION	
WISOM TOTAL RACIALMOD. BONUSES BONUSES BONUSES PENALTIES MODIFIER	WEAPON	ATTACK BONUS DAMAGE CRITICAL	
CHA = + +	RANGE INCREMENT	TYPE NOTES/AMMUNITION	
CHARISMA TOTAL BASE SCORE + ENHANCEMENT MISC. MISC. CHARISMA MODIFIER SPEED	INITIATIV	E MODIFIER	
GRAPPLE MODIFIER = +	_ + +	_	
TOTAL BASE ATTACK STRENGTE BONUS MODIFER			
SAVING THROWS BASE ABILITY MAGIC	E MISC. TEMPORARY	CONDITIONAL MODIFIERS	
FORTITUDE = + +	ER MODIFIER MODIFIER + +		
REFLEX = + +	+ +		
WILL (WISDOM)	+ +		
ARMOR CLASS			
AC = 10+ + + + +	++	+	
	ZE NATURAL DEFLE IFIER ARMOR MOD		SPECIAL DEFENSES
TOUCH AC FLAT-FOOTED AC _			
ARMOR WORN	MAX DEX	ARMOR CHECK PENALTY WEIGHT	
SHIELD CARRIED	MAX DEX	ARMOR CHECK PENALTY WEIGHT	

EXPERIENCE	
POINTS	

(E) GEAR		
POSSESSIONS ON PERSON	LOCATION	WEIGHT
POSSESSIONS NOT ON PERSON	LOCATION	WEIGHT



CARRYING CAPACITY

LIGHT LOAD:______ MEDIUM LOAD:_____

HEAVY LOAD:_ **MONEY**

(E) MAGIC		SPELLS		
DOMAINS (CLERIC ONLY)		SPELL SAVE	DC MOD	
DOMAIN NAME GRANTED POWER		CONDITIONAL MODIFIERS		
DOMAIN NAME GRANTED POWER				
SPECIALTY SCHOOL (WIZARD ONL	Y)	SPELLS SPELL LEVEL SPELLS DAY	SPELLS SP	BONUS SPELLS
SPECIALTY SCHOOL (-2 BONUS ON SPELLCRAFT PROHIBITED SCHOOL CHECKS TO LEARN SPELLS FROM THIS CHOSEN SCHOOL)	PROMIBITED SCHOOL	ıst		
ARCANE SPELL FAILURE	_ %	2 nd]	
E TURN/REBUKE UNDEAD		3 rd		
TIMES PER DAY TURNING CHECK	TURNING DAMAGE	4 th]	
3+ CHA MODIFIER (4-WITH EXTRA TURNING FEAT)	2d6+CLERIC LEVEL+ CHA MODIFIER			
E PSIONICS				
PSIONIC POWERS	MAXIMUM POWER LEVEL KNOWN	POWER POINTS	PER DAY	
PRIMARY DISCIPLINE	_			
RAGE				
RAGES/DAY DURATION	STR/CON WILL SAVE	AC PENALTY	RAGES USED	
	BONUS BONUS	ram i r	ROUNDS ELAPSED	
ANIMAL COMPANION, FA	AMILIAR, OR PSICRY	STAL		
NAME	CREAT	TURE TYPE		
STR DEX CON INT WIS	S CHA INITIATIVE SPEED		HIT POINTS	
AC = 10 + + +	+ TOUCH A		FLAT-FOOTED AC	
TOTAL DEX SIZE NATU MODIFIER ARM	JRAL MISC.			
SAVING THROWS ATTACK	S			
FORTITUDE (CON) WEAPON	ATTACK BONUS DAMAGE	CRITICAL GRA	PPLE MODIFIER	
REFLEX (DEX)	ATTACK BONUS DAMAGE	CRITICAL	SONALITY	
WILL (WIS)	ATTACK BONUS DAMAGE			
SKILLS	FEATS			
+	SPECIAL ABILITIES		TRICKS	
+				
+				
+				
+				

SKILL NAME	(SKILLS					
Appraise		<u>.</u>	KEY	SKILL		ABILITY	MISC.
AUTOHYPNOSIS WIS + + + BALANCE® ↑ DEX + + + BLUFF ↑ CHA + + + CLIM® ↑ STR + + + CONCENTRATION ↑ CON + + + CRAPT (CS	SKILL NAME	ABILITY			MODIFER	MODIFER
BALANCE® ◆ DEX = + +	Ц						
Bluff ◆ CHA = + + CLMB® ↑ STR = + + CLMB® ↑ STR = + + CRAFT (Ц	300.00000000000000000000000000000000000					
□ CLIMB® ◆ STR + + □ CONCENTRATION ◆ CON + + □ CRAFT (
CONCENTRATION ◆ CON = + + +	Ц						
CRAFT(=					-	
CRAFT(***************************************				
CRAFT(7/11/11/11/11/11/11/11/11/11/11/11/11/11					
DECIPIER SCRIFT INT	Ц						
DIPLOMACY	_	7-12	Long-State .				
DISABLE DEVICE	_						
DISGUISE ◆ CHA	\equiv						
Escape Artist® ◆ DEX = + + +				0 0	70		
FORGERY ◆							
Gather Information	100		New York			-	
HANDLE ANIMAL					76	- 8	
Heal ◆ WIS = + + + Hide ◆ DEX = + + + Intimidate ◆ CHA = + + + Jump * ◆ STR = + + + Gamble Luk = + + + Gamble Luk = + + + Loot Luk = + + + Listen ◆ WIS = + + + Move Silentify * ◆ DEX = + + Open Lock Dex = + + Perform (act) ◆ CHA = + + Perform (comedy) ◆ CHA = + + Perform (keyboard) ◆ CHA = + + Perform (keyboard) ◆ CHA = + + Perform (string instrument) ◆ CHA = + + Perform (string instrument) ◆ CHA = + + Perform (wind instrument) ◆ CHA = + + Perform (string instrument) ◆ CHA = + Perform (string instrument) ◆ CHA	_						
HIDE	_		. —————				
Intimidate							
Jump*	Н						
GAMBLE LUK = + + + + + + + + + + + + + + + + + +	Н						
GOD'S FAVOI LUK =		***************************************					-
LOOT	H						
KNOWLEDGE (
LISTEN ◆ WIS =	H	2001					
MOVE SILENTLY** ◆ DEX	\exists						
□ OPEN LOCK DEX = + + □ PERFORM (ACT) ◆ CHA = + + □ PERFORM (COMEDY) ◆ CHA = + + □ PERFORM (DANCE) ◆ CHA = + + □ PERFORM (MENCONTE) ◆ CHA = + + □ PERFORM (MERCUSSION) ◆ CHA = + + □ PERFORM (STRING INSTRUMENT) ◆ CHA = + + □ PERFORM (SING) ◆ CHA = + + + □ PERFORM (SING) ◆ CHA = +	H						
Perform (act) ◆ CHA	H		F6 (16) (750) (12)		300	-	
□ PERFORM (COMEDY) ◆ CHA = + + □ PERFORM (DANCE) ◆ CHA = + + □ PERFORM (REYBOARD) ◆ CHA = + + □ PERFORM (REYBOARD) ◆ CHA = + + □ PERFORM (MATORY) ◆ CHA = + + □ PERFORM (STRING INSTRUMENT) ◆ CHA = + + □ PERFORM (SING) ◆ CHA = + + □	H						
Perform (dance) ◆	Η						
□ PERFORM (REYBOARD) ◆ CHA = + + □ PERFORM (DRATORY) ◆ CHA = + + □ PERFORM (DRATORY) ◆ CHA = + + □ PERFORM (STRING INSTRUMENT) ◆ CHA = + + □ PERFORM (SING) ◆ CHA = + + □ PERFORM (SINGING SINGING SING	Η						
Perform (oratory) ◆ CHA	H						
Perform (percussion)	\exists		500000000000000000000000000000000000000				
Perform (string instrument) ◆ CHA	Η						
PERFORM (WIND INSTRUMENT) ◆ CHA = + + PERFORM (SING) ◆ CHA = + + PERFORM (SING) ◆ CHA = + + PERFORM (SING) ◆ CHA = + + PROFESSION (Η						
□ PERFORM (sing) ◆ CHA = + + □ PERFORM () ◆ CHA = + + □ PROFESSION () WIS = + + □ PROFESSION () WIS = + + □ PROFESSION () WIS = + + □ RIDE ◆ DEX = + + □ SEARCH ◆ INT = + + □ SEARCH ◆ WIS = + + □ SEARCH ◆ WIS<	Н						
□ PERFORM (Η						
PROFESSION (Н						
PROFESSION (\exists						
PSICRAFT	\exists						
□ RIDE ◆ DEX = + + □ SEARCH ◆ INT = + + □ SENSE MOTIVE ◆ WIS = + + □ SEARCH OF HAND* DEX = + + □ SPELLCRAFT INT = + + □ SPOT ◆ WIS = + + □ SURVIVAL ◆ WIS = + + □ SWIM* ◆ STR = + + □ TUMBLE* DEX = + + □ USE MAGIC DEVICE CHA = + + □ USE PSIONIC DEVICE CHA = + + □ USE ROPE ◆ DEX = + +	Η						
SEARCH	H						
Sense Motive ◆ WIS = + + SLEIGHT OF HAND* DEX = + + SPELICRAFT INT = + + SPOT ◆ WIS = + + SURVIVAL ◆ WIS = + + SWIM* ◆ STR = + + TUMBLE* DEX = + + USE MAGIC DEVICE CHA = + + USE PSIONIC DEVICE CHA = + + USE ROPE ◆ DEX = + +	Н						
□ SLEIGHT OF HAND* DEX = + + □ SPELICRAFT INT = + + □ SPOT ◆ WIS = + + □ SURVIVAL ◆ WIS = + + □ SWIM* ◆ STR = + + □ TUMBLE* DEX = + + □ USE MAGIC DEVICE CHA = + + □ USE PSIONIC DEVICE CHA = + + □ USE ROPE ◆ DEX = + +	Η						
SPELLCRAFT INT = + + SPOT ◆ WIS = + + SURVIVAL ◆ WIS = + + SWIM* ◆ STR = + + TUMBLE* DEX = + + USE MAGIC DEVICE CHA = + + USE PSIONIC DEVICE CHA = + + USE ROPE ◆ DEX = + +	H						
SPOT ◆ WIS = + + SURVIVAL ◆ WIS = + + SWIM* ◆ STR = + + TUMBLE* DEX = + + USE MAGIC DEVICE CHA = + + USE PSIONIC DEVICE CHA = + + USE ROPE ◆ DEX = + +	Η						
SURVIVAL ◆ WIS = + + SWIM* ◆ STR = + + TUMBLE* DEX = + + Use Magic Device CHA = + + Use Psionic Device CHA = + + Use Rope ◆ DEX = + +	\vdash						
SWIM* ◆ STR = + + TUMBLE* DEX = + + Use Magic Device CHA = + + Use Psionic Device CHA = + + Use Rope ◆ DEX = + +							
□ TUMBLE [®] DEX = + + □ USE MAGIC DEVICE CHA = + + □ USE PSIONIC DEVICE CHA = + + □ USE ROPE ◆ DEX = + +							
Use Magic Device CHA = + + Use Psionic Device CHA = + + Use Rope ◆ DEX = + +			100110000		-		
Use Psionic Device CHA = + + Use Rope ◆ DEX = + +							
☐ USE ROPE ◆ DEX= ++	1						
The second secon							
		USE ROPE ◆	DEX.		+	+	



Luck can be used to change rolls, create or remove convinient 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 dirrectly 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 dirrectly 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/CI	
	7
<u> </u>	* <u></u>
	×
FEATS	
,	
	D
	19-
	12
	м-
	77
	7
	()
	33
	59
LANGUAGES	
LANGUAGES	
guages = Common + automatic languages + Int bonus	
gg	
	7
	7
	P

» 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 cleck penalty, if any, applies. (Double penalty for Swim.)