



OLEPLAYING 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, 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 ki points, 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.

Dyslexic Studeos present a surprisingly complete set of

CHARACTER SHEETS

for Pathfinder[™] Roleplaying Game

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HOW TO PRINT

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

The easy way to do this is with the Character Sheet Composer, on the project's website. This will select the right pages for you and bundle them into one file. It will even adjust the colours for you.



There's a filled in example of a Bard on pages 6 to 9.

TYPICAL PAGES

A printed set for one player will generally consist of:

Core pages

The first page will typically have Character Info on the front, and Combat on the back.

A few classes use modified versions of these core pages — for example the Barbarian and Ranger, 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 Fighter, but they're the exception.

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.

HOW TO USE

These sheets do not replace the Pathfinder books. Your group should always have a copy of the Core Rulebook, along with any books for classes you wish to play. You will typically consult the books each time your character levels up and when you need to check the details of some rule, spell or class feature.

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

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.

HOW TO GM

As a rule, the Game Master should avoid interfering with their players' character sheets. You have the whole world to run, 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. How you choose to use these is entirely up to you – there's no one correct way to run a campaign.

COMPATIBILITY

These sheets are for use with the Pathfinder roleplaying game; they aren't made for other versionf of Dungeons & Dragons or other games under the Open Game License. There is a version of the sheets for Dungeons & Dragons 3.5 on the project's website.

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.

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.

HOW TO SHOW YOUR APPRECIATION

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

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

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Special thanks

Dreamscarred Press

LINKS

Character Sheets http://dyslexic-st.blogspot.com

Open source repository http://code.google.com/p/charactersheets

Paizo Publishing LLC http://www.paizo.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



PAGE 1: CHARACTER INFORMATION

The first sheet is about what defines your character: their race, classes and skills.

CLASS LEVELS

When you create the character, pick a favoured class (or two if you're human). Each time you take a level that class, you get a bonus hit point or skill rank.

ABILITY SCORE / MODIFIER

Each class gives you certain number of skill ranks and hit points for each level. Add your INT modifier to the skill ranks, and your CON to the roll of your hit die.

In Pathfinder these increase retroactively, so adding a point to your intelligence modifier when you reach level 8 would give you 8 additional skill ranks to spend.

SKILLS

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Your character learns skills at they progress. There's space for various bonuses and penalties, as well as conditional modifiers.

FEATS AND SPECIAL ABILITIES

Through a combination of class and racial features, story traits, feats and other extras, your character becomes unique.

CHARACTER

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Racial, Feats

2

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4 N/A

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4

4

4 Bardic Knowledge

2

An ability score of 10 results in an ability *modifier* of o. Add two points to the score to get an extra one point to the modifier.

Almost everything in Pathfinder uses ability modifiers: use this number whenever you see an abbreviation like CHA.

You get a +3 in class skills, provided you have at least one rank in them.

Some skills can be used untrained. Others only become available when you have a rank in them.

Track is a pseudo-skill - you can't put ranks into it, but it gets extra bonuses on top of your Survival bonus.

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There's space at the bottom for extra Craft, Perform, Profession and Knowledge skills. These are different in every campaign, so only the most common Knowledge skills are filled in. You can also use this space for pseudo-skills like Concentrate or Trapfinding.

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PAGE 2: COMBAT

The second sheet is for fighting. It should have everything you need to run a non-magical combat.

BASE ATTACK

If you're multiclassing, total the base attack from each class.

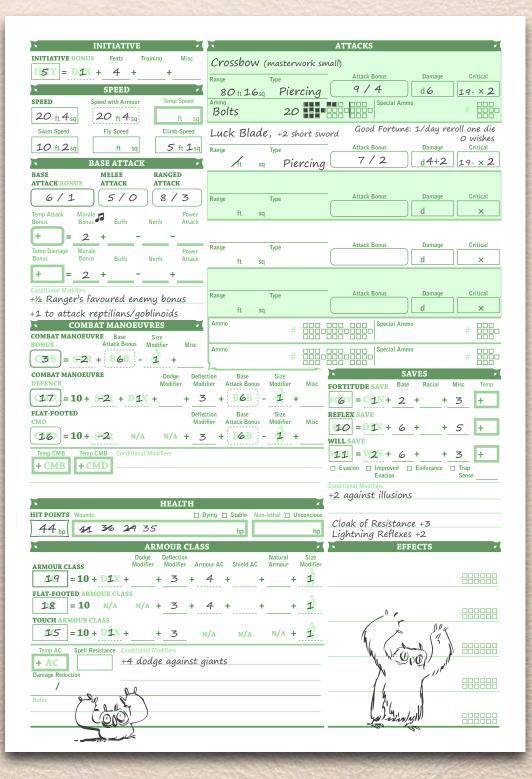
Melee attacks add **STR** to that; ranged attacks add **DEX**. Both add your size modifier. On top of that you add weapon-specific bonuses.

DAMAGE

Melee weapons add your **STR** to damage, but ranged weapons don't add your **DEX**. Two-handed weapons get 1¹/₂ times your **STR** added to attack and damage.

CONDITIONAL MODIFIERS

Almost anything on this page can change based on circumstances. Keep track of the conditional modifiers, and remember to apply them.



The first weapon has space for ammo because almost everybody carries at least one ranged weapon.

Attack and damage bonuses can be adjusted by a Bard's singing, by Power Attack, and by other buffs and nerfs.

Special bonus damage like Sneak Attack doesn't get multiplied by a critical.

These extra ammo slots can be used for special ammo like Flaming Arrows.

Small characters like gnomes get a +1 size modifier. This gets added to attack bonus, armour class and combat manoeuvres.

It doesn't get added to damage - in fact, small weapons generally do less damage.

Bonuses of the same type typically don't stack (except for Dodge bonus) Bonus spells are filled in vertically, based on your primary casting stat. Each successive column gets 4 fewer than the one before it.

This Bard's charisma modifier is +5, so he fills in 5 boxes in the first column and only 1 in the second.

So he gets two bonus spells at level 1, but only one at levels 2 to 5. These are added to his allowance from being a Bard.

Don't forget to apply bonuses like Bardic Knowledge to your skills.

Take care of when to round a divider number up rather than down.

Unless stated otherwise, you generally round down in Pathfinder.

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PAGE 3: CLASS-SPECIFIC SHEET

Each class gets a sheet of specific features.

MULTICLASSING

If your character has levels in more than one class, you'll probably need a sheet for each one.

ROUNDING UP OR DOWN?

When dividing a number, you *almost* always round down. If you need to round up, the sheet will say so.

Many calculations say "minimum 1", while others will only be available from certain levels. If in doubt, you should check the books to be certain.

SPELLS

Some spellcasters choose their spells spontaneously, while others must prepare at the start of the day.

Level o spells can be used unlimited times by all spellcasters. Divine casters call these 'orisons', arcane casters call them 'cantrips'.

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PAGE 4: INVENTORY

The inventory sheet keeps track of your belongings, armour and the magic items you're wearing.

MONEY

10 copper pieces are worth 1 silver piece, 10 silver pieces are worth 1 gold piece and so on. Add the columns up to get your total cash.

Depts are negative, so subtract them from your total.

INVENTORY

Armour and shields make you harder to hit, but at the cost to mobility and spellcasting ability.

ARMOUR, SHIELD AND SPECIAL ITEMS

Armour and shields both grant you a bonus to AC, but at a cost to mobility and spellcasting ability. Masterwork armour lessens that penalty.

Armour and shield both contribute to your AC

Items that you wear often grant magical bonuses. Don't forget to incorporate

those elsewhere.

They can also grant you other special bonuses.



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		ABI	LITIES		,
	Ability Score	Item Bonus	Ability Modifier	Temp Score	Temp Modifier
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DEX			DEX		DEX
CON			CON		CON
INT			INT		INT
WIS			WIS		WIS
СНА			CHA		СНА
Ability N	/lodifier = (Total Abili	ty Score - 10	D) ÷ 2 (Round down
	FEATS	& SPE	CIAL AB	ILITIE	S ×

R	Name SS Mare							С	
I.	Race				Size			ń	Size Modifier
	CLASSES				Skill F	Ranks Hi	t Die	Level	Level
	<u> </u>					d			Adjustment
J	□ 2					d			
	□ 3					d			Effective
Temp	□ 4					d			Character
Modifier						d			Level
STR	Favoured class]	+ 11	+ TV	CON		
DEX	+1 hp or skill rank per level		h SK	rks	per l	evel per	level		
			UI		Class		Racial	,	Armour
CON		Untrained	Skill Bonus		Skills +3	Ranks	Feats	Misc	Check Penalty
INT	Acrobatics		201100	DEX					-
WIS	Appraise			INT					·'
СНА	Bluff			СНА					
	Climb			STR			_		-
ound down)	Diplomacy			CHA					
5 7	Disable Device			DEX					-
	Disguise			CHA				_	· · · · · · · · ·
	Escape Artist			DEX					-
	Fly			DEX					-
	Handle Animal			CHA					1
	Heal			WIS					
	Intimidate			CHA					+ Size diff x4
	Linguistics			INT					
	Perception			WIS					
	Ride			DEX					-
	Sense Motive			WIS					
	Sleight of Hand			DEX					-
	Spellcraft			INT					1
	Stealth			DEX					-
	Survival			WIS					
	Track D Trained		77	SURVIVAL		N/A			
	Swim			STR					-
	Use Magical Device			CHA					
	Knowledge: Arcana			INT					
	Knowledge: Dungeoneering			INT					
	Knowledge: Religion			INT					
	Knowledge: Nature			INT					
	Knowledge: The Planes			INT					
									F S
									Knowledge - INT Profession - WIS
									owledg
									Knc
									AHA
									Other skills: Craft - INT Perform - CHA
									Othe Crafi Perfo

CHARACTER

LANGUAGES

INITIATIVE	ATTACKS
INITIATIVE BONUS Feats Training Misc	
INIT = DEX + + +	
	Range Type Attack Bonus Damage Critical
SPEED Speed with Armour Temp Speed	Arms
	Ammo
ft sq ft sq ft sq	
Swim Speed Fly Speed Climb Speed	1
ft sq ft sq ft sq	Range Type Attack Bonus Damage Critical
BASE ATTACK	ft sq
BASE MELEE RANGED ATTACK BONUS ATTACK ATTACK	
	Rango Tupo Attack Bonus Damage Critical
	Indige Type
Temp AttackMoralePowerBonusBonusBuffsNerfsAttack	ft sq
+ = +	
Temp Damage Morale Power	Range Type Attack Bonus Damage Critical
Bonus Bonus Buffs Nerfs Attack	ft sq d ×
+ = + - +	
Conditional Modifiers	Range Type Attack Bonus Damage Critical
	ft sq d ×
COMBAT MANOEUVRES	
COMBAT MANOEUVRE Base Size BONUS Attack Bonus Modifier Misc	
CMB = STR + BAB - + +	Ammo # 0000000000000000000000000000000000
COMBAT MANOEUVRE Dodge Deflet	- SAVES
Douge Defield	difier Attack Bonus Modifier Misc FORTITUDE SAVE Base Racial Misc Temp
(CMD) = 10 + STR + DEX + +	+ BAB - 1 + FORT = CON+ + + +
FLAT-FOOTED Deflet	lection Base Size REFLEX SAVE
	difier Attack Bonus Modifier Misc REF = DEX + + + +
$\begin{array}{ c c c c c c c c c c c c c c c c c c c$	+ BAB - + WILL SAVE
Temp CMB Temp CMD Conditional Modifiers	WILL = WIS + + + +
+ CMB + CMD	Evasion Improved Endurance Trap
	Evasion Sense Conditional Modifiers
HEALTH	Dying I Stable Non-lethal I Unconcious
hp	hp hp
ARMOUR CLAS	
Dodge Deflection ARMOUR CLASS Modifier Modifier Arm	Natural Size mour AC Shield AC Armour Modifier
AC = 10 + DEX + + +	+ + + +
FLAT-FOOTED ARMOUR CLASS	
AC = 10 N/A N/A + +	+ + + 📫
TOUCH ARMOUR CLASS	
AC = 10 + DEX + +	N/A N/A +
Temp AC Spell Resistance Conditional Modifiers	
+ AC	
Damage Reduction	
/	
Notes	

x	INVENTORY	Value Weight	x	ARMOUR	Hat / Mask	EQUIPMENT #
			Properties		Properties	
			Туре	Max Speed Max AC DE	X	
			Check Penalty	Weight Spell Failure Armour AC	Headband	
				lb % AC SHIELD	Properties	
			Properties		Eyes Properties	
			Check Penalty	Weight Spell Failure Shield AC		
				10 70	Neck / Throat	
					Properties	
					Shoulders	
					Properties	
					Chart	
					Chest Properties	
					Belts	
	Carried Items				Properties	
Light Load	Weapons, Ammo	lb lb				
lb Medium Load	Armour, Shield	lb	Hands		Clothes / Body	
lb	Worn Items Scrolls, Potions,	lb	Properties		Properties	
Heavy Load	Wands, Components	lb	Ring		Arms / Wrists	
	Total Weight MONEY	lb	Properties		Properties	
Copper	MONEI					
Silver		,) sp	Ring		Feet	
Gold		gp	Properties		Properties	
Platinum		pp				
Total) x	SCROLLS		POTIONS
X	WANDS	, i				
	CHARGES					
	H. DO					
	CHARGES					
	CH A					
	CH ARGES					
	C E E					
	CHARGES					

N.	INVENTORY		N.	ARMOUR 🗾	X	EQUIPMENT
		Value Weight			Hat / Mask	
			Properties		Properties	
			Туре	Max Speed Max AC DEX		
				ft sq	Headband	
			Check Penalty	Weight Spell Failure Armour AC	Properties	
			X	SHIELD /		
					-	
			Properties		Eyes	
			Check Penalty	Weight Spell Failure Shield AC	Properties	
				lb % AC		
					Neck / Throat	
					Properties	
					Shoulders	
					Properties	
					Chest	
					Properties	
					Belts	
					Properties	
			Hands		Clothes / Body	
			Properties		Properties	
			Ring		Arms / Wrists	
			Properties		Properties	
			Ring		Feet	
			Properties		Properties	
				MONEY		
			Coppor	MONEY	V V	ALUABLE ITEMS
			Copper	, cp		
			Silver	, , , sp		
			Gold	qp		
	Constant I to a		Platinum	pp		
Light Load	Carried Items Weapons, Ammo	lb	Total			
Ib	Armour, Shield	lb	50 coins we	eighs 11b coins		
Medium Load	Worn Items	lb	Debts			
lb	Scrolls, Potions,	dl	Valuables			
Heavy Load	Wands, Components Coins	ldl	Other item	s		
lb	Total Weight	ai dl	Total			
		di .				



Campaign

XP

Ability Score

 $\mathbf{\tilde{k}}$

LANGUAGES

Player	CH		• II Z CTER S	SHEET	r r	GOOD ANNUL -	ame				Size			Ő	Size
Campaign						***						LIV D	İ	<u> </u>	Modifier
oampaign						$\Box 1 BARBA$					Skill Rani	ks Hit Die		_evel	Level Adjustment
ХР							W(L/WN:					d	- _		
		4.5.77				<u> </u>						d	- _		
Ability	Itom		LITIES RAGE!	Fetigue	Tamm	<u> </u>						d	- _		Effective Character
Ability Score	Item Bonus	Ability Modifier		Fatigue Modifier	Temp Modifier	4						d	- _		Level
		STR	14	$\{1, 1\}$	STR	5 Favoured class					+ INT	- d + con			\square
		—	1	$\frac{1}{2}$		+1 hp or skill ra	ank per level		hp	rks	per level	per level			
		DEX		Q., 2	DEX	*			SKILL	S Class		Desial		Foulsidal	n Armour
		CON	+		CON			Skill		Skills	Ranks	Racial, Feats,		During	Check
		INT			INT	Acrobatics	Untrained	Bonus	DEV	+3		Synergy		RAGE	Penalty
		<u> </u>							DEX INT	X				~	- i
		WIS			WIS	Appraise Bluff			CHA					_ X _ X	
		CHA			CHA	Climb			STR	X					_ []
Ability M	odifier = (T	otal Abilit	ty Score - 10	0) ÷ 2 (Ro	ound down)	Diplomacy			CHA					X	-
•	FEATS	& SPE(CIAL AB	ILITIES		Disable Device	-		DEX						_
						Disguise			CHA						- <u> </u> i
						Escape Artist			DEX						
						Fly			DEX					_ / `	-
						Handle Animal			CHA	X				X	i
						Heal			WIS					_ / `	
						Intimidate			CHA	X				+ Size diff x4	
						Linguistics			INT						
						Perception			WIS	X					
						Ride			DEX	X				_	-
						Sense Motive			WIS					_	
						Sleight of Hand			DEX					X	-
						Spellcraft			INT					X	
						Stealth			DEX					X	-
						Survival	-		WIS	X				_	
						Track	□ Trained		SURVIVAL		N/A			X	
						Swim	-		STR	X					-
						Use Magical De			CHA					X	
						Knowledge: Arc			INT					X	
						Knowledge: Dun			INT					_ X	
						Knowledge: Reli			INT					_ X	
						Knowledge: Nat			INT	X					
						Knowledge: The			INT					_ X	
														_	
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														_	
														_	
														_	
															Knowledge - INT Profession - WIS
															wledge
S															Kno
JAG															AH:
LANGUAGES														_	Other skills: Craft - INT Perform - CHA
LA															Othe Craf Perfi

CHARACTER

× INITIATIVE *					ATTACKS			-
INITIATIVE BONUS Feats Training Misc								
INIT = DEX + + +	Range			Туре	- Attack Bonus	Damage	Critical	
SPEED -	Range	ft		туре		d	×	
SPEED Speed with Armour Temp Speed	Ammo	IL	sq		L			
ft sq ft sq ft sq				π \Box			# 000	
Swim Speed Fly Speed Climb Speed								
ft sq ft sq ft sq	Range			Туре	Attack Bonus	Damage	Critical	_
BASE ATTACK		ft	sq			d	X	
BASE MELEE RANGED ATTACK BONUS ATTACK ATTACK								
	Range			Туре	Attack Bonus	Damage	Critical	
Temp Attack		ft	sq			d	×	
Bonus Buffs Nerfs RAGE! Fatigued								
Temp Damage	Range			Туре	Attack Bonus	Damage	Critical	
Bonus Buffs Nerfs RAGE! Fatigued		ft	sq			d	X	
Conditional Modifiers	Range			Туре	Attack Bonus	Damage	Critical	
		ft	sq			d	×	
COMBAT MANOEUVRES	Ammo			# 0000	Special Ammo		# 000	
BONUS Attack Bonus Modifier RAGE! CMB = STR + BAB + +	Ammo			# 0000	Special Ammo		# 000	
COMBAT MANOEUVRE Dodge Defle		Base		Size PLOT	SAV	VES		"
DEFENCE Modifier Mod	ifier At	tack Bonu	is I	Modifier RAGE!	FORTITUDE SAVE Base	Misc	Temp RAGE	E!
CMD = 10 + STR + DEX ++	+	BAB	+	+	FORT = CON+	+	+ +	
FLAT-FOOTED Defie CMD Mod		Base tack Bonu		Size Modifier RAGE!	REFLEX SAVE		Fatigu	
	1				REF = DEX +	+	<u>+ in</u>	
	+	DAD	; +		WILL SAVE		RAGE	E!
Temp CMB Temp CMD Conditional Modifiers					WILL = WIS +	+	+ +	
+ CMB + CMD					Evasion Improved Evasion	Endurance	□ Trap Sense	

H H	EALTH	EFFECTS
HIT POINTS RAGE! Wounds	☐ Dying ☐ Stable Non-lethal ☐ Unconcious	
hp (+ hp	hp hp	
ARM	OUR CLASS	
	eflection Modifier Armour AC Shield AC Armour Modifier + + + + +	
FLAT-FOOTED ARMOUR CLASS		
$\mathbf{AC} = 10 \text{N/A} \text{N/A} + 10$	++ <u>+ †1</u>	
TOUCH ARMOUR CLASS		
AC = 10 + DEX + +	N/A N/A N/A +	
Temp AC Spell Resistance Conditional Modi	ïers	
Damage Reductio	n	
-2 KAGE! AC Penalty /		
Notes		

Bł	١Kt	BARTAN! barbari	Barbarian Level	RAGE! DURATION PER DAY	RAGE Barbarian Level	L! Misc		RAGE! TODAY
arbaria Level	n	_		rds = 2 + CON +	(× 2	2)+		rd
1		Fast Movement RAGE!			SCORE	CONSTITUTION SCORE	SAVE	ARMOUR CLASS
2		Uncanny Dodge			BONUS	BONUS	BONUS	PENALTY
3		Trap Sense +1		RAGE!	4	4	2	-2
5		Improved Uncanny	Dodge	greater RAGE!	6	6	3	-2
6		Trap Sense +2		MIGHTY RAGE!	8	8	4	-2
7		Damage Reduction	1/—	Ability Modifier = (Total Ability Score - 10) ÷ 2	STR	CON		AC
9		Trap Sense +3		FATIGUED RAGE!	Strength Score			
10		Damage Reduction	2/—	DURATION Duration	Penalty: -2	Penalty: -2	Cannot rage,	run or charge
11		Greater RAGE!		rds =÷ 2	STR	DIX	while fatigue	
12		Trap Sense +4			RAGE! PO	WERS		
13		Damage Reduction	3/—	RAGE! POWERS Barbarian KNOWN Level	Misc			
14		Indomitable Will			2)+			(Round dov
15		Trap Sense +5		1				
16		Damage Reduction	4/—	-				
17		Tireless RAGE!		2				
18		Trap Sense +6						
19		Damage Reduction	5/—	1				
20		Mighty RAGE!		3				
				4				
				5				

		BA	RI		Bard Level		X	К	KNOWN S	SPELLS	*
			Level Sonus	+	Caster Level						
				ELLS	Level				0		
Spell		oell	5P	Spells _	_ Base ₊ B	onus Spells					
Know	n Sav	e DC	0	per day					- 1		
			0 1						₽		
			2]	
			3								
			4						2		
			5			000					
			6]	
Spel	I Save DO	C = 10 +	CHA	+ Spell Le	vel				0		
Conce	entratior	ı 🗌		= CH	A +	Caster Level			3		
ARCA	NE SPE	LL FAIL	URE	THRESH	OLD					 	
	%	Bards	can w		mour withou	ıt risking					
·					EDGE				4		
BARD		BARD	IC K	NOWL	EDGE	¥ (
KNOV BONU	LEDGE		ard vel		Misc						
DONO	=	(÷ 2) -	ŀ						
Bards		`		Ils untraine					5		
				RMANO		"					
DURA			Baro	k		Misc					
PER D		2 +(Leve	>	+ CHA				— 6		
	rds =	Z+(1	+ СПА	+]	
			Roun	ids Today				VERSA		RFORMANCE	, (
[Use bonus in place of		AFORMANCL	Use bonus in place of
							🗆 Act	Bluff, Disguise		Oratory	Diplomacy, Sense Motive
							Comedy Dance	Bluff, Intimidate Acrobatics, Fly		Percussion Sing	Handle Animal, Intimidate Bluff, Sense Motive
WILL	SAVE D	с		Bard Level			Keyboard	Diplomacy, Intimidate		String	Bluff, Diplomacy
	JAVL D	= 10	(Lever	÷2)+	сна	Instruments Other:	1 37		Wind Instruments	Diplomancy, Handle Animal
		- 10	· + \	·	т ∠)т						
ATE	AUDIEN	ICE		Bard							
FASCINATE	MAX F/	SCINA	red	Level	-						
FAS			=		÷ 3	(Round up)		SCROLLS		P	OTIONS
	COURA	GE BON	IUS	COM	IPETENCE	BONUS		Jene 220		-	
-	INSPIR	E GREA	TNES	S Bon	us hit dice						
RE	MAX AI	FFECTE	D		2d10 (incluc	ling CON)					
INSPIRE					1petence 2 to attack						
-					1 to fortitude	saves					
		E HERO			ing bonus 4 to all save	S					
				Dod	ge bonus						
		LC)RE	+4 MASTE	4 to AC	"					
TAKE	10			20 PER I		ke 20 Today					
	ted uses	Γ			100						
	7										

N /4	CLERI	C	Cleric		x	PREPAR	RED	SPELLS	r (
	OF	-	Level : Caster						
****			Level				0		
Domain	DOMAI	NS	Dor	main					
Domain			DOI	main					
Granted Power			Granted Po	ower		Domain Spell + 1			Domain Spell + 1
Level			Level						
				_			1		
Uses			Uses	_					
per day			per day						
Granted Power			Granted Po	ower		Domain Spell + 1			Domain Spell + 1
Level			Level			T			- T I
			DC						
Uses							2		
per day			per day						
Snell	SPELL		Panua Sua						
Spell Save DC	Spells per day =	Base Spells	+ Bonus Spe → ∞ ?			Domain Spell + 1			Domain Spell + 1
	0		- SIW SIW	wis-					
	1 + 1	+ 1	\Box						
	2 + 1	+ 1					3		
	3 + 1	+ 1							
	4 + 1	+ 1							
	5 + 1	+ 1	\Box \Box \Box \Box			Domain Spell + 1			Domain Spell + 1
	6 + 1	+ 1	\Box]		ŤI
	7 + 1	+ 1	$\phi \phi \phi$						
	8 + 1	+ 1					4		
	9 + 1	+ 1							
Spell Save DC	= 10 + WIS + Spectrum	ell Level							
Concentration	=	WIS +		aster evel		Domain Spell + 1			Domain Spell + 1
Light Wound	s 1d8 + Leve	(May E)	1	_ 5		- TI]		ŤI
Light Wound Moderate Wo Serious Wou	ounds 2d8 + Leve		- 2	-eve 6			5		
Serious Wou	nds 3d8 + Leve		Spell Level	7					
Critical Wou Heal / Harm	nds 4d8 + Leve	el (Max 20)	ads 4	Mass Spell Level 6 8 2 9 5					
D Heal / Harm	10 × Level	I	6	≥ 9		Domain Spell + 1			Domain Spell + 1
x	CHANNEL E	NERGY		"		T I]		T T
Good Channel Positive E	Cleric 🗆 讨 🧕	Chann	leric el Negative E	nerav			6		
Cure W			Wounds	3)					
CHANNAL									
PER DAY		Misc		day		Domain Spell + 1			Domain Spell + 1
= ;	3 + CHA +						_		T I
ENERGY	Cleric						7		
ROLL	Level	1	Misc						
= 6b	(÷ 2	: ノ+ _				Domain Spell + 1			Domain Spell + 1
WILL	(Round up) Cleric					+ I			ŤI
SAVE DC	Level		Ν	Vlisc			8		
=1	L 0+ (÷	2)+C	HA +						
	(Round dov	wn)				Domain Spell + 1			Domain Spell + 1
						- T 1	_		- T I
							9		

DRUID	Level	r P
DKUID	Level + Bonus	
DEITY	Sector Andrews	
	YON YEN	

						AZ .	×
I K		SPEL	LS				×
Spell Save DC		Spells per day	=	Base Spells	+	Bonus S ⊲⊤∝	
	0				_	WIS- WIS-	- SIW
	1					\Box	9
	2				_		
	3					$\phi \phi \phi$	
	4		_			$\phi \phi \phi$	
	5		_		_	$\phi \phi c$	
	6				_		
	7		_		_	$\phi \phi c$	
	8		_		_		
	9						
Spell Save DC	c = 10 + V	VIS + Spe	II Lev	/el			
Concentration		=	WI	S +			aster .evel
	NA	TURE	BOI	ND			, "
X ANIMAL Animal Compan] D(OMAIN	1		
Creature Type							
X		ILD SH					#
Ti	mes per d	ay		Times 1	Foda ⊒⊡	ıy	

Current Shape

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	SCROLLS		POTIONS
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WANDS	¥ (
CHARGES CHARGES	
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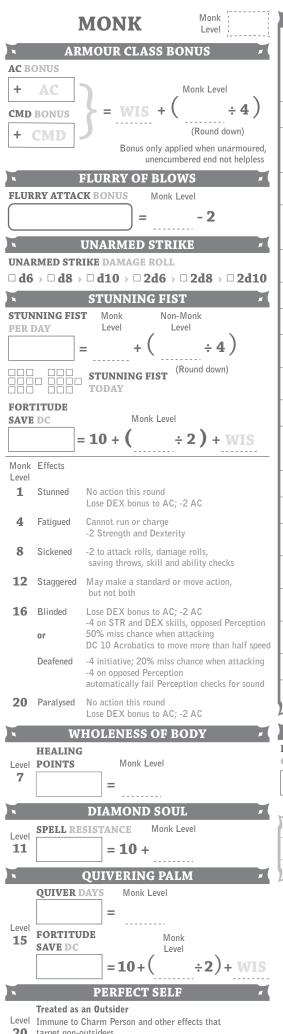
MANDO

DRUID	Caster Level	
DKUID	Level +	
7		

	DROID	Level +			
		Bonus T		0	
DEITY		SS Caure	þ		
		CH4000			
	000110	** ×			
Spell	SPELLS Spells			1	
Save DC	per day	Spells + ²		1	
	0	WIS - WIS - WIS - WIS - WIS -			
	1	 			
	2				
	3			2	
	4				
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	8			3	
	9				
Spell Save E	DC = 10 + WIS + Spell I	Level			
Concentratio		VIS + Caste			
Concentratio				4	
×	NATURE BO				
Domain	L COMPANION 🕱	DOMAIN			
Granted Power	rs			5	
Domain Spells					
1				6	
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8				8	
9					
X	WILD SHA	PE	1		
-	Times per day	Times Today		9	
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	WANDS		SCROLLS		POTIONS
	WANDU		Jero 110		
	S S				
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WILD SHAPE Druid Level	Creature Type	Size Modifier
ABILITIES	ATTACKS	×
Ability Item Temp Ability Score Bonus Bonus Modifier		
STR STR	Range Attack Bonus	Damage Critical
DEX DEX	ft sq	
CON CON		
Ability Modifier = (Total Ability Score - 10) ÷ 2	Range Attack Bonus	Damage Critical
сомват	ft sq	
INITIATIVE BONUS Misc Initiative		
INIT = DEX+		
SPEED Temp Speed	Range Attack Bonus	Damage Critical
ft sq ft sq	ft sq	
COMBAT MANOEUVRES COMBAT MANOEUVRE BONUS	Range Attack Bonus	Damage Critical
$\begin{array}{c} \textbf{BONUS} \\ \textbf{CMB} = \underbrace{\overset{\text{Nodifier}}{\overset{\text{Top}}}{\overset{\text{Top}}{\overset{\text{Top}}}{\overset{\text{Top}}{\overset{\text{Top}}}{\overset{\text{Top}}{\overset{\text{Top}}}{\overset{\text{Top}}{\overset{\text{Top}}}{\overset{\text{Top}}}{\overset{\text{Top}}}{\overset{\text{Top}}}{\overset{Top}}{\overset{Top}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}$	ft sq	
COMBAT MANOEUVRE Dodge DEFENCE Modifi		Morale Misc Bonus
$\overline{\text{CMD}}$ = 10 + STR + DEX +	+ + BAB +	+ +
		VES
ARMOUR CLASS		ase Misc Temp
	difier Modifier FORTITUDE SAVE	
AC = 10 + DEX + -	+ FORT =CON+	+
FLAT-FOOTED ARMOUR CLASS	REFLEX SAVE	
AC = 10 / +	+ REF = DEX +	+
TOUCH ARMOUR CLASS	PORT	TRAIT -
AC = 10 + DEX / -	+	
Temp AC Spell Resistance Damage Reduction		
AC /		
SPECIAL ABILITIES		

WILD SHAPE Druid Level	Creature Type	Size Modifier
ABILITIES	ATTACKS	· · · ·
Ability Item Temp Ability Score Bonus Bonus Modifier		
STR STR	Range Attack Bonus	Damage Critical
DEX DEX	ft sq	
CON		
Ability Modifier = (Total Ability Score - 10) ÷ 2	Range Attack Bonus	Damage Critical
COMBAT	ft sq	
INITIATIVE BONUS Misc Initiative		
SPEED Temp Speed	Attack Bonus	Damage Critical
	Kange	
ft sq ft sq	ft sq	
COMBAT MANOEUVRES		
BONUS Modifier Misc	Range Attack Bonus	Damage Critical
$\mathbf{CMB} = \mathop{\mathrm{gg}}_{\mathrm{gg}} \mathop{\mathrm{gg}}_{\mathrm{gg}} + \mathbf{STR} + \mathbf{m} + \mathbf{m}$	ft sq	
COMBAT MANOEUVRE Dodg DEFENCE Modifi		Morale Misc Bonus
(CMD) = 10 + STR + DEX +	+ + BAB +	+ +
ARMOUR CLASS	s SA	VES
	ze Misc B lifier Modifier FORTITUDE SAVE	ase Misc Temp
$AC = 10 + DEX + - \phi$	+ FORT=CON+	+
FLAT-FOOTED ARMOUR CLASS	REFLEX SAVE	
AC = 10 / +	+ REF = DEX +	+
TOUCH ARMOUR CLASS	PORT	rrait 🗾
AC = 10 + DEX / -	+	
Temp AC Spell Resistance Damage Reduction		
AC /		
SPECIAL ABILITIES		



l.			MONK
	Bonus Feats		
Level	reats	Armour Class Bonus	
1		Flurry of Blows Unarmed Strike	Use a full attack action for more attacks Treat hands as weapons
		Stunning Fist	Stun (or other effects) target for one round
2		Evasion	Avoid all damage on successful reflex
-		Fast Movement +10 ft	
3		Maneuvre Training Still Mind	Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment
4		Ki Pool (magic) Slow Fall 20 ft	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
5		High Jump	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point
		Purity of Body	Immune to all diseases
6		Fast Movement +20 ft Slow Fall 30 ft	
7		Wholeness of Body	Heal your own wounds - 2 ki points
8		Slow Fall 40 ft	
9		Improved Evasion Fast Movement +30 ft	Avoid all damage on successful reflex
10		Ki Pool (lawful) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
11		Diamond Body	Immune to all poisons
12		Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - 2 ki points
13		Diamond Soul	Spell resistance
14		Slow Fall 70 ft	
15		Quivering Palm Fast Movement +50 ft	Delayed death
16		Ki Pool (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantine weapons
17		Timeless Body Tongue of the Sun and Moon	No age penalties or artificial aging Speak with any living creature
18		Fast Movement +60 ft Slow Fall 90 ft	
19		Empty Body	Assume ethereal state for 1 minute - 3 ki points
20		Perfect Self Slow Fall Any distance	Treated as outsider
			KI POOL



Ki Pool

20 target non-outsiders.

Damage reduction 10/chaotic

PALADIN Paladin	PREPA	ARED SPELLS
Paladin Level - 3 = Caster Level		1
DEITY		
and the		2
DIVINE BOND		
SPECIAL MOUNT DONDED WEAPON		
Name		3
Type Summoned		
└── Today		
Enhancements		4
	FOES Paladin	Foes
SPELLS		Misc Today
SpellSpellsBaseBonus SpellsSave DCper daySpellsCHA	= (÷ 3) +	
1	(Round up)	
2	ATTACK BONUS Misc	DEFLECTION BONUS Misc
3	+ = CHA +	+ AC = CHA +
4		
Spell Save $DC = 10 + WIS + Spell Level$	A successful strike with smite evil	Smiting damage bonus applies double for the
Concentration = CHA + Caster Level	bpasses damage reduction.	first successful strike against evil outsiders, evil dragons and the undead.
CHANNEL POSITIVE ENERGY	DAMAGE Paladin	EVIL DAMAGE Paladin
Channelling positive energy uses up two of today's	BONUS Level Misc	BONUS Level Misc
uses of Lay On Hands. ENERGY Paladin	+ = +	+ = (× 2) +
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(Round up)		Misc Uses 1004y
WILL Paladin SAVE DC Level	$= (\div 2) + C$	(Round down)
$= 10 + (\div 2) + CHA$	HEALING Paladin HIT POINTS Level	Misc
(Round down)		
MERCIES	$d6 = (\div 2) + $	(Round down)
	SCROLLS	POTIONS *
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FIENDISH BOON		
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Enhancements		4
	SI SI	AITE GOOD
	VICTIMS Antipaladin PER DAY Level	Victims Misc Today
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Spell Spells = Base + Bonus Spe Save DC per day = Spells + CHA		
Save DC per day Spells CHA	ATTACK	DEFLECTION
2	BONOS Wilsc	BONUS Misc
3	[+] = CHA +	+ AC = CHA +
4	A successful strike with smite good	Smiting damage bonus applies double for a
Spell Save DC = 10 + WIS + Spell Level	bpasses damage reduction.	successful strike against good outsiders, good dragons, good Clerics and Paladins.
Concontration	ster vel DAMAGE Antipaladin	GOOD DAMAGE Antipaladin
CHANNEL NEGATIVE ENERGY	BONUS Level Misc	BONUS Level Misc
Channelling negative energy uses up two of today's uses of Touch of Corruption.	+ =+	+ = (× 2) +
ENERGY Antipaladin	тоисн	OF CORRUPTION
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WILL Antipaladin	d up) CORRUPTION Antipaladin HIT POINTS Level	Misc
(Roun WILL Antipaladin SAVE DC Level	$\begin{array}{c} \textbf{d up)} \\ \textbf{CORRUPTION} \\ \textbf{HIT POINTS} \\ \textbf{Level} \\ \textbf{IA} \\ \textbf{d6} = \begin{pmatrix} & \div 2 \end{pmatrix} + \\ \end{array}$	
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DEX			DEX		DEX
CON			CON		CON
INT			INT		INT
WIS			WIS		WIS
CHA			CHA		CHA
Ability N			ty Score - 10	, .	Round down)
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	Perception		WIS						
	Ride		DEX						-
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CHARACTER

LANGUAGES

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INITIATIVE BONUS Feats Training Misc								
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		ft	sq				d	×
COMBAT MANOEUVRES	Ammo			#		Special Ammo		#
BONUS Attack Bonus Modifier Misc CMB = STR + BAB + +	Ammo			#		Special Ammo		#
COMBAT MANOEUVRE Dodge Defle DEFENCE Modifier Mod		Base		Size	Min		VES	¥
CMD = 10 + STR + DEX + +		BAB	`,	Aodifier +	Misc	FORTITUDE SAVE Base FORT = CON +	Racial I + +	Misc Temp
FLAT-FOOTED Defie		Base		Size		REFLEX SAVE		
	/*	tack Boni	`,		Misc	REF = DEX +	+ +	+
CMD = 10 + STR N/A N/A +	+	ВАВ	; +	+		WILL SAVE		
Temp CMB Temp CMD Conditional Modifiers						WILL = WIS +	++	+
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X	ARMOUR CLASS	J. J	
$\frac{\text{ARMOUR CLASS}}{\text{AC}} = 10 + \text{DEX} + 100000000000000000000000000000000000$	Dodge Deflection Modifier Modifier Armour AC Shi + + +	Natural Size eld AC Armour Modifier + +	
$\frac{\mathbf{FLAT-FOOTED ARMOUR CLASS}}{\mathbf{AC}} = 10 \text{N/A}$	S N/A + + +	+ +	
TOUCH ARMOUR CLASS AC = 10 + DEX +	+N/A N	N/A N/A +	
Temp AC Spell Resistance Cond + AC Damage Reduction	ditional Modifiers		
Notes			

RANGER Ranger Level	COMBAT STYLE
	ARCHERY TWO-WEAPON FIGHTING
Level + Ranger - 3 = Caster Level - 2 = Level	Ranger Select a bonus feat for your style at 2nd, 6th, 10th, 14th and 18th levels:
FAVOURED ENEMIES	Level
Favoured Enemy Bonus	2 Point Blank Shot Improved Shield Bash
FAVOURED ENEMY 2 4 6 8 10 12	Precise Shot
	Rapid Shot
	6 Improved Precise Shot Improved Two-weapon Fighting Manyshot Two-weapon Defence
	10 Shot on the Run Two-weapon Rend
	Ranger bonus feats can be taken without the normal pre-requisites,
	but only apply when not wearing heavy armour.
	HUNTER'S BOND
	SHARE FAVOURED ENEMY ANIMAL COMPANION
FAVOURED TERRAINS	SHARE FAVOURED ENEMY Name DURATION Misc
Favoured Terrain Favoured Terrain Bonus 2 4 6 8	rds = WIS + Creature type
	(WIS minimum 1)
	Share half your Favoured Enemy bonus against a
	single target with all allies within 30 ft PREPARED SPELLS
WILD EMPATHY	
BONUS Ranger Level Misc	
= CHA + +	2
TRACK	
Ranger	
Level Survival	3
Track $= (\div 2) + Bonus$	
SPELLS	
From Level 4 Spell Spells Base Bonus Spells	4
Spell Save DCSpells per dayBase Spells WISBonus Spells WIS	
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Spell Save DC = 10 + WIS + Spell Level	
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ROGUE	ROGUE TALENTS							
	Level	TALENTS KNOWN	Rogue Level	Misc		From Jour 10 - Down		
ROGUE	r (KNOWN		2)+		From level 10, a Rogue can take Advanced Talents		
Level				·/ '	(Round down)			
L Sneak Attack		1						
2 Evasion								
4 🗆 Uncanny Dodge		2						
8 🔲 Improved Uncanny Do	odge							
10 Advanced Talents		3						
20 🗆 Master Strike								
TRAPS	*	4						
Percepti	Rogue on Level							
Locate Traps =	+ (÷ 2)	5						
Disabl Device	e Level	6						
Disable Traps =	+ (÷ 2)							
TRAP SENSE Rogue Level	Misc	7						
+ = (÷ 3	;)+							
SNEAK ATTA	ACK .	8						
SNEAK DAMAGE Rogue BONUS Level	Misc							
$d_{6} = (\div 2$	2)+	9						
	(Round up)							
Sneak attack damage can be applied whe is denied their DEX bonus to AC. On ranged attacks, it only applies within	-	10						
It is not multiplied by critical hits. It cannot be non-lethal unless using a nor		11						
MASTER STR	IKE							
From level 20, a successful sneak attack • Sleep for 1d4 hours • Paralysed for 2d6 rounds	can also deliver one of:	12						
• Slain MASTER STRIKE Rogu	e	13						
FORTITUDE DC Leve	1							
= 10 + ($\div 2) + INT$	14						
Master strike cannot be used again on the 24 hours, whether they pass the Fortitude		17						

BLOODLINE 0 String		SORCERER	Caster Level	KNOWN SPELLS	*
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WIZARD

Level ÷ Bonus SPELL SCHOOLS SPECIALITY SCHOOL **OPPOSED SCHOOLS** Spells from your opposed schools cost two slots to prepare. **ARCANE BOND FAMILIAR** □ BONDED OBJECT

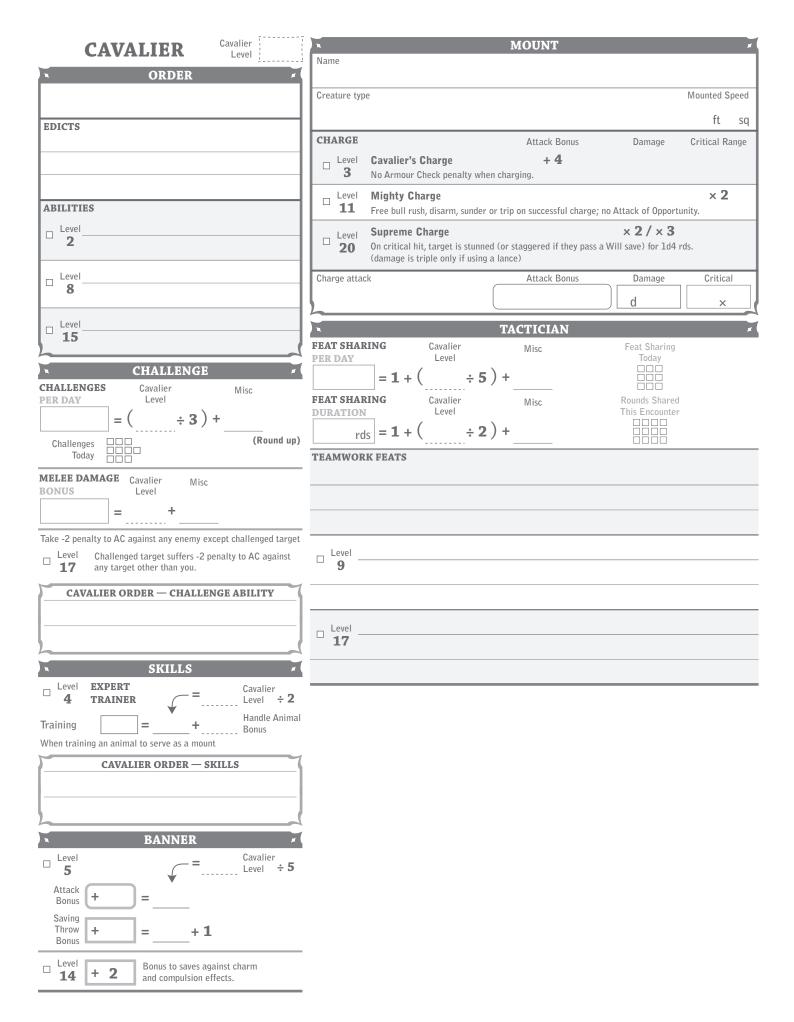
Caster

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9	Speciality Spell		
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ALCHEMIST Alchemist Level			EXTRACT	rs - (
	1			
Extract Extracts Base	1			
Extract Save DC Extracts per day $=$ Extracts $+$ $+$ $+$ $+$ $+$ $+$ $+$ $+$ $+$ $+$				
2				
3				
4 000				
5	2			
6				
Extract Save DC = 10 + INT + Extract Level				
DISCOVERIES				
DISCOVERIES Alchemist				
	3			
(Round down)	_			
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	_			
3	4			
4				
	- 🗌			
5				
	5			
6				
7				
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8	6			
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9				
			MUTAGE	NS F
10	- Strengtl		Intelligence	
	Bonu		Penalty	+ AC Bonus
11	Dexterity		Wisdom Penalty	Alchemist
	Bonu			DURATION Level
12	Constitution Bonu:		Charisma Penalty	mins = 10 mins ×
			BOMBS	× (
POISON RESISTANCE	, <u> </u>			
		d6 +		
+		ASIC DAMAGE	DOMES	OTHER DAMAGE Bombs Today
Level 10 Immune to all poisons	Alchemist Level			emist Misc DDDD
MUNDANE POTIONS	(÷	+ 2) INT	=	+ INT +
	(Ro	und up)		
	SF	PLASH DAMAGE	SAVING THROW DC	Alchemist Level
		+	=10	
		ft Splash radius	Use this DC for Spla Discovery fortitude s	Shirtenex Saves,



Ι	NQUISI	ΓOR	Caster Level		KI	NOWN	SPELLS		
DEIT	Y		SP - Han			0)		
Domain	DO	MAIN	*						
Domain						- 1			
Granted	Powers						□		
-	SF	ELLS				2			
Spells	Spell	Spells	= Base + Bonus Spells						
Known	Save DC	per day	Spells 4 8 8						
	1		MIS MIS MIS MIS			- 3			
	2								
	3								
	4								
	5					4			
	6						·		
Spell Sav	e DC = 10 + WIS +	Spell Leve	Sol Call						
	sitor cannot cast spel		nment						
opposed t	o her own or her deit <u>.</u>		*****			5			
MONST	ER LORE	KILLS							
Knowled	ge 🕇	= W	IS				L		
When ide	ntifying the abilities a	and weaknes	sses of creatures.			- 6			
STERN			Inquisitor Level						
Intimida	te +	¦ / ∢	÷ 2						
Sense M	otive +				MENIPO I III	JUDGE	MENT Destruction		≠ (3-Level
Level	Frack +	•		PER DA		С	Damage bonus	+	Bonus
CUNNIN	IG INITIATIVE	_			$=($ \div 3)+		Healing Fast healing per round	+	3-Level Bonus
Initiative	÷ +	= W	IS			ements	Justice	+	5-Level
	TEAMW	ORK FE	ATS	Level	Invoke one Judgement on your To foes and recieve a bonus	oday	Attack bonus From level 10, bonus doubles to c		Bonus fical hits
Laural		Inquisitor Level	Misc	1	as long as you are in combat.		Piercing Overcome spell resistance	+	3-Level Bonus
3	= (÷ 3)+	5-LEV	1		Protection		5-Level
			. 3 / +	BONUS	$= 1 + (\div 5)$		Armour class bonus From level 10, bonus doubles aga	+	Bonus
Tempora	ry leat					2.	Purity		5-Level
				BONUS	•	SI	Saving throw bonus	+	Bonus
				+	$=$ 1 +(\div 3)		Resilience Damage reduction	+	5-Level Bonus
				Level			Resistance Energy resistance bonus	+	3-Level Bonus × 2
				8	Invoke two judgements at once		Smiting	L	
	D	ANE		Level 16	Invoke three judgements at once		Your weapon counts as magical for bypassing damage resistance.	or	
Level			2.14	Level	SLAYER		Level Your weapon also counts		
5 Level E	Weapon + 2		2 + 2d6 Damage	17	Select one judgement at start of comba to apply its bonus at 5 levels higher	at	6 to an alignment that ma Level Your weapon also counts	-	
12	Bonus + 2	2 + 2	2 + 4d6 Bonus		TRUE JUDGEMENT		10 for overcoming damage		
BANE PER DAY	Inquisitor Z Level	Misc	Bane Rounds Today	Laural	InvokeTrue Judgement before one attac	ck]
	ds =	+		Level 20	If the attack is successful, the target must pass a Fortitude save or die			+	
r		ERN LIE			Whether successful or not, that target i then immune to True Judgement for 2				
	DISCI N LIES Inquisitor	EKN LII Misc	Discern Lies	FORT				+]
PER DAY	Z Level		Today	SAVE	DC Level]
	=	+			$= (\div 2) + WI$	15		+	

			<u>.</u>		MYSTERY	
	ORACL	F		Mystery	1	Revelations
	UNACL		Level Bonus +	Deity		
	C	URSE	*	Deny		
				Bonus Spells Level	2	
\vdash				2		
				Level 4		
]	Level	3	
	¢.	PELLS		6		
Spells	Spell	Spells	Base Bonus Spells	Level	4	
Known	Save DC	per day	- Spells - Spells - Spells - Spells - Spells - B CHA - B CHA - I2 CHA - I2 CHA - I2 CHA - I2 CHA - Spells - Spe	Level	4	
	1		5555 中中中中	10		
	2			Level	5	
	3			Level		
	4			14		
	5			Level 16	6	Final Revelation
	6			Level		
	8			18		
	9			X	KNOWN SPELLS	,
Spell S	ave DC = 10 + CHA	+ Spell Leve				
Concent	ration	= CH/	A + Caster Level		0	
ARCAN	E SPELL FAILURI	E THRESH(OLD		0	
	%					
	' SC	ROLLS			1	
					2	
	P(DTIONS	×			
	10				3	
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N.	W	/ANDS	*			
					6	
		CHARGES				
		UL UL				
		CHARGES			8	
		H T			o	
		8 DF			9	
		CHARGES				

S	UMMONER	Caster Level	KNOWN SPELLS
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Summon	er		0
1	Eidolon Life Link Summon monster I		
2	Bond Senses		1
3	□ Summon monster II		
4	□ Shield ally		
5	Summon monster III		
6	□ Maker's call		2
7	□ Summon monster IV		
8	□ Transposition		
9	□ Summon monster V		3
10	□ Aspect		
11	□ Summon monster VI		
12	□ Greater shield ally		4
13	Summon monster VII	[4
14	□ Life bond		
15	Summon monster VII	II	5
16	□ Merge forms		
17	□ Summon monster IX		
18	□ Greater aspect		6
19	□ Gate		
20	Twin eidolon		
Cu alla	SPELL		
Spells Known	Spell Spe Save DC per o	$\frac{\text{Base}}{\text{Spells}} + \frac{\text{Bonus Spells}}{\overset{\circ}{\underset{\circ}} \overset{\circ}{\underset{\circ}} \overset{\circ}{\underset{\circ}} \overset{\circ}{\underset{\circ}} \overset{\circ}{\underset{\circ}} \overset{\circ}{\underset{\circ}}$	
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	2 3		
	4		
	5		
	6		
	7		SCROLLS - POTIONS -
	9		
Spell Sa	ve DC = 10 + CHA + Spel	🗆 🗆	
ARCANE	SPELL FAILURE THR		
	%		
	WAND	s -	
	0		
	CHARGES		
	0		
	# CHARGES		
	СНА		
	CHARGES		
	CHA		



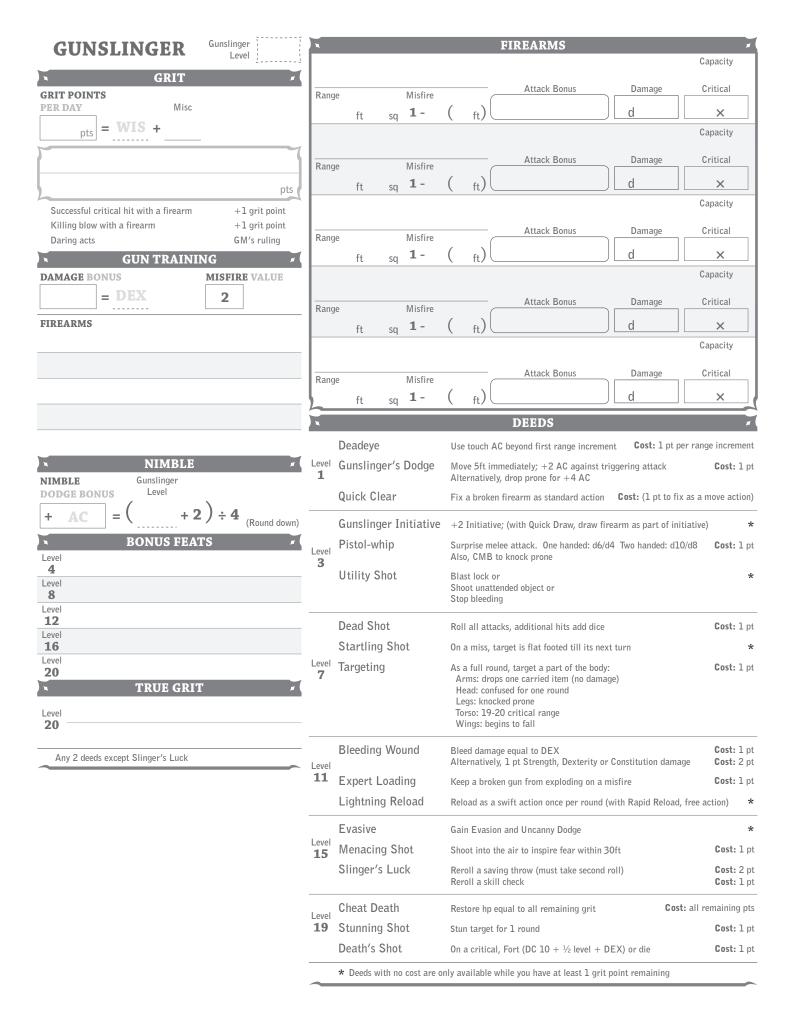
ABILITIES											
	Ability Score	Item Bonus	Ability Modifier	Temp Score	Temp Modifier						
STR			STR		STR						
DEX			DEX		DEX						
CON			CON		CON						
INT			INT		INT						
WIS			WIS		WIS						
CHA			CHA		CHA						
Ability Modifier = (Total Ability Score - 10) \div 2 (Round down)											
EVOLUTIONS											

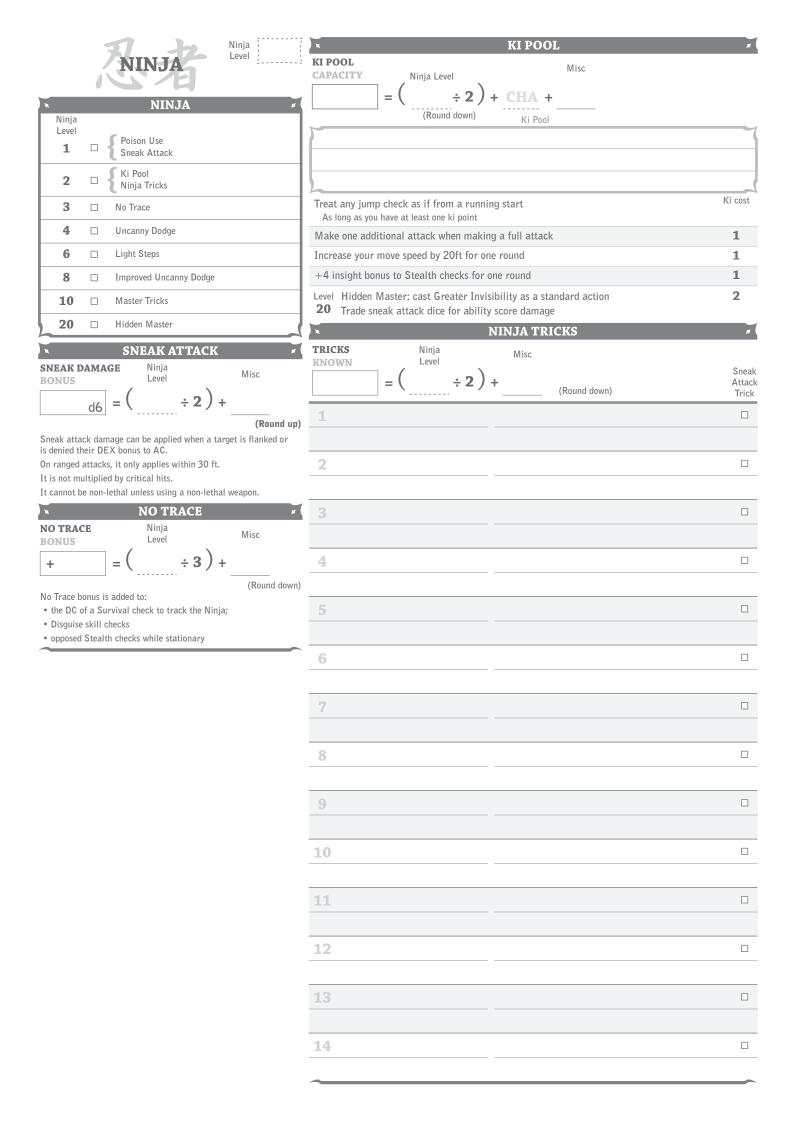
Name Base Form Base Form Base Form Base Attack Base At	x		EIDOLON					r (
Base Form Size Size Size Main Image: Summone Level dl0 Armour Max. Skill Ranks Feats FVOLUTION Bonus Geod Saves Good Saves Feats Image: Skill Ranks Feats FVOLUTION Bonus Geod Saves Good Saves Feats Image: Skill Ranks Feats Misc Foot Skill Skill Base Atlack Base Atlack Ranks Feats Misc Acrobatics Skill Skill Skill Ranks Feats Misc Appraise Image: Skill Skill Skill Skill Feats Misc Binff CHA CHA Image: Skill Skill Feats Misc Disguise CHA DEX Image: Skill Feats Misc Escape Artist DEX Image: Skill Image: Skill Feats Misc Hadle Animal CHA CHA Image: Skill Image: Skill Feats Misc Fly DEX Image: Skill Image: Skill	Name						ALE		
SUMMONR Hit Dire Base Attack Max Skill Feats POOUTION annur (Good) Saves (Good) Good saves Acrobatics Distable DEX Image and the saves Mise Acrobatics Distable CHA Image and the saves Mise Appraise Image and the saves CHA Image and the saves Mise Diplomacy CHA Image and the saves Image and the saves Image and the saves Image and the saves Disable Device DEX Image and the saves Image and t				0.					
SUMMONER Bonus Attacks Ranks LEVEL d10	Base For	m		Size		1			
EVENUTION Armour Boux (Good) Saves: POOL POOL POOL POOL SKILLS POOL Acrobatics POOL Class Acrobatics POOL Skill Acrobatics POEX Pool Appraise DEX Pool Bluff CHA Pool Olsable Device DEX Pool Disable Device DEX Pool Disable Device DEX Pool Proception WIS Porception Ride DEX Pool Proception WIS Pool Steath DEX Pool Swim Track Track Pool Swim Track Track Pool Pooledge: Religion INT Pool Pool Knowledge: Religion <		Hit Dice	Base Attack	Max		Skill		Feats	
EVOLUTION Armour Bonus Good Saves (Bad) Good Saves (Bad) POOL Bonus (Good Saves) Ref POOT Untrained Skill Skills Rates POOT Untrained Skill Class Rates POOT Acrobatics DEX DEX Papraise Intrained Appraise INT DEX DEX DEX Diplomacy CHA CHA DEX DEX Disable Device DEX DEX DEX DEX Fly DEX DEX DEX DEX DEX Handle Animal CHA DEX DEX DEX DEX Intimidate CHA DEX DEX DEX DEX DEX Sense Moive WISS DEX DEX DEX DEX DEX DEX Survival WISS DEX	- i i	NER	Bonus	Attack	(S	Ranks			
Bonus (Good) (Baid) P OT Image: String	LEVEL	dl	d10						
Image: String of the string							□ FORT		
SKILLS Untrained Skill Acrobatics DEX Appraise INIT Bluff CHA Climb SXX Diplomacy CHA Disable Device DEX Disable Device DEX Escape Artist DEX Handle Animal CHA Heal WIS Intimidate CHA Stellth DEX Perception WIS Ride DEX Stellth DEX Stellth DEX Stellth DEX Perception WIS Stellth DEX Stelth DEX <t< td=""><td></td><td></td><td>Bonus</td><td>(Good</td><td colspan="2">(Good)</td></t<>			Bonus	(Good	(Good)				
Skill Acrobatics Skill Bonus Ranks (still Bonus) Ranks (still Banks Ranks Ranks <th< td=""><td></td><td></td><td></td><td></td><td>/</td><td></td><td></td><td></td></th<>					/				
Appraise DEX Appraise INT Bluff CHA Climb STR Diplomacy CHA Disable Device DEX Disable Device DEX Escape Artist DEX Fly DEX Handle Animal CHA Heal WIS Intimidate CHA Linguistics DEX Perception WIS Ride DEX Sense Motive WIS Stealth DEX Stealth DEX Swim STR Use Magical Device CHA Knowledge: Arcana INT Knowledge: Arcana INT Knowledge: Arcana INT Knowledge: The Planes INT Indication INT Indication INT Indication INT Intervel INT Stealth DEX Intervel INT Knowledge: Arcana INT Intervel	×		SKILLS					, and the second s	
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Disable Device DEX Disguise CHA Escape Artist DEX Fly DEX Handle Animal CHA Heal CHA Intimidate CHA Sense Motive WISS Steight of Hand DEX Spellcraft INT Stealth DEX Survival WISS Varack Track Varack Trained Swim Stratum Use Magical Device CHA Knowledge: Racnan INT Knowledge: Religion INT Knowledge: Religion INT Knowledge: Religion INT Knowledge: The Planes INT Interview INT Intery Interview									
Disguise CHA Escape Artist DEX Fly DEX Handle Animal CHA Heal WIS Intimidate CHA Linguistics INT Perception WIS Ride DEX Sense Motive WIS Sleight of Hand DEX Spellcraft INT Stalth DEX Swim STR Use Magical Device CHA Knowledge: Arcana INT Knowledge: The Planes INT Intim INT Intervention INT Intack INT Knowledge: The Planes INT Intervention INT Interventin INT <td< td=""><td></td><td></td><td>DEX</td><td>-</td><td></td><td></td><td></td><td></td></td<>			DEX	-					
Escape Artist Escape Artist Escape Artist Fly Handle Animal Heal Heal Heal Heal Heal Heal Heal He			CH						
Fly DEXX Handle Animal CHA Heal WIS Intimidate CHA Linguistics INT Perception WIS Ride DEXX Sense Motive WIS Sleight of Hand DEXX Spellcraft INT Steath DEXX Survival WIS Yrack Trained Swim STR Use Magical Device CHA Knowledge: Arcana INT Knowledge: Religion INT Knowledge: The Planes INT Imagical Device Imagical Imagical Device Imagical Knowledge: Religion Imagical Imagical Device									
Handle Animal CHA Heal WIS Intimidate CHA Linguistics INTT Perception WIS Ride DEX Sense Motive WIS Sleight of Hand DEX Spellcraft INT Stealth DEX Survival WIS Swim STR Use Magical Device CHA Knowledge: Arcana INT Knowledge: Nature INT Knowledge: The Planes INT Image: Im			DEX						
Intimidate CHA + Site def xide Linguistics INT									
Infinitiate Image: Constraint of the second sec	Heal		WI	S 🗆					
Linguistics Perception Perception Nike Perception Per	Intimidate		CH	A				+ Size diff x4	
Ride DEX Sense Motive WIS Sleight of Hand DEX Spellcraft INT Stealth DEX Stealth DEX Survival WIS Swim Survival Use Magical Device CHA Knowledge: Arcana INT Knowledge: Religion INT Knowledge: Nature INT Knowledge: The Planes INT Image: Stature Image: Stature	Linguistics		IN1						
Sense Motive WIS Sleight of Hand DBX Spellcraft INT Steatth DBX Survival WIS Survival WIS Survival WIS Swim STR Use Magical Device CHA Knowledge: Arcana INT Knowledge: Religion INT Knowledge: Nature INT Knowledge: The Planes INT Interface Interface			WIS	S 🔳					
Sleight of Hand DEX Spellcraft INT Stealth DEX Survival WIS Track Trained Swim STR Use Magical Device CHA Knowledge: Arcana INT Knowledge: Religion INT Knowledge: Religion INT Knowledge: The Planes INT Image:	Ride		DEX	K 🗆					
Spellcraft INT Stealth DBX Survival WIS Survival WIS Track Trained Swim STR Use Magical Device CHA Knowledge: Arcana INT Knowledge: Religion INT Knowledge: Religion INT Knowledge: The Planes INT Interference Interference Interference Interference </td <td>Sense Motive</td> <td></td> <td>WIS</td> <td>S 🔳</td> <td></td> <td></td> <td></td> <td></td>	Sense Motive		WIS	S 🔳					
Stealth DBX Survival WIS Survival STR Track Trained Swim STR Use Magical Device CHA Knowledge: Arcana INT Knowledge: Religion INT Knowledge: Religion INT Knowledge: The Planes INT Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes Image: Strain of the Planes <t< td=""><td>Sleight of Hand</td><td></td><td>DEX</td><td></td><td></td><td></td><td></td><td></td></t<>	Sleight of Hand		DEX						
Survival WIS Track Trained Swim STR Use Magical Device CHA Knowledge: Arcana INT Knowledge: Dungeoneering INT Knowledge: Religion INT Knowledge: Nature INT Knowledge: The Planes INT Image: Comparison of the planes<	Spellcraft		INT						
Track Trained Survival N/A Swim STR	Stealth		DEX	K 🔳					
Swim STR Use Magical Device CHA Knowledge: Arcana INT Knowledge: Dungeoneering INT Knowledge: Religion INT Knowledge: Nature INT Knowledge: The Planes INT I INT <	– Survival		WIS	S 🗆					
Use Magical Device CHA Knowledge: Arcana INT Knowledge: Dungeoneering INT Knowledge: Religion INT Knowledge: Nature INT Knowledge: The Planes INT Imagical Device Imagical Device Imagical Device Imagical Device Imagical Device Imagical Device Knowledge: Religion Imagical Device Knowledge: The Planes Imagical Device Imagical Device	Track	ained	SURVIV	AL	N/A				
Knowledge: Arcana INT Knowledge: Dungeoneering INT Knowledge: Religion INT Knowledge: Nature INT Knowledge: The Planes INT Int Int Int Int Int Int Int Int Knowledge: Nature INT Int Int									
Knowledge: Dungeoneering INT Knowledge: Religion INT Knowledge: Nature INT Knowledge: The Planes INT Int </td <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>									
Knowledge: Religion INT Knowledge: Nature INT Knowledge: The Planes INT Int Int <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>									
Knowledge: Nature INT Knowledge: The Planes INT		ering	IN1						
Knowledge: The Planes INT - - <td></td> <td></td> <td>INI</td> <td></td> <td></td> <td></td> <td></td> <td></td>			INI						
With weighting the second s									
Image: Sector	Knowledge: The Plane								
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Other skills Craft-INT Perform - CHA								Kno	
other skills	_							ЧЧ	
other Period								r skills: t - INT orm - C	
								Othe Craf Perfi	

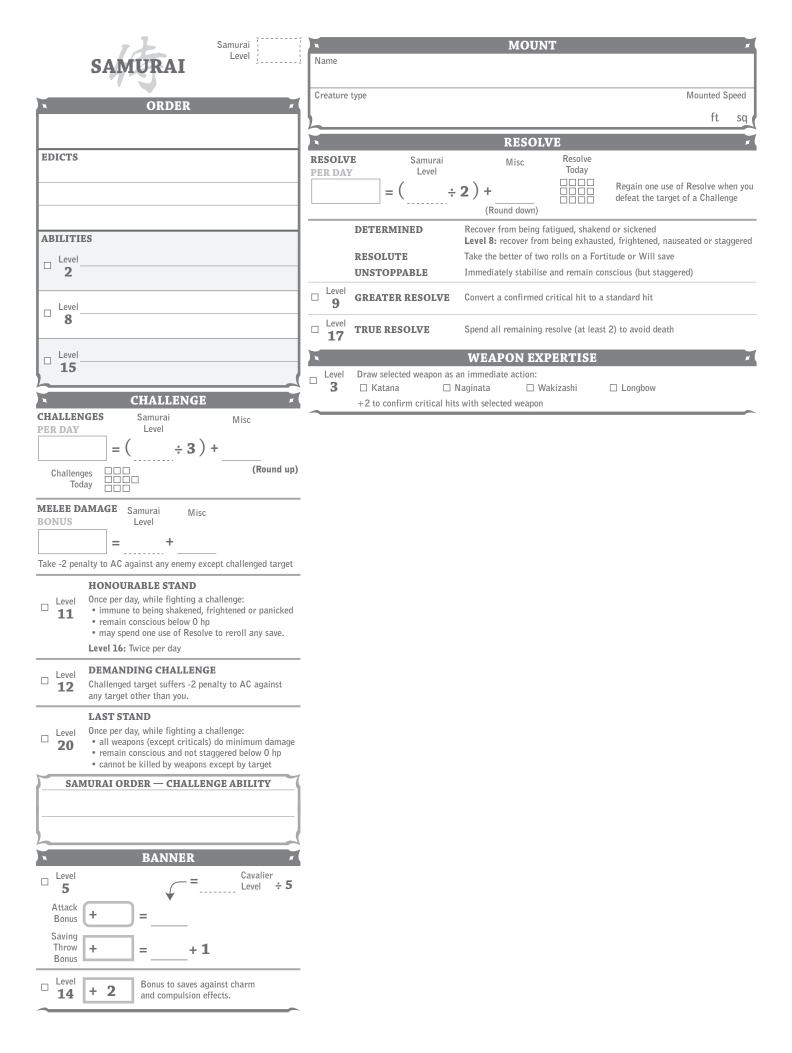
INITIATI	VE	X			ATTACKS		# (
INITIATIVE BONUS Feats	Training Misc						
INIT = DEX +	+ +	Range	Tura		- Attack Bonus	Damage	Critical
SPEED	· · · · · · · · · · · · · · · · · · ·	-	Туре			d	×
SPEED	Temp Speed	ft	sq			u	
ft sq	ft sq						
Swim Speed Fly Speed		Range	Туре		Attack Bonus	Damage	Critical
		ft	sq			d	×
ft sq ft							
BASE BASE ATT.	ACK r RANGED	Range	Туре		- Attack Bonus	Damage	Critical
ATTACK BONUS ATTACK	ATTACK	ft				d	×
		11	sq				
Temp Attack Morale	Power						
Bonus Bonus Buffs		Range	Туре		Attack Bonus	Damage	Critical
+ = +		ft	sq			d	×
Temp Damage Morale	Power						
Bonus Bonus Buffs		Pango	Туре		Attack Bonus	Damage	Critical
+ = +	- +	Range				d	×
	COMBAT MANOEU	ft	sq	,	SA SA	VES	
COMBAT MANOEUVRE Base	Size	VRED			FORTITUDE SAVE Base		lisc Temp
BONUS Attack Bon	nus Modifier Misc				FORT = CON+	+ +	+
CMB = STR + BAB	j- i +				REFLEX SAVE		
COMBAT MANOEUVRE	Dodge Defle				REF = DEX +	+ +	+
DEFENCE	Modifier Mod	/		Misc	WILL SAVE		
[CMD] = 10 + STR + 1	DEX ++	+ BAF	3 - 1 +		WILL $=$ WIS $+$	+ +	+
FLAT-FOOTED CMD	Defle Modi			Misc	Evasion Improved] Endurance □	Trap
	N/A N/A +	/			Evasion		Sense
			<u> </u>				
Temp CMB Temp CMD Cond	litional Modifiers				EFF	ECTS	×
+ CMB + CMD —							
X	HEALTH			,			
HIT POINTS Wounds		Dying 🔲 Stable	Non-lethal 🗍 Un	concious			
hp		hp		hp			
	ARMOUR CLAS	S					
	Dodge Deflection Na	atural Size					
ARMOUR CLASS			er Evolutions	Misc			
AC = 10 + DEX +	++	+ 11	. + + .		FE	EATS	
FLAT-FOOTED ARMOUR CLAS							
	N/A ++	+	+ +				
TOUCH ARMOUR CLASS							
AC = 10 + DEX +	+1	N/A +					
Temp AC Spell Resistance Cor	nditional Modifiers						
+ AC							
Damage Reduction							
Notes							

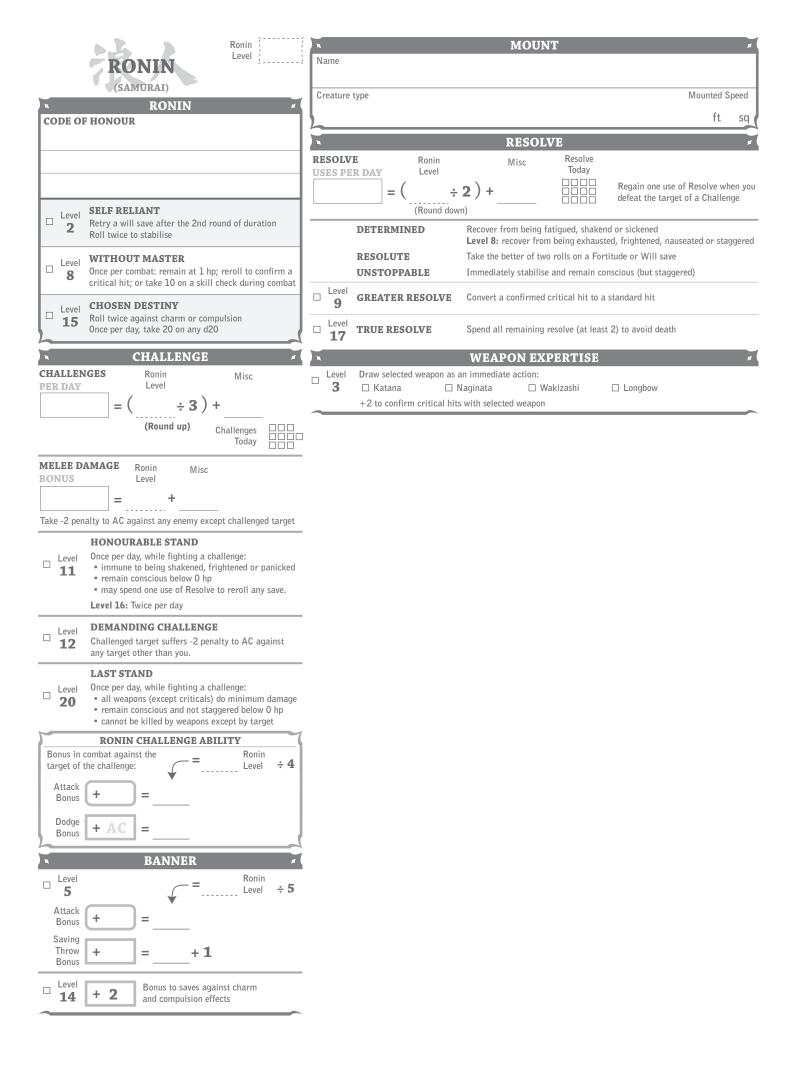
	Caster		PREP	ARED	SPELLS
WITC	Level			- 0	
	Bonus				
	MILIAR	-			
Name				- 1	
Creature type					
SI	PELLS	~			
Spell Sp Save DC per	ells = Base day = Spells +			- 2	
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7				_ 4	
8					
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Spell Save DC = 10 + INT	+ Spell Level	-			
ARCANE SPELL FAILUR				- 5	
%		_			
	ON SPELLS				
Patron					
				6	
Level 2					
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12					
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16				9	
18					
×			KNOWN HEXES		*

					Magus				W	EAP	ON				-
		MA	GUS	5	Level										
					Caster Level				Enhancement	Attac	k Bonus	Da	mage	Crit	ical
			DCAN	E POOL			- 2	Spell Combat	+						
	ANE PO		A A A A A A A A A A A A A A A A A A A	FOOL				Attack Penalty) d			×
	ACITY		Level		I	Misc			DEFENS	IVE (CASTING				
	pts] = (*	2)+	INT +			Defensive Castin	ıg			0		efensive	Level 8
	pts		nd down, n				Ľ	Attack Penalty				Cas Lev		Casting Bonus	Bonus
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Campaign

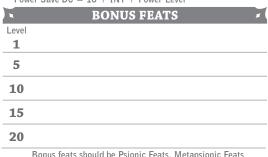
		ADT	LITIES		
	Ability Score	Item Bonus	Ability Modifier	Temp Score	Temp Modifier
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Diplomacy			CHA				_	
Disable Device			DEX					-
Disguise	-		CHA				_	
Escape Artist	-		DEX					-
Fly	-		DEX					-
Handle Animal	_		CHA					-
Heal Intimidate			CHA					- + Si:
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Ride			DEX					_
Sense Motive			WIS					
Sleight of Hand	_		DEX					_
Spellcraft			INT					. i
Stealth			DEX					-
Survival 🗆			WIS					. i
Track Trained			SURVIVAL		N/A			
Swim			STR					-11
Use Magical Device			CHA					
Knowledge: Arcana			INT					
Knowledge: Dungeoneering			INT					-
Knowledge: Psionics			INT					
Knowledge: Religion			INT					_
Knowledge: Nature			INT					_
Knowledge: The Planes			INT					_

LANGUAGES

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Light Load	Carried Items	lb					Properties	
Ib Medium Load	Weapons, Ammo	lb						
lb	Armour, Shield	lb	Hands				Clothes / Body	
Heavy Load	Worn Items - rjes, Power stones, -	lb	Properties				Properties	
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DISCIN	Additional Class Skills	Power		Level	Cost
Generalist	UMD,	1			
Seer (clairsentience)	Diplomacy, Perception	2			
Egoist (psychometabolism)	Acrobatics, Heal				
□ Shaper (metacreativity)	Bluff, Disguise, UMD	3			
□ Nomad (psychoportation)	Climb, Fly, Survival, Swim	4			
□ Kineticist (psychokinesis)	Disable Device, Intimidate	5			
Telepath (telepathy)	Bluff, Diplomacy, Sense Motive	6			
Discipline Talents		7			
		8			
Level Discipline Abilities		9			
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		31			
3 5		32			
4 7		33			
5 9					
6 11		34			
7 13		35			
8 15		36			
9 17					
Power Save DC = 10 + INT +	Power Level				



Bonus feats should be Psionic Feats, Metapsionic Feats or Psionic Item Creation Feats

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17	
20 In the set of Psionic Feats of Psionic Feats In the set	
TRANCE / 19	_
Level TWISTING PATH 20	_
12 Switch your trance as a swift action	
Level PATHWEAVING Uses per day	
15 Gain the benefit of both trances for up to 5 mins, provided you maintain psionic focus	
ETERNAL WARRIOR	
Level Add your wisdom modifier to attack, damage,	
20 AC, skill checks, ability checks, saving throws, initiative rolls and speed (gain 5ft per point)	

		KU I		
NHANCE		BLADE EN	ENHANCEM	
OOL	_		BONUS	
ŀ			+	$ \longrightarrow $
Soulknife Level			Maximum +	5 Point Cost
5		Defending		1
5		Distance		1
5		Flaming		1
5		Frost		1
5		Ghost touch		1
5		Keen		1
5		Lucky		1
5		Merciful		1
5		Mighty cleavin	g	1
5		Psychokinetic		1
5		Shock		1
5		Sundering		1
5		Vicious		1
7		Anarchic		2
7		Axiomatic		2
7		Collision		2
7		Flaming burst		2
7		Holy		2
7		Icy burst		2
7		Mindcrusher		2
7		Psychokinetic k	ourst	2
7		Shocking burst		2
7		Suppression		2
7		Unholy		2
7		Wounding		2
9		Bodyfeeder		3
9		Mindfeeder		3
9		Soulbreaker		3
12		Brilliant energ	ý	4
15		Coup de grace		5
		PSYCHIC	STRIKE	
SYCHIC S		KE Soulknife Level		
db	3 =		1)÷4	(Round dow

	MIND B	LADE				-
Blade	Strength		Damage:		Thrown	
Shape	Multiplier	Small	Medium	Large	Range	
	ght weapons	1d4	1d6	1d8	20 ft 4 sq	
One-handed weapon		1d6	1d8	2d6	15 ft 3 sq	
Two-handed weapon	1½	1d10		3d6	10 ft 2 sq	*
Damage type: Piercing Slashing Bludgeoning Changing blade shape or damage requires a full-round action ATTACK BONUS Base Attack		DAMAG Damage I d	E Enha	ncement onus	landed Throw blade Psychic Strike Mis d8 +	
Bonus BAB + (STR		nus +	Misc	•	Default critical ra 19-20, ×2	nge
Range Type ft sq	At	tack Bonus		Damage d +		
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ATTACK BONUS Base Attack E Bonus + DEX +	nhancement Bonus Misc		damage ty	pe		
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	BLADE S	SKILLS				-
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Level 4						
Level6						
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No longer need a will save to maintain your mind blade in a null psionics field. A blade still loses its enhancement bonus.
 Change the configuration of you mind blade as a full-round action, resetting any penalties from Fluid Form.

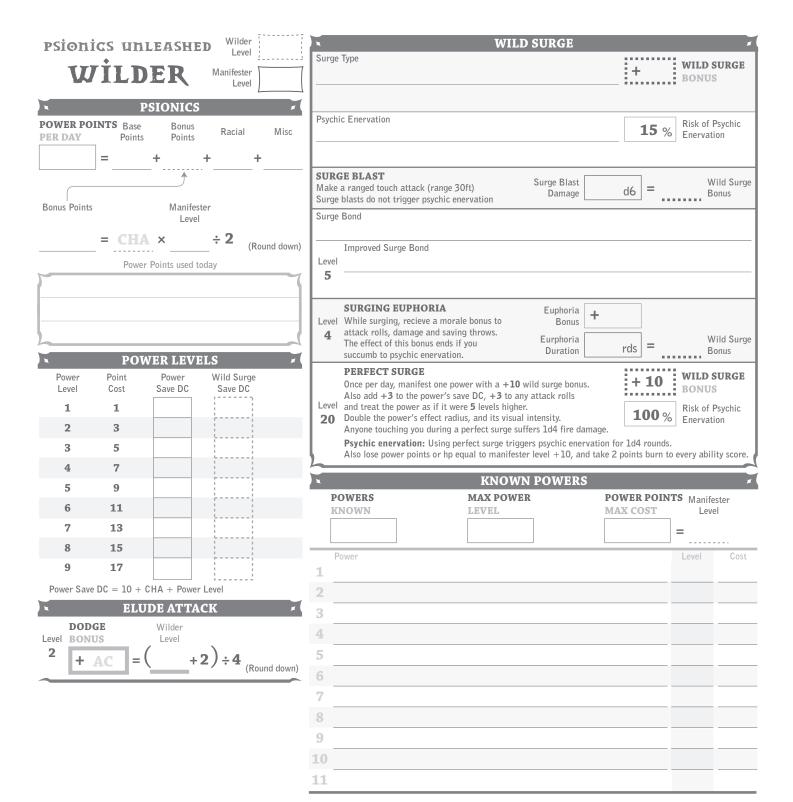
QUICK DRAW

Level Manifest your mind blade as a free action, once per round.

(More often when using the Multiple Throw blade skill)

MIND BLADE MASTERY

5



mostra on an	Artificer			ARTII	FICER	
TOME OF SECRETS ARTIFICER	Level /	Artifice Level	r		Crafting Abilities	Elbow Grease
	Level	1		Jack of All Trades	Weird Science	+2
Invention Invention Level Inventions = Base	Bonus	2		Item Creation	Scribe Scroll	
Save DC per day Inventio	INT	3		Bonus Feat	Brew Potion	
2		4		0.1	Craft Wondrous Item	
3		5 6		Salvage Metamagic Science	Craft Magic Arms and Armour	+4
4		7		Wetamagic Science	Craft Wand	+4
Invention Save DC = 10 + INT + Spell Level Invention time = 4 hours per spell level		8		Bonus Feat		
INVENTION USES Artifier		9			Craft Rod	
PER DAY Level	2)	10				+6
	(Round up)	11		Improved Metamagic Science		
USE MAGICAL DEVICE DC 15 To use an invention crafted by some	eone else	12		Bonus Feat	Craft Staff	
DC 20 To use an invention when its uses a		13 14		Improved Jack of All Trades	Forge Ring	
rising 1 each time it's used DC 25 To use several magical effects at or	псе	16		Bonus Feat		
plus the number of effects		19		Bonus Feat		
CRAFT MAGIC ITE	M 🗾	20		Exemplar		
DC 20 To create a magical item plus required caster level		5		BONUS	FEATS	
DC 20 To create magical item with metan plus 3× modified caster level	nagic			at from this list at 3rd, 8th, 12th, 16th a		
SALVAGE	r (□ Emp		Spell +2	□ Quicken Spell +4 □ Still Sp □ Silent Spell +1 □ Widen	
Salvaging a magical item takes one day, and requal to the cost of the materials that can be		□ Exte Metamagi		ell +1	B 🗆 Skill Focus	
items. It cannot be spent. When deconstructing a wand with some spent				MATERIALS	MAGIC ITEMS	
recovered is an equivalent fraction of the cost						
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Concentration= WIS + LevelCaster LevelDomain Spell +17Channel Positive EnergyChannel Negative Energy \sim \sim \sim Channel Positive EnergyChannel Negative Energy \sim \sim \sim CHANNEL ENERGY PER DAYMiscToday \sim \sim \sim $= 3 + CHA +$ \sim \sim \sim \sim \sim Priest LevelMisc \sim \sim \sim \sim Priest LevelMisc \sim \sim \sim \sim $Misc$ \sim \sim \sim \sim \sim \sim Priest LevelMisc \sim \sim \sim \sim \sim WILL SAVE DCPriest Level(Round up)Domain Spell +1 \square \sim \sim \sim WILL SAVE DCPriest Level $<$ \sim \sim \sim \sim \sim Image: Demain Spell +1 \square \square Image: Demain Spell +1 \square \square \square \square \square \square Image: Demain Spell +1 \square \square \square \square \square \square \square Image: Demain Spell +1 \square \square \square \square \square \square \square Image: Demain Spell +1 \square \square \square \square \square \square \square Image: Demain Spell +1 \square \square \square \square \square \square \square Image: Demain Spell +1 <th></th> <th>9 + 2</th> <th>+ 2</th> <th></th> <th></th> <th></th> <th></th>		9 + 2	+ 2				
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CHANNEL ENERGY Image: Channel Negative Energy Channel Positive Energy Channel Negative Energy CHANNEL ENERGY PER DAY Misc Image: Im	Concentration	= WI	S +		Domain Spell + 1	7	
CHANNEL ENERGY PER DAYMiscToday $= 3 + CHA +$ \bigcirc \bigcirc \bigcirc Priest \bigcirc \bigcirc \bigcirc LevelMisc \bigcirc \bigcirc $d8 = ($ $\div 2$ $) +$ \bigcirc Priest(Round up) \bigcirc \bigcirc PriestLevel \bigcirc \bigcirc $Domain Spell + 1$ \bigcirc \bigcirc $0 = 10 + ($ $\div 2$ $) + CHA$ \bigcirc $0 = 10 + ($ $\div 2$ $) + CHA$ \bigcirc	X	CHANNEL ENE	RGY			1	
= 3 + CHA + $ Priest Level Misc $ $ d8 = (+ 2) + $ $ (Round up) $ $ Priest Level (Round up) $ $ Priest Level (Round up) $ $ = 10 + (+ 2) + CHA $ $ Priest Level (Round up) $ $ Priest Level (Ro$	Channel Posi	tive Energy 🔲 🔲 Cha	nel No	egative Energy			
= 3 + CHA + Priest Level Misc $d8 = (+ 2) + $ (Round up) Priest Level (Round up) $= 10 + (+ 2) + CHA$ $= 10 + (+ 2) + CHA$ (Round up) (R	CHANNEL EN	ERGY PER DAY	Misc		Domain Spell + 1		
$\begin{array}{c} \begin{array}{c} \text{Priest} \\ \text{ENERGY ROLL} \\ \begin{array}{c} \text{Level} \\ \text{d8} \end{array} = \begin{pmatrix} & \cdot 2 \\ \cdot 2 \\ \text{evel} \\ \end{array} \\ \end{array} \\ \begin{array}{c} \text{Misc} \\ \hline \\ (Round up) \\ \text{Level} \\ \end{array} \\ \begin{array}{c} \text{Priest} \\ \text{Level} \\ \end{array} \\ \begin{array}{c} \text{Round up} \\ \hline \\ \text{CRound up} \\ \end{array} \\ \begin{array}{c} \text{Domain Spell + 1} \\ \text{Domain Spell + 1} \\ \hline \\ \text{CRound Spell + 1} \\ \hline \\ \text{CRound up} \\ \hline \\ \ \\ \ \\ \ \\ \ \\ \ \\ \ \\ \ \\ \ \\ \$		= 3 + CHA +			Domain Spell + 1	0	
$\begin{array}{c} \begin{array}{c} \begin{array}{c} \\ \\ \\ \end{array}\end{array} \\ \hline \\ \\ \end{array} \\ \hline \\ \\ \\ \\$						8	
WILL SAVE DC Priest Level (Round up) Domain Spell +1 9 $= 10 + ($ $\div 2$ $+ CHA$ $ $		ĩ ().	IVLISC			
WILL SAVE DC Level Domain Spell +1 9 $= 10 + ($ $\div 2$ $+ CHA$ $$ $$	d8	j=(÷2	ノ+	(Dound)	Domain Spell + 1		
$= 10 + (\div 2) + CHA$	WILL SAVE D			(Kound up)	Domain Spell + 1	•	
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(Round down)				(Round down)			

	SHAMAN Lev	el	COMPANION	ſ				CREATU	RF TV
L	SHAMAN	, , (I				CREATO	AL III
Shaman	n	Spiritual							
Level	Communicate with spirit	significance bonus				CONTROL SPIRIT			
1	□ 1 See spirit		CONTROLLEI	D	C	ONTROLLED			Spir
2	□ Spirit companion		SPIRIT	Charisma	S	PIRITS			Char
3	□ Bonus feat		CAPACITY	Score					
4	□ Summon spirit								
5	□ Control spirit								
6	□ Bonus feat		HEALING			SPIRIT HEAL	SPIR	ГŦ	Shama
7	□ Spiritual significance (self)		PER DAY			Healing Today	HEAI		Leve
8	□ Spirit heal	+1		= CHA ·	+ 2			e6 =	
9	Bonus feat		X			SPIRIT WALK			
10	□ Spirit walk	+2	TETHER RANGE	Sha Le			BREAKING RISK	10-minute	
11	□ Spiritual significance (other)		ft	sq =	×	150 ft / 30 sq	%	1	×10
12	Bonus feat	+3		54		BONUS FEATS	/0		ΞŪ
13	□ Spirit heal, mass		METAMAGIC	FEATS	IT	EM CREATION FEATS	OTHER I	EATS	
14	□ Tether spirit	+4	□ Bouncing S			Awakened Arcane Bond	□ Alert		
15	Bonus feat		 Dazing Spe Disruptive 			Brew Fleshcrafting Poison Brew Potion	Anim Decei	al Affinity tful	
16	□ Control living spirit	+5	□ Ectoplasmi			Craft Construct	□ Endu		
17	Break spirit		□ Elemental □ Empower \$			Craft Magic Arms and Armo Craft Rod	r □ Dieha □ Fleet	Ird	
18	Bonus feat		 Enlarge Sp Extend Sp 			Craft Staff Craft Wand		Fortitude wed Great Fo	vetitud
19	Bonus feat		□ Focused Sp			Craft Wondrous Item		idating Prow	
20	□ Lasting spiritual significance		 Heighten S Intensified 			Forge Ring Improved Arcane Bond	□ Iron \	Will oved Iron Will	1
	SEE SPIRIT		□ Lingering S	Spell +1		Scribe Scroll	□ Lead	ership	
DC 15	Knowledge (spirits) to add this bonus to ne	kt skill check	□ Maximize					ning Reflexes	
	HT BONUS		 Merciful S Persistent 				□ Impro	oved Lightnin Jasive	g Refle
	= CHA		Quicken Sp					Sufficient	
	SKILLS	¥ (Reach Spe					Penetration	
RAFT:	FOCUS		□ Selective S				□ Great	er Spell Pene	etratio
DC 20	To give an item spiritual significance		□ Sickening Silent Spel						
	To create a tether		□ Still Spell	+1					
NOWL	.EDGE: SPIRITS		□ Thanatopic						
	To gain the insight bonus from See Spirit		□ Threatenin						
	RM: RITUAL		□ Threnodic						
	nunicate with spirits		□ Thundering						
	To persuade an indifferent or unfriendly spi to communicate, or a spirit associated with	rit	U Widen Spe	+3					
	a deity that is unfriendly to shamans								
	To persuade a hostile spirit to communicate								
	To persuade a spirit that is associated with a deity that is unfriendly to shamans to communicate.								
'o summ	non spirits								
DC 5	To summon any spirit								
	To summon an unembodied spirit of a non-particular spell effect								
	To summon an unembodied spirit of a particular spell effect								
	To summon an unfriendly deceased spirit								
DC 20	····/								
DC 25	To summon any type of spirit associated with a deity unfriendly to shamans	:h							
DC 25 DC 30	To summon any type of spirit associated wit								

To tether spirits

DC 20 To break a tether

		OME OF SECRETS	Witch Hunter			DEVOTEE	TALENTS		
W]	11(CH HUNTER	Level /	TALENTS KNOWN	Witch Hunter Level	Misc		Level	Advanced
		DEVOTEE TALENT	'S 🗾		_ /	2)+		10	Talents
Witch Hunter			Witch	1	`		_ (Round down)		
Level		Devoted Strike	Focus	1					
2		L Witch Sense		2					
3		Detect Curse							
4				3					
⁴ 5		Devotee Talent							
6		Spellbane		4					
7		Devotee Talent							
<u> </u>		Disruptive		5					
8		Devotee Talent							
9		Cursebreaker	+1	6					
10		Advanced Talent							
11		Spellbreaker		7					
12		Advanced Talent							
13		Backlash	+2	8					
14		Advanced Talent							
15		Greater Spellbane		9					
16		Advanced Talent							
17			+3	10					
18		Advanced Talent		11					
19		Uncursed		11					
20		Mystic Null Advanced Talent	ļ	12					
5		WITCH SENSE		12					
Percept	ion	Highest				DEVOTEI) STRIKE		
Check DC	(=	= 30 – Level or – Number Hit Dice		DEVOTED ST	TRIKES	Strik	es	DAMAGE	
		WITCH FOCUS	J.	PER DAY	= WIS + 3			BONUS	= WIS
ATTAC	K BO	NUS						+	
+			tch	SPELLBANE	SPEI or cursebreakei		URSEBREAKER		*
	LEDO	JE BONUS For	cus nus	PER DAY	7	Toda	ау	Level Mystic N	lull d spellbane
+ DISPEI	ROI				= WIS + 3			20 uses per	
+	. 501					BACK	LASH	D.4.4111	*
ARMOU	JR B	ONUS		BACKLASH WILL SAVE I	Witch Hun C Level	iter		BACKLASH DAMAGE	
+ A	C				= 10 +	+ WIS		2d6	
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Defining Features			FRIENDLY			CHIEF LINE
Preferred Clothing			FRIENDLY HOSTILE			
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Fears			FRIENDLY			
						SSS State
Likes			FRIENDLY			CALL LINE
Dislikes						est - august
			FRIENDLY			
Quirks						S. May
			FRIENDLY HOSTILE			

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			Silver		, ,	sp	Debts		,	<u> </u>]
 			Gold	2		gp	Valuables	2		<u> </u>)
 			Platinum		<mark>,</mark>) p	р	Other items			
			Total				Total		,])
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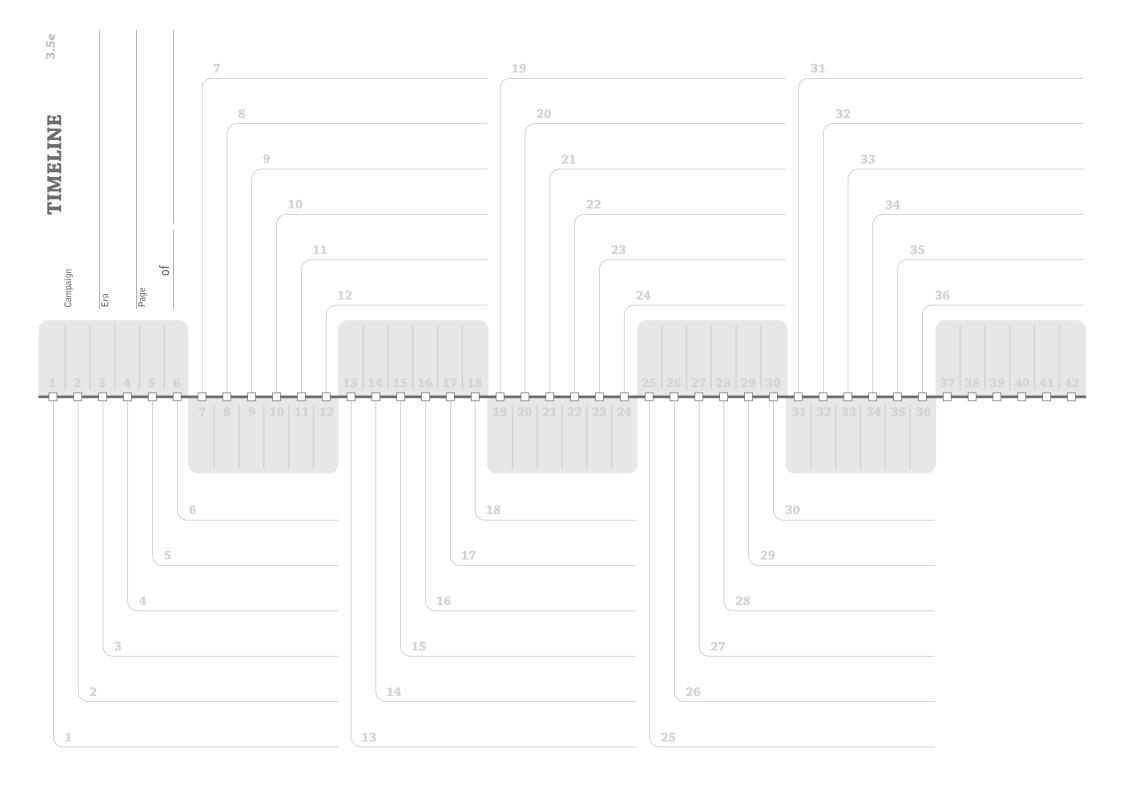
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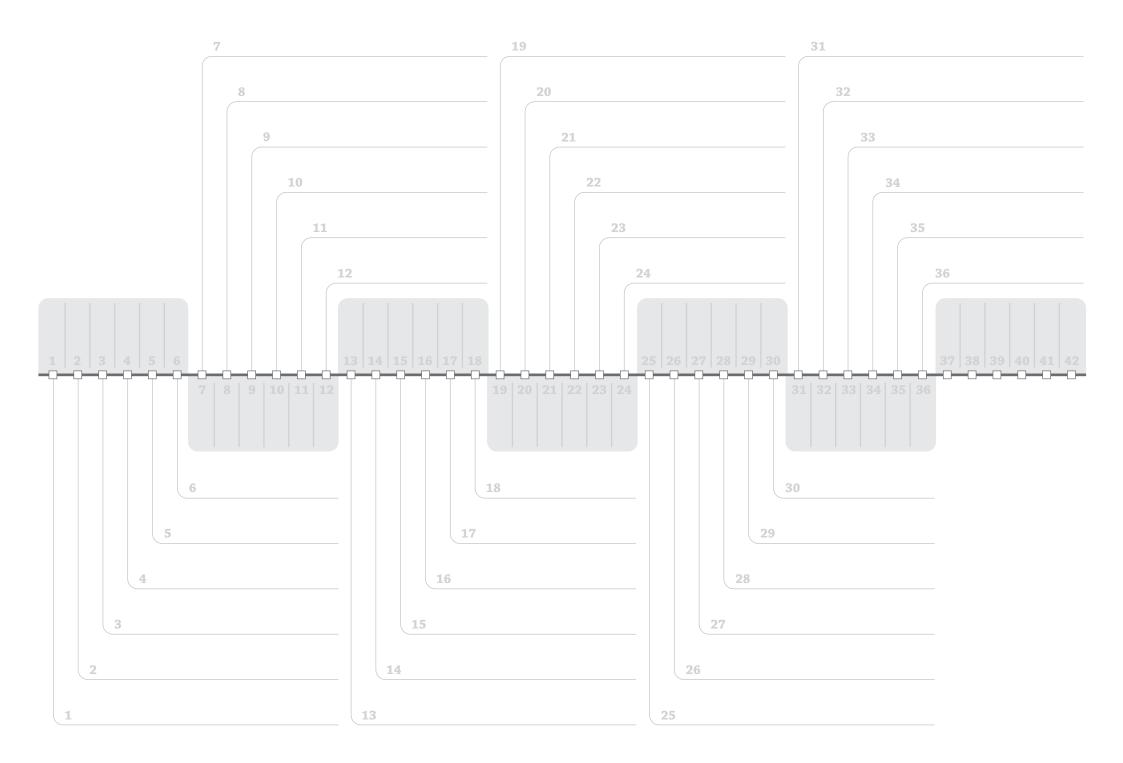
		Age	Creatu Lev	
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difier Bonus		DEX		
		WIS		
EX		WIS		
	Stealth	DEX		
	Survival	WIS		
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	TRICKS / FEATS	/ SPECIAL	ABILI	FIES 🖌
	or the second se	Acrobatics Climb Escape Artist Fly Fly Perception Sense Motive Stealth Survival Track □ Trained Swim	Subtype Weight Height Ib ft SKILLS Acrobatics DEX Climb STR Escape Artist DEX Fly DEX Perception WIS Sense Motive WIS Stealth DEX Strikt DEX Stealth DEX Swim STR Swim STR Strikt DEX Strikt DEX Swim STR Image: Strikt Image: Strikt Image: Strikt Image: Strikt <td>Subtype Weight Height Height Ib ft Height Height Ib ft</td>	Subtype Weight Height Height Ib ft Height Height Ib ft

	HEALTH
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hp	hp
сомват	ATTACKS
INITIATIVE BONUS Misc	
INIT = DEX +	Range Attack Bonus Damage Critica
BASE ATTACK Temp Attack Temp Dam	ige ft sq
(+ +	
BASIC SPEED Swim Speed Fly Speed	Attack Bonus Damage Critica
ft sq ft sq ft	q Range
Climb Speed Burrow Speed Temp Speed	ft so l
ft sq ft sq ft	q
COMBAT MANOEUVRES	Range Attack Bonus Damage Critica
COMBAT MANOEUVRE Size	ft sq
$\begin{array}{c} \textbf{BONUS} & \textbf{Modifier Mis} \\ \textbf{CMB} = \overset{\text{Wolfier Mis}}{\underset{\text{M}}{\overset{\text{Wolfier Mis}}{\underset{\text{M}}{\overset{\text{W}}{\overset{\text{W}}{\overset{\text{W}}{\underset{\text{M}}{\overset{\text{W}}{\overset{\text{W}}{\underset{\text{M}}{\overset{\text{W}}{\overset{\text{W}}{\underset{\text{M}}{\overset{\text{W}}{\overset{\text{W}}{\underset{\text{M}}{\overset{\text{W}}{\overset{\text{W}}{\underset{\text{M}}{\overset{\text{W}}{\overset{\text{W}}{\underset{\text{M}}{\overset{\text{W}}{\overset{\text{W}}{\underset{\text{M}}{\overset{\text{W}}{\overset{\text{W}}{\underset{\text{M}}{\overset{\text{W}}{\overset{\text{W}}{\underset{\text{M}}{\overset{\text{W}}{\overset{\text{W}}{\underset{\text{M}}{\overset{\text{W}}{\overset{\text{W}}{\underset{\text{M}}{\overset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{W$	Ammo # 0000000000000000000000000000000000
COMBAT MANOEUVRE Do	dge Deflection Base Size Mora
	difier Modifier Attack Bonus Modifier Misc Bonu
CMD = 10 + STR + DEX +	+ + BAB + + + +
DEFENCE	SAVING THROWS
Armour	Size Misc Base Save Misc Ter FORTITUDE SAVE
Armour	Size Misc Base Save Misc Ter
Armour ARMOUR CLASS & Shield	Size Misc Base Save Misc Ter Modifier FORTITUDE SAVE
ARMOUR CLASS & Armour & Shield AC = 10 + DEX +	Size Misc Base Save Misc Term Modifier FORTITUDE SAVE FORT FORT + FORT = CON + +
Armour cLASS & Shield AC = 10 + DEX + - FLAT-FOOTED ARMOUR CLASS	Size Misc Base Save Misc Ter Modifier FORTITUDE SAVE + FORT = CON + + REFLEX SAVE
ARMOUR CLASS & Shield AC = 10 + DEX + - FLAT-FOOTED ARMOUR CLASS AC = 10 / + -	Size Modifier Misc FORTITUDE SAVE Base Save Misc Misc Ter Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image: Provide state Image:
Armour cLASS & Shield AC = 10 + DEX + - FLAT-FOOTED ARMOUR CLASS AC = 10 / + - TOUCH ARMOUR CLASS	Size Modifier Misc FORTITUDE SAVE Base Save Misc Misc Ter Image: A strain of the strain
ARMOUR CLASS & Shield AC = 10 + DEX + - FLAT-FOOTED ARMOUR CLASS AC = 10 / + - TOUCH ARMOUR CLASS AC = 10 + DEX / -	Size Misc Base Save Misc Term Modifier FORTITUDE SAVE Misc Term PORT = CON + + PORT PORT = CON + + PORT PORT = DEX + + WILL SAVE WILL = WIS + +
ARMOUR CLASS & Shield AC = 10 + DEX + - FLAT-FOOTED ARMOUR CLASS AC = 10 / + - TOUCH ARMOUR CLASS AC = 10 + DEX / - Temp AC Spell Resistance Damage Reduction	Size Misc Base Save Misc Term Modifier FORTITUDE SAVE FORT = CON + + FORT = CON + + REFLEX SAVE + REF WILL SAVE WILL WILL Evasion Endurance
ARMOUR CLASS AC = 10 + DEX + - FLAT-FOOTED ARMOUR CLASS AC = 10 / + - TOUCH ARMOUR CLASS AC = 10 + DEX / - Temp AC Spell Resistance Damage Reduction AC /	Size Misc Base Save Misc Ter FORTITUDE SAVE FORT = CON + + REFLEX SAVE WILL SAVE WILL = WIS + + Evasion © Endurance
ARMOUR CLASS AC = 10 + DEX + - FLAT-FOOTED ARMOUR CLASS AC = 10 / + - TOUCH ARMOUR CLASS AC = 10 + DEX / - Temp AC Spell Resistance Damage Reduction AC /	Size Misc Base Save Misc Term Modifier FORTITUDE SAVE FORT = CON + + FORT = CON + + REFLEX SAVE + REF WILL SAVE WILL WILL Evasion Endurance
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ARMOUR CLASS AC = 10 + DEX + - FLAT-FOOTED ARMOUR CLASS AC = 10 / + - TOUCH ARMOUR CLASS AC = 10 + DEX / - Temp AC Spell Resistance Damage Reduction AC /	Size Misc Base Save Misc Ter FORTITUDE SAVE FORT = CON + + REFLEX SAVE REFLEX SAVE WILL SAVE WILL SAVE WILL = WIS + + EVASION © Endurance EFFECTS

NPC					Class		Level	CR
	Rac	e			X	SKILLS		
cool					Skill	+3	Ranks	Misc
HAOTIC	Hait .	1			Acrobatics	DEX 🗆		
	\sim	ABILIT		in +	Appraise			
	Ability	Item	Ability	Temp	Bluff	CHA 🗆		
	Score	Bonus	Modifier	Bonus	Climb	STR 🗆		
STR			STR		Diplomacy	CHA 🗆		
DEX			DEX		Disable Device	DEX 🗆		
					Disguise	CHA 🗆		
CON			CON		Escape Artist	DEX 🗆		
INT			INT		Fly	DEX 🗆		
WIS			WIS		Handle Animal	CHA 🗆		
W13			W13		Heal	WIS D		
CHA			CHA		Intimidate	CHA 🗆		
Abi	lity Modifie	er = (Total	Ability Scor	e -10)÷2	Linguistics	INT 🗆		
	E	QUIPM	ENT	"	Perception	WIS 🗆		
					Ride	DEX 🗆		
Proper	ties				Sense Motive	WIS 🗆		
					Sleight of Hand	DEX 🗆		
					Spellcraft	INT 🗆		
					Stealth	DEX 🗆		
					Survival	WIS 🗆		
Proper	ties				Swim	STR 🗆		
					Use Magical Device	CHA 🗆		
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	IN	IVENT	ORV			NOTES		
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X	HEALTH		×
HIT POINTS Wounds		🗆 Dying 🗆 Stable	Non-lethal 🔲 Unconcious
hp		hp	hp
× СОМВАТ •	x	ATTACKS	
INITIATIVE BONUS Misc			
INIT = DEX +	Dongo	Attack Bonus	Damage Critical
BASE ATTACK Temp Attack Temp Damage	Range	sq	
	10	34 <u> </u>	
SPEED with Armour Temp Speed		Attack Bonus	Damage Critical
ft sq ft sq ft sq	Range		
Swim Fly Climb	ft	sq	
ft sq ft sq ft sq			
COMBAT MANOEUVRES	Range	Attack Bonus	Damage Critical
COMBAT MANEUVRE Size	ft	sq	
BONUS Modifier Misc CMB = Signature + +	Ammo	#	
COMBAT MANEUVRE	Size Defle		Morale
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