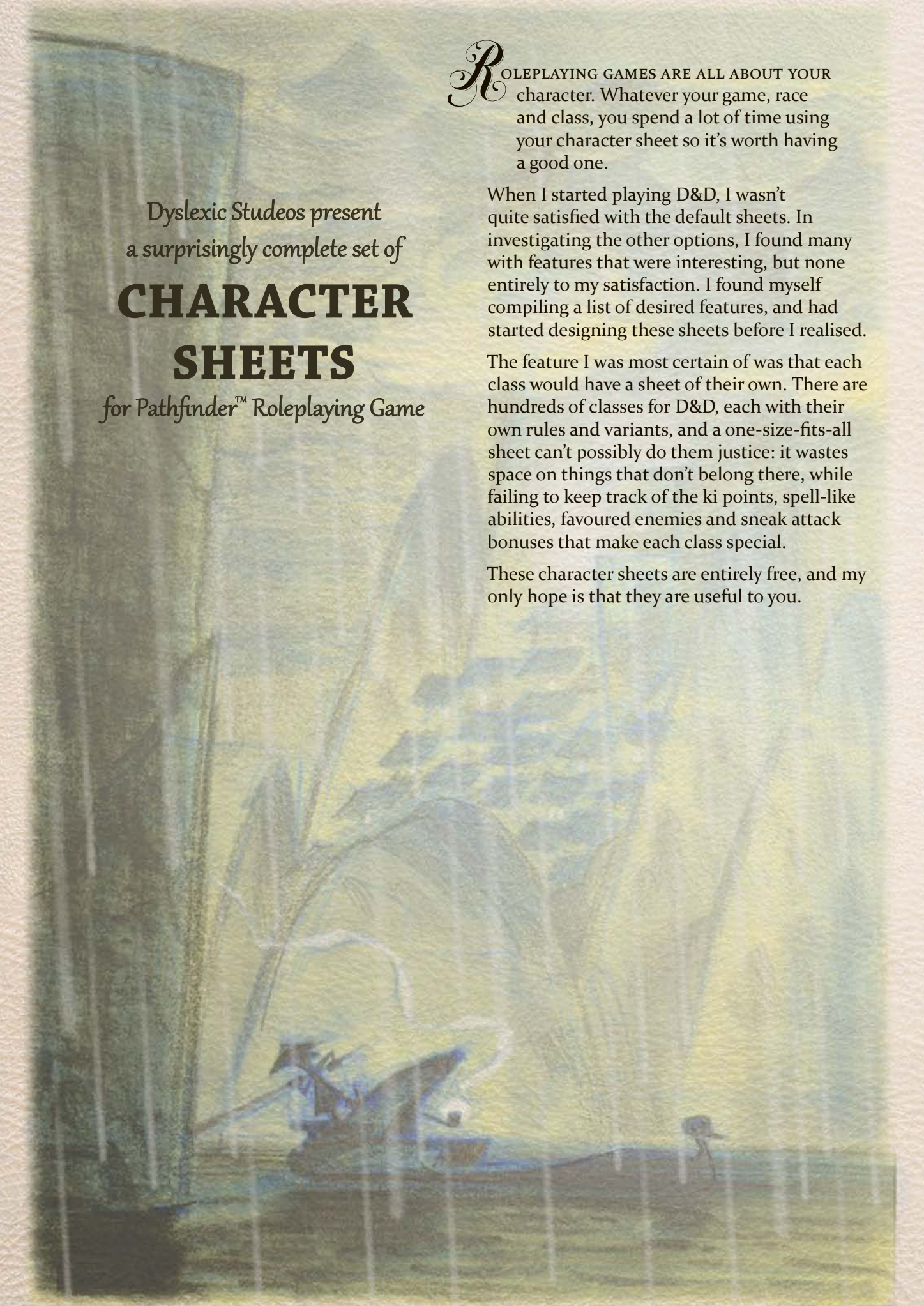


Dyslexic Studeos present
a surprisingly complete set of

CHARACTER SHEETS



for Pathfinder™ Roleplaying Game



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

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

The feature I was most certain of was that each class would have a sheet of their own. There are hundreds of classes for D&D, 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.

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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 versions 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.

An ability *score* of 10 results in an ability *modifier* of 0. 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.


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.

SKILLS

Your character learns skills as 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.



Player
John Smith

Campaign
Kingmaker

XP

ABILITIES					
	Ability Score	Item Bonus	Ability Modifier	Temp Score	Temp Modifier
STR	6		-2		
DEX	12		+1		
CON	12		+1		
INT	14		+2		
WIS	14		+2		
CHA	18	+2	+5		

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

CHARACTER									
Name		Corio Berengel Fudwyn			Size		Small		
Race		Gnome			Size Modifier		+1		
CLASSES				Skill Ranks		Hit Die		Level	
1 Bard				6		d 8		8	
2						d			
3						d			
4						d			
5						d			
Favoured class +1 hp or skill rank per level				6 hp		2 rks		+ INT per level + CON per level	
SKILLS									
	Untrained	Skill Bonus	Class Skills +3	Ranks	Racial, Feats	Misc	Armour Check Penalty		
Acrobatics		4	D1X	1			-1		
Appraise		8	I2T	3					
Bluff	Strings	10	C5A	2					
Climb		1	S-2	1			-1		
Diplomacy	Strings or acting	9	C5A	1					
Disable Device		/	D1X				-1		
Disguise	Acting	9	C5A	1					
Escape Artist		5	D1X	2			-1		
Fly		2	D1X		2		-1		
Handle Animal		/	C5A						
Heal		2	V2S						
Intimidate		11	C5A	3				+ Size diff x4	
Linguistics		6	I2T	1					
Perception		11	V2S	4	2				
Ride		1	D1X				-1		
Sense Motive		10	V2S	5					
Sleight of Hand		8	D1X	4			-1		
Spellcraft		6	I2T	1					
Stealth		7	D1X	3			-1		
Survival		6	V2S		4				
Track	Trained	/	SURVIVAL		N/A				
Swim		-3	S-2				-1		
Use Magical Device		9	C5A	1					
Knowledge: Arcana		10	I2T	1	4				
Knowledge: Dungeonearing		10	I2T	1	4				
Knowledge: Religion		11	I2T	2	4				
Knowledge: Nature		10	I2T	1	4				
Knowledge: The Planes		10	I2T	1	4				
Knowledge: Nobility		13	INT	2	4	4			
Knowledge: History		11	INT	2	2	4			
Knowledge: Anything		6	INT	2	N/A	4	Bardic Knowledge		
Perform: String		16	CHA	5	8				
Perform: Act		13	CHA	5	5				
Craft: Musical Instruments		9	INT	2	2	2			
Concentration		13	INT	5	N/A	8			
Profession: Servant		9	WIS	2	2	2			

FEATS & SPECIAL ABILITIES

Obsessive: +2 Craft Improved Initiative
Musical Instruments

Low-light vision
Extra Performance

Gnome Magic 1/day: Stealth on 1st rnd
Dancing Lights, to hide from flat-footed enemies
Ghost Sound, Prestidigitation, Speak with Animals Lightning Reflexes

+1 DC for illusion
+2 saves illusion
+2 Perception
+4 AC against giants
+1 to attack reptilian & goblinoid

TRAITS:

Common
Gnome
Sylvan

Skills: INT, WIS, CON, DEX, STR
Knowledge: INT, WIS
Profession: INT, WIS
Perform: INT, WIS



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 1½ 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.

INITIATIVE				ATTACKS			
INITIATIVE BONUS Feats Training Misc 15 = D1X + 4 + +				Crossbow (masterwork small) Range Type Attack Bonus Damage Critical 80 ft 16sq Piercing 9 / 4 d6 19- X 2 Ammo Bolts 20 Special Ammo #			
SPEED Speed with Armour Temp Speed 20 ft 4sq 20 ft 4sq ft sq Swim Speed Fly Speed Climb Speed 10 ft 2sq ft sq 5 ft 1sq				Luck Blade, +2 short sword Good Fortune: 1/day reroll one die 0 wishes Range Type Attack Bonus Damage Critical /ft sq Piercing 7 / 2 d4+2 19- X 2			
BASE ATTACK BASE ATTACK BONUS MELEE ATTACK RANGED ATTACK 6 / 1 5 / 0 8 / 3 Temp Attack Bonus Morale Bonus Buffs Nerfs Power Attack + = 2 + - - Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack + = 2 + - + Conditional Modifiers +½ Ranger's favoured enemy bonus +1 to attack reptilians/goblinoids				Range Type Attack Bonus Damage Critical ft sq d x Range Type Attack Bonus Damage Critical ft sq d x Range Type Attack Bonus Damage Critical ft sq d x Ammo # Special Ammo # Ammo # Special Ammo #			
COMBAT MANOEUVRES COMBAT MANOEUVRE BONUS Base Attack Bonus Size Modifier Misc C3B = S2 + B6B - 1 + COMBAT MANOEUVRE DEFENSE Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier Misc (17) = 10 + S2 + D1X + 3 + B6B - 1 + FLAT-FOOTED CMD Deflection Modifier Base Attack Bonus Size Modifier Misc (16) = 10 + S2 N/A N/A + 3 + B6B - 1 + Temp CMB Temp CMD Conditional Modifiers + CMB + CMD				SAVES FORTITUDE SAVE Base Racial Misc Temp (6) = C9 + 2 + + 3 + REFLEX SAVE (10) = D1X + 6 + + 5 + WILL SAVE (11) = W2S + 6 + + 3 + <input type="checkbox"/> Evasion <input type="checkbox"/> Improved Evasion <input type="checkbox"/> Endurance <input type="checkbox"/> Trap Sense Conditional Modifiers +2 against illusions			
HEALTH HIT POINTS Wounds Dying Stable Non-lethal Unconscious 44 hp 41 36 29 35 hp hp hp				EFFECTS Cloak of Resistance +3 Lightning Reflexes +2			
ARMOUR CLASS ARMOUR CLASS Dodge Modifier Deflection Modifier Armour AC Shield AC Natural Armour Size Modifier 19 = 10 + D1X + 3 + 4 + + 1 FLAT-FOOTED ARMOUR CLASS 18 = 10 N/A N/A + 3 + 4 + + 1 TOUCH ARMOUR CLASS 15 = 10 + D1X + 3 N/A N/A N/A + 1 Temp AC Spell Resistance Conditional Modifiers + AC +4 dodge against giants Damage Reduction / Notes				Effects grid with 4 rows of 5 squares each.			

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.

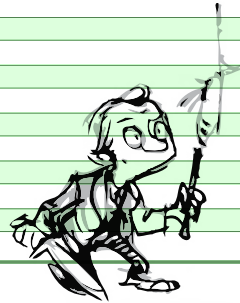
So he gets two bonus spells at level 1, but only one at levels 2 to 5. These are added to his allowance from being a Bard.

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.

BARD					Bard Level	8
Level Bonus +					Caster Level	8
SPELLS					KNOWN SPELLS	
Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells	Lullaby	
6	15	0			Message	
5	16	1	6	4	0	Summon Instrument
4	17	2	5	4	Ghost Sound (illusion)	
3	18	3	3	2	Mage Hand	
		4			Light	
		5			Disguise Self (illusion)	1
		6			Alarm	
					Expeditious Retreat	
					Silent Image (illusion)	
					Alter Self (illusion)	2
					Invisibility (illusion)	
					Heroism	
					Hold Person	
					Major Image (illusion)	3
					Cure Serious Wounds	
					Crushing Despair	
						4
						5
						6
Spell Save DC = 10 + CHA + Spell Level					VERSATILE PERFORMANCE	
Concentration 13 = C5A + 8					Use bonus in place of...	
ARCANE SPELL FAILURE THRESHOLD					<input type="checkbox"/> Act ☹️ <input type="checkbox"/> Bluff, Disguise <input type="checkbox"/> Comedy <input type="checkbox"/> Bluff, Intimidate <input type="checkbox"/> Dance <input type="checkbox"/> Acrobatics, Fly <input type="checkbox"/> Keyboard Instruments <input type="checkbox"/> Diplomacy, Intimidate Other:	
BARDIC KNOWLEDGE					<input type="checkbox"/> Oratory <input type="checkbox"/> Percussion <input type="checkbox"/> Sing <input checked="" type="checkbox"/> String 🎵 <input type="checkbox"/> Wind Instruments	
BARDIC KNOWLEDGE BONUS					Use bonus in place of...	
4 = (8 ÷ 2) +					<input type="checkbox"/> Diplomacy, Sense Motive <input type="checkbox"/> Handle Animal, Intimidate <input type="checkbox"/> Bluff, Sense Motive <input type="checkbox"/> Bluff, Diplomacy <input type="checkbox"/> Diplomacy, Handle Animal	
PERFORMANCES					SCROLLS	
DURATION PER DAY					POTIONS	
29 rds = 2 + (8 × 2) + C5A + 6					Raise Dead	
28 26 25 20 14 11					Cure Light Wounds x5	
WILL SAVE DC					Cure Moderate Wounds x2	
19 = 10 + (8 ÷ 2) + C5A					Lesser Restoration	
FASCINATE					Gaseous Form	
AUDIENCE MAX FASCINATED					Bull's Strength	
8 ÷ 3 (Round up)					Water Breathing	
COURAGE BONUS						
+2						
COMPETENCE BONUS						
+3						
INSPIRE GREATNESS						
MAX AFFECTED						
INSPIRE HEROICS						
MAX AFFECTED						
LORE MASTER						
TAKE 10						
Unlimited uses per day						
TAKE 20 PER DAY						
1						



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

INVENTORY			ARMOUR				EQUIPMENT		
Traveller's clothes (small)	Value	Weight	Masterwork Chain Shirt				Hat / Mask		
Performer's clothes (small)			Properties				Properties		
Maid's uniform (small)			Type	Max Speed	Max AC	DEX	Headband		
Cake				20 ft 4 sq	4		Headband of Alluring Charisma		
Stilts			Check Penalty	Weight	Spell Failure	Armour AC	Properties		
Mistreated Stilt Coverings			-1	25 lb	20 %	4	+2 Charisma		
Lye			SHIELD				Eyes		
200m silk rope			Properties				Properties		
Antitoxin x 2			Check Penalty	Weight	Spell Failure	Shield AC	Neck / Throat		
				lb	%	AC	Cloak of Resistance +3		
							Properties		
							Shoulders		
							Properties		
							Chest		
							Properties		
							Belts		
							Properties		
							Clothes / Body		
							Properties		
							Arms / Wrists		
			Properties						
			Feet						
			Properties						
			Ring				Arms / Wrists		
			Ring of Protection +3				Properties		
			Properties				+3 deflection bonus to AC		
			Ring				Feet		
			Properties				Properties		
			MONEY				VALUABLE ITEMS		
			Copper	25	cp	The Crown of Sum'wir 15,000			
			Silver	904	sp				
			Gold	1272	gp				
			Platinum	19	pp				
			Total	155269					
			50 coins weighs 1lb coins						
			Debts	2400					
			Valuables	15000					
			Other items						
			Total	1415269					
			Carried Items		lb				
			Weapons, Ammo		lb				
			Armour, Shield		lb				
			Worn Items		lb				
			Scrolls, Potions		lb				
			Wands, Components		lb				
			Coins		lb				
			Total Weight		lb				

Armour and shield both contribute to your AC

Items that you wear often grant magical bonuses.

Don't forget to incorporate those elsewhere.

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.

Debts 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.

They can also grant you other special bonuses.



INITIATIVE

INITIATIVE BONUS Feats Training Misc

INIT = **DEX** + _____ + _____ + _____

SPEED

SPEED Speed with Armour Temp Speed

_____ ft sq _____ ft sq _____ ft sq

Swim Speed Fly Speed Climb Speed

_____ ft sq _____ ft sq _____ ft sq

BASE ATTACK

BASE ATTACK BONUS MELEE ATTACK RANGED ATTACK

_____ _____ _____

Temp Attack Bonus Morale Bonus Buffs Nerfs Power Attack

+ = _____ + _____ - _____ - _____

Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack

+ = _____ + _____ - _____ + _____

Conditional Modifiers

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Base Attack Bonus Size Modifier Misc

CMB = **STR** + **BAB** - _____ + _____

COMBAT MANOEUVRE DEFENCE Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier Misc

CMD = **10** + **STR** + **DEX** + _____ + _____ + **BAB** - _____ + _____

FLAT-FOOTED CMD Deflection Modifier Base Attack Bonus Size Modifier Misc

CMD = **10** + **STR** N/A N/A + _____ + **BAB** - _____ + _____

Temp CMB Temp CMD Conditional Modifiers

+ CMB **+ CMD** _____

HEALTH

HIT POINTS Wounds Dying Stable Non-lethal Unconscious

_____ hp _____ hp _____ hp

ARMOUR CLASS

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

AC = **10** + **DEX** + _____ + _____ + _____ + _____ + _____ + _____

FLAT-FOOTED ARMOUR CLASS

AC = **10** N/A N/A + _____ + _____ + _____ + _____ + _____

TOUCH ARMOUR CLASS

AC = **10** + **DEX** + _____ + _____ N/A N/A N/A + _____

Temp AC Spell Resistance Conditional Modifiers

+ AC _____ _____

Damage Reduction /

Notes

ATTACKS

Range Type Attack Bonus Damage Critical

_____ ft sq _____ _____ d _____ x

Ammo # _____ Special Ammo # _____

Range Type Attack Bonus Damage Critical

_____ ft sq _____ _____ d _____ x

Range Type Attack Bonus Damage Critical

_____ ft sq _____ _____ d _____ x

Range Type Attack Bonus Damage Critical

_____ ft sq _____ _____ d _____ x

Range Type Attack Bonus Damage Critical

_____ ft sq _____ _____ d _____ x

Ammo # _____ Special Ammo # _____

Ammo # _____ Special Ammo # _____

SAVES

FORTITUDE SAVE Base Racial Misc Temp

FORT = **CON** + _____ + _____ + _____ **+**

REFLEX SAVE

REF = **DEX** + _____ + _____ + _____ **+**

WILL SAVE

WILL = **WIS** + _____ + _____ + _____ **+**

Evasion Improved Evasion Endurance Trap Sense _____

Conditional Modifiers

EFFECTS

INITIATIVE

INITIATIVE BONUS Feats Training Misc

INIT = DEX + _____ + _____ + _____

SPEED

SPEED

Speed with Armour Temp Speed

ft sq ft sq ft sq

Swim Speed Fly Speed Climb Speed

ft sq ft sq ft sq

BASE ATTACK

BASE ATTACK BONUS **MELEE ATTACK** **RANGED ATTACK**

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

+ = _____ - _____ + _____ - _____

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

+ = _____ - _____ + _____ - _____

Conditional Modifiers

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Base Attack Bonus Size Modifier **RAGE!**

CMB = STR + **BAB** + _____ + _____

COMBAT MANOEUVRE DEFENCE Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier **RAGE!**

CMD = 10 + STR + DEX + _____ + _____ + **BAB** + _____

FLAT-FOOTED CMD Deflection Modifier Base Attack Bonus Size Modifier **RAGE!**

CMD = 10 + STR N/A N/A + _____ + **BAB** + _____

Temp CMB Temp CMD Conditional Modifiers

+ **CMB** + **CMD** _____

ATTACKS

Range Type Attack Bonus Damage Critical

ft sq _____ d x

Ammo # _____ Special Ammo # _____

Range Type Attack Bonus Damage Critical

ft sq _____ d x

Range Type Attack Bonus Damage Critical

ft sq _____ d x

Range Type Attack Bonus Damage Critical

ft sq _____ d x

Range Type Attack Bonus Damage Critical

ft sq _____ d x

Ammo # _____ Special Ammo # _____

Ammo # _____ Special Ammo # _____

SAVES

FORTITUDE SAVE Base Misc Temp **RAGE!**

FORT = CON + _____ + _____ + _____

REFLEX SAVE Fatigued

REF = DEX + _____ + _____ + _____

WILL SAVE **RAGE!**

WILL = WIS + _____ + _____ + _____

Evasion Improved Evasion Endurance Trap Sense _____

HEALTH

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

hp + hp _____ hp _____ hp _____

ARMOUR CLASS

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

AC = 10 + DEX + _____ + _____ + _____ + _____ + _____ + _____

FLAT-FOOTED ARMOUR CLASS

AC = 10 N/A N/A + _____ + _____ + _____ + _____ + _____

TOUCH ARMOUR CLASS

AC = 10 + DEX + _____ + _____ + _____ + _____ + _____

Temp AC Spell Resistance Conditional Modifiers

+ **AC** _____

-2 **RAGE!** AC Penalty Damage Reduction /

Notes

EFFECTS

BARBARIAN!

Barbarian Level

BARBARIAN

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

RAGE!

RAGE! DURATION PER DAY

Barbarian Level

Misc

RAGE! TODAY

$$\boxed{\text{rds}} = 2 + \text{CON} + \left(\frac{\text{Barbarian Level}}{2} \times 2 \right) + \text{Misc}$$

	STRENGTH SCORE BONUS	CONSTITUTION SCORE BONUS	WILL SAVE BONUS	ARMOUR CLASS PENALTY
RAGE!	4	4	2	-2
GREATER RAGE!	6	6	3	-2
MIGHTY RAGE!	8	8	4	-2

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

STR

CON

AC

FATIGUED DURATION

RAGE! Duration

Strength Score Penalty: -2

Dexterity Score Penalty: -2

$$\boxed{\text{rds}} = \frac{\text{RAGE! Duration}}{2}$$

-1R

-1X

Cannot rage, run or charge while fatigued.

RAGE! POWERS

RAGE! POWERS KNOWN

Barbarian Level

Misc

$$\boxed{\text{Powers}} = \left(\frac{\text{Barbarian Level}}{2} \right) + \text{Misc}$$

(Round down)

1	_____	_____
2	_____	_____
3	_____	_____
4	_____	_____
5	_____	_____
6	_____	_____
7	_____	_____
8	_____	_____
9	_____	_____
10	_____	_____
11	_____	_____
12	_____	_____
13	_____	_____
14	_____	_____

BARD

Bard Level

Level Bonus +

Caster Level

KNOWN SPELLS

0

1

2

3

4

5

6

SPELLS

Spells Known	Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
<input type="text"/>	<input type="text"/>	0		CHA - 4 CHA - 8 CHA - 12
<input type="text"/>	<input type="text"/>	1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	<input type="text"/>	2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	<input type="text"/>	3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	<input type="text"/>	4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	<input type="text"/>	5		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="text"/>	<input type="text"/>	6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Spell Save DC = 10 + CHA + Spell Level

Concentration = CHA + Caster Level

ARCANE SPELL FAILURE THRESHOLD

% Bards can wear light armour without risking spell failure.

BARDIC KNOWLEDGE

BARDIC KNOWLEDGE BONUS

Bard Level

Misc

= (÷ 2) +

Bards can use all knowledge skills untrained.

PERFORMANCES

DURATION PER DAY

Bard Level

Misc

rds = 2 + (× 2) + CHA +

Rounds Today

VERSATILE PERFORMANCE

Use bonus in place of...

Act

Bluff, Disguise

Comedy

Bluff, Intimidate

Dance

Acrobatics, Fly

Keyboard Instruments

Diplomacy, Intimidate

Other:

Use bonus in place of...

Oratory

Diplomacy, Sense Motive

Percussion

Handle Animal, Intimidate

Sing

Bluff, Sense Motive

String

Bluff, Diplomacy

Wind Instruments

Diplomacy, Handle Animal

SCROLLS

POTIONS

FASCINATE

AUDIENCE

Bard Level

MAX FASCINATED

= ÷ 3 (Round up)

COURAGE BONUS

COMPETENCE BONUS

INSPIRE

INSPIRE GREATNESS

MAX AFFECTED

Bonus hit dice

+ 2d10 (including CON)

Competence

+2 to attack

+1 to fortitude saves

INSPIRE HEROICS

MAX AFFECTED

Saving bonus

+ 4 to all saves

Dodge bonus

+4 to AC

LORE MASTER

TAKE 10

Unlimited uses per day

TAKE 20 PER DAY

Take 20 Today



CLERIC OF

Cleric Level

Caster Level

DOMAINS

Domain	Domain
Granted Power	Granted Power
Level	Level
DC	DC
Uses per day <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Uses per day <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Granted Power	Granted Power
Level	Level
DC	DC
Uses per day <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Uses per day <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

Concentration = **WIS** + Caster Level

CURE / INFLECT	Light Wounds	1d8 + Level (Max 5)	1	5
	Moderate Wounds	2d8 + Level (Max 10)	2	6
	Serious Wounds	3d8 + Level (Max 15)	3	7
	Critical Wounds	4d8 + Level (Max 20)	4	8
	Heal / Harm	10 x Level	6	9

CHANNEL ENERGY

Good Cleric **Evil Cleric**
 Channel Positive Energy Cure Wounds Channel Negative Energy Inflict Wounds

CHANNAL PER DAY

= 3 + **CHA** + Misc Today

ENERGY ROLL

d6 = (÷ 2) + Misc
(Round up)

WILL SAVE DC

= 10 + (÷ 2) + **CHA** + Misc
(Round down)

PREPARED SPELLS

0	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Domain Spell +1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Domain Spell +1
1	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Domain Spell +1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Domain Spell +1
2	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Domain Spell +1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Domain Spell +1
3	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Domain Spell +1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Domain Spell +1
4	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Domain Spell +1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Domain Spell +1
5	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Domain Spell +1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Domain Spell +1
6	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Domain Spell +1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Domain Spell +1
7	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Domain Spell +1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Domain Spell +1
8	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Domain Spell +1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Domain Spell +1
9	
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Domain Spell +1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Domain Spell +1

DRUID

Caster Level

Level Bonus +

DEITY



SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

Concentration = WIS + Caster Level

NATURE BOND

ANIMAL COMPANION DOMAIN

Animal Companion's Name

Creature Type

WILD SHAPE

Times per day

Times Today

Current Shape

WANDS

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

CHARGES

#

PREPARED SPELLS

0

1

2

3

4

5

6

7

8

9

SCROLLS

POTIONS

WILD SHAPE

Druid Level

Creature Type



Size Modifier

ABILITIES

Ability Score	Item Bonus	Temp Bonus	Ability Modifier
STR			STR
DEX			DEX
CON			CON

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

COMBAT

INITIATIVE BONUS Misc Initiative
INIT = **DEX** +

SPEED Temp Speed
 ft sq ft sq

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Size Modifier Misc
CMB = Base Attack + **STR** + +

COMBAT MANOEUVRE DEFENCE Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier Misc Morale Bonus
CMD = 10 + **STR** + **DEX** + + + **BAB** + + +

ARMOUR CLASS

ARMOUR CLASS Natural Armour Size Modifier Misc Modifier
AC = 10 + **DEX** + - +

FLAT-FOOTED ARMOUR CLASS
AC = 10 / + - +

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

Temp AC Spell Resistance Damage Reduction

AC /

SPECIAL ABILITIES

ATTACKS

Range Attack Bonus Damage Critical
 ft sq

Range Attack Bonus Damage Critical
 ft sq

Range Attack Bonus Damage Critical
 ft sq

Range Attack Bonus Damage Critical
 ft sq

SAVES

FORTITUDE SAVE Base Misc Temp
FORT = **CON** + +

REFLEX SAVE
REF = **DEX** + +

PORTRAIT

WILD SHAPE

Druid Level

Creature Type



Size Modifier

ABILITIES

Ability Score	Item Bonus	Temp Bonus	Ability Modifier
STR			STR
DEX			DEX
CON			CON

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

COMBAT

INITIATIVE BONUS Misc Initiative
INIT = **DEX** +

SPEED Temp Speed
 ft sq ft sq

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Size Modifier Misc
CMB = Base Attack + **STR** + +

COMBAT MANOEUVRE DEFENCE Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier Misc Morale Bonus
CMD = 10 + **STR** + **DEX** + + + **BAB** + + +

ARMOUR CLASS

ARMOUR CLASS Natural Armour Size Modifier Misc Modifier
AC = 10 + **DEX** + - +

FLAT-FOOTED ARMOUR CLASS
AC = 10 / + - +

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

Temp AC Spell Resistance Damage Reduction

AC /

SPECIAL ABILITIES

ATTACKS

Range Attack Bonus Damage Critical
 ft sq

Range Attack Bonus Damage Critical
 ft sq

Range Attack Bonus Damage Critical
 ft sq

Range Attack Bonus Damage Critical
 ft sq

SAVES

FORTITUDE SAVE Base Misc Temp
FORT = **CON** + +

REFLEX SAVE
REF = **DEX** + +

PORTRAIT

MONK

Monk Level

ARMOUR CLASS BONUS

AC BONUS

+ **AC**

CMD BONUS

+ **CMD**

$$\left. \begin{array}{l} + \text{AC} \\ + \text{CMD} \end{array} \right\} = \text{WIS} + \left(\frac{\text{Monk Level}}{4} \right)$$

(Round down)

Bonus only applied when unarmoured, unencumbered end not helpless

FLURRY OF BLOWS

FLURRY ATTACK BONUS

Monk Level

$$\text{[Box]} = \text{-----} - 2$$

UNARMED STRIKE

UNARMED STRIKE DAMAGE ROLL

d6 > d8 > d10 > 2d6 > 2d8 > 2d10

STUNNING FIST

STUNNING FIST PER DAY

Monk Level

Non-Monk Level

$$\text{[Box]} = \text{-----} + \left(\frac{\text{-----}}{4} \right)$$

(Round down)

STUNNING FIST TODAY

FORTITUDE

SAVE DC

Monk Level

$$\text{[Box]} = 10 + \left(\frac{\text{-----}}{2} \right) + \text{WIS}$$

Monk Level Effects

- | | | |
|-----------|-----------|--|
| 1 | Stunned | No action this round
Lose DEX bonus to AC; -2 AC |
| 4 | Fatigued | Cannot run or charge
-2 Strength and Dexterity |
| 8 | Sickened | -2 to attack rolls, damage rolls,
saving throws, skill and ability checks |
| 12 | Staggered | May make a standard or move action,
but not both |
| 16 | Blinded | Lose DEX bonus to AC; -2 AC
-4 on STR and DEX skills, opposed Perception
50% miss chance when attacking
DC 10 Acrobatics to move more than half speed |
| or | Deafened | -4 initiative; 20% miss chance when attacking
-4 on opposed Perception
automatically fail Perception checks for sound |
| 20 | Paralysed | No action this round
Lose DEX bonus to AC; -2 AC |

WHOLENESS OF BODY

HEALING

Level **POINTS**

Monk Level

$$\text{[Box]} = \text{-----}$$

DIAMOND SOUL

SPELL RESISTANCE

Level

Monk Level

$$\text{[Box]} = 10 + \text{-----}$$

QUIVERING PALM

QUIVER DAYS

Monk Level

$$\text{[Box]} = \text{-----}$$

Level

FORTITUDE SAVE DC

Monk Level

$$\text{[Box]} = 10 + \left(\frac{\text{-----}}{2} \right) + \text{WIS}$$

PERFECT SELF

Treated as an Outsider

- Level **20** Immune to Charm Person and other effects that target non-outsiders.
Damage reduction 10/chaotic

MONK

Monk Level Bonus Feats

1	■	Armour Class Bonus Flurry of Blows Unarmed Strike Stunning Fist	Use a full attack action for more attacks Treat hands as weapons Stun (or other effects) target for one round
2	■	Evasion	Avoid all damage on successful reflex
3		Fast Movement +10 ft 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 Purity of Body	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point 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

CAPACITY

Monk Level

$$\text{[Box]} = \left(\frac{\text{-----}}{2} \right) + \text{WIS}$$

Ki Pool



PALADIN

Paladin Level

Paladin Level - 3 = Caster Level

DEITY



DIVINE BOND

SPECIAL MOUNT BONDED WEAPON

Name

Type Summoned Today

Enhancements

SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

Concentration = CHA + Caster Level

CHANNEL POSITIVE ENERGY

Channelling positive energy uses up two of today's uses of Lay On Hands.

ENERGY ROLL $d6 = \left(\frac{\text{Paladin Level}}{2} \right) + \text{Misc}$ (Round up)

WILL SAVE DC = 10 + $\left(\frac{\text{Paladin Level}}{2} \right) + \text{CHA}$ (Round down)

MERCIES

WANDS

CHARGES #

CHARGES #

CHARGES #

CHARGES #

PREPARED SPELLS

_____ _____

_____ **1** _____

_____ _____

_____ _____

_____ **2** _____

_____ _____

_____ _____

_____ **3** _____

_____ _____

_____ _____

_____ **4** _____

_____ _____

SMITE EVIL

FOES PER DAY = $\left(\frac{\text{Paladin Level}}{3} \right) + \text{Misc}$ Foes Today

ATTACK BONUS = CHA + Misc

DEFLECTION BONUS = CHA + AC = CHA + Misc

A successful strike with smite evil bypasses damage reduction.

Smiting damage bonus applies double for the first successful strike against evil outsiders, evil dragons and the undead.

DAMAGE BONUS = + Paladin Level Misc

EVIL DAMAGE BONUS = $\left(\frac{\text{Paladin Level}}{2} \right) + \text{Misc}$

LAY ON HANDS

USES PER DAY = $\left(\frac{\text{Paladin Level}}{2} \right) + \text{CHA} + \text{Misc}$ (Round down) Uses Today

HEALING HIT POINTS $d6 = \left(\frac{\text{Paladin Level}}{2} \right) + \text{Misc}$ (Round down)

SCROLLS

POTIONS

ANTIPALADIN



Antipaladin
Level

Antipaladin
Level - 3 = Caster
Level

PATRON



FIENDISH BOON

FIENDISH SERVANT **BONDED WEAPON**

Name

Type

Summoned Today

Enhancements

SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

Concentration = **CHA** + _____ Caster Level

CHANNEL NEGATIVE ENERGY

Channelling negative energy uses up two of today's uses of Touch of Corruption.

ENERGY ROLL Antipaladin Level Misc
 d6 = (_____ ÷ 2) + _____ (Round up)

WILL SAVE DC Antipaladin Level
 = 10 + (_____ ÷ 2) + **CHA** (Round down)

CRUELITIES

WANDS

CHARGES #

CHARGES #

CHARGES #

PREPARED SPELLS

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

SMITE GOOD

VICTIMS PER DAY Antipaladin Level Misc Victims Today
 = (_____ ÷ 3) + _____ (Round up)

ATTACK BONUS Misc **DEFLECTION BONUS** Misc
 + _____ = **CHA** + _____ + **AC** = **CHA** + _____

A successful strike with smite good bypasses damage reduction.

Smiting damage bonus applies double for a successful strike against good outsiders, good dragons, good Clerics and Paladins.

DAMAGE BONUS Antipaladin Level Misc **GOOD DAMAGE BONUS** Antipaladin Level Misc
 + _____ = _____ + _____ + _____ = (_____ × 2) + _____

TOUCH OF CORRUPTION

USES PER DAY Antipaladin Level Misc Uses Today
 = (_____ ÷ 2) + **CHA** + _____ (Round down)

CORRUPTION HIT POINTS Antipaladin Level Misc
 d6 = (_____ ÷ 2) + _____ (Round down)

SCROLLS

POTIONS

INITIATIVE

INITIATIVE BONUS Feats Training Misc

INIT = **DEX** + _____ + _____ + _____

SPEED

SPEED Speed with Armour Temp Speed

_____ ft sq _____ ft sq _____ ft sq

Swim Speed Fly Speed Climb Speed

_____ ft sq _____ ft sq _____ ft sq

BASE ATTACK

BASE ATTACK BONUS MELEE ATTACK RANGED ATTACK

_____ _____ _____

Temp Attack Bonus Favoured Enemy Morale Bonus Buffs Nerfs

+ = _____ + _____ + _____ - _____

Temp Damage Bonus Favoured Enemy Morale Bonus Buffs Nerfs

+ = _____ + _____ + _____ - _____

Conditional Modifiers

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Base Attack Bonus Size Modifier Misc

CMB = **STR** + **BAB** + _____ + _____

COMBAT MANOEUVRE DEFENCE Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier Misc

CMD = **10** + **STR** + **DEX** + _____ + _____ + **BAB** + _____ + _____

FLAT-FOOTED CMD Deflection Modifier Base Attack Bonus Size Modifier Misc

CMD = **10** + **STR** N/A N/A + _____ + **BAB** + _____ + _____

Temp CMB Temp CMD Conditional Modifiers

+ CMB **+ CMD** _____

ATTACKS

Range Type Attack Bonus Damage Critical

_____ ft sq _____ _____ d _____ ×

Ammo # _____ Special Ammo # _____

Range Type Attack Bonus Damage Critical

_____ ft sq _____ _____ d _____ ×

Range Type Attack Bonus Damage Critical

_____ ft sq _____ _____ d _____ ×

Range Type Attack Bonus Damage Critical

_____ ft sq _____ _____ d _____ ×

Range Type Attack Bonus Damage Critical

_____ ft sq _____ _____ d _____ ×

Ammo # _____ Special Ammo # _____

Ammo # _____ Special Ammo # _____

Ammo # _____ Special Ammo # _____

SAVES

FORTITUDE SAVE Base Racial Misc Temp

FORT = **CON** + _____ + _____ + _____ **+**

REFLEX SAVE

REF = **DEX** + _____ + _____ + _____ **+**

WILL SAVE

WILL = **WIS** + _____ + _____ + _____ **+**

Evasion Improved Evasion Endurance Trap Sense _____

HEALTH

HIT POINTS Wounds Dying Stable Non-lethal Unconscious

_____ hp _____ hp _____ hp

ARMOUR CLASS

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

AC = **10** + **DEX** + _____ + _____ + _____ + _____ + _____ + _____

FLAT-FOOTED ARMOUR CLASS

AC = **10** N/A N/A + _____ + _____ + _____ + _____ + _____

TOUCH ARMOUR CLASS

AC = **10** + **DEX** + _____ + _____ N/A N/A N/A + _____

Temp AC Spell Resistance Conditional Modifiers

+ AC _____ _____

Damage Reduction /

Notes

EFFECTS

ROGUE

Rogue Level

ROGUE TALENTS

ROGUE	
Rogue Level	
1	<input type="checkbox"/> { Trapfinding Sneak Attack
2	<input type="checkbox"/> Evasion
4	<input type="checkbox"/> Uncanny Dodge
8	<input type="checkbox"/> Improved Uncanny Dodge
10	<input type="checkbox"/> Advanced Talents
20	<input type="checkbox"/> Master Strike

TALENTS KNOWN

Rogue Level

Misc

From level 10, a Rogue can take Advanced Talents

$$\boxed{} = \left(\div 2 \right) + \quad (\text{Round down})$$

1

2

3

4

5

6

7

8

9

10

11

12

13

14

TRAPS

Perception

Rogue Level

Locate Traps $\boxed{} = + \left(\div 2 \right)$

Disable Device

Rogue Level

Disable Traps $\boxed{} = + \left(\div 2 \right)$

TRAP SENSE REFLEX BONUS

Rogue Level

Misc

$$+ \boxed{} = \left(\div 3 \right) + $$

SNEAK ATTACK

SNEAK DAMAGE BONUS

Rogue Level

Misc

$$\boxed{} d6 = \left(\div 2 \right) + $$

(Round up)

Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC.

On ranged attacks, it only applies within 30 ft.

It is not multiplied by critical hits.

It cannot be non-lethal unless using a non-lethal weapon.

MASTER STRIKE

From level 20, a successful sneak attack can also deliver one of:

- Sleep for 1d4 hours
- Paralysed for 2d6 rounds
- Slain

MASTER STRIKE FORTITUDE DC

Rogue Level

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

Master strike cannot be used again on the same target within 24 hours, whether they pass the Fortitude save or not.

SORCERER

Caster Level

Level Bonus

BLOODLINE

SPELLS

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

Spell Save DC = 10 + CHA + Spell Level

Concentration = CHA + Caster Level

ARCANE SPELL FAILURE THRESHOLD

%

SCROLLS

POTIONS

WANDS

CHARGES #

CHARGES #

CHARGES #

KNOWN SPELLS

0					
1					
2					
3					
4					
5					
6					
7					
8					
9					

WIZARD

Caster Level

Level Bonus

SPELL SCHOOLS

SPECIALITY SCHOOL

OPPOSED SCHOOLS

Spells from your opposed schools cost two slots to prepare.

ARCANE BOND

FAMILIAR BONDED OBJECT

SPELLS

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

Spell Save DC = 10 + INT + Spell Level

Concentration = INT + Caster Level

ARCANE SPELL FAILURE THRESHOLD

%

SCROLLS

POTIONS

WANDS

CHARGES #

CHARGES #

CHARGES #

PREPARED SPELLS

Level	Speciality Spell	Other Spells
0		
1		
2		
3		
4		
5		
6		
7		
8		
9		

ALCHEMIST

Alchemist Level

ALCHEMY

Extract Save DC	Extracts per day	=	Base Extracts	+	INT	INT - 4	INT - 8	INT - 12
	1				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	2				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	3				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	4				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	5				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	6				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Extract Save DC = 10 + INT + Extract Level

DISCOVERIES

DISCOVERIES KNOWN

Alchemist Level

Misc

$$\boxed{} = \left(\frac{}{2} \right) + $$

(Round down)

1
2
3
4
5
6
7
8
9
10
11
12

POISON RESISTANCE

POISON RESISTANCE FORTITUDE SAVE BONUS

+

Level **10** Immune to all poisons

MUNDANE POTIONS

EXTRACTS

1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

MUTAGENS

Strength Bonus	+ STR	→	- INT	Intelligence Penalty	+ AC	Natural Armour Bonus
Dexterity Bonus	+ DEX	→	- WIS	Wisdom Penalty		
Constitution Bonus	+ CON	→	- CHA	Charisma Penalty		
DURATION						Alchemist Level
mins = 10 mins ×						<input type="text"/>

BOMBS

BASIC DAMAGE	OTHER DAMAGE	Bombs Today
d6 +	<input type="text"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Alchemist Level	Alchemist Level	Misc
$\left(\frac{}{2} \right)$	$ = + INT + $	
(Round up)		
SPLASH DAMAGE	SAVING THROW DC	Alchemist Level
<input type="text"/>	$ = 10 + \left(\frac{}{2} \right) + INT$	
ft Splash radius	Use this DC for Splash reflex saves, Discovery fortitude saves etc.	(Round down)

CAVALIER

Cavalier Level

ORDER

EDICTS

ABILITIES

Level **2**

Level **8**

Level **15**

CHALLENGE

CHALLENGES PER DAY

Cavalier Level

Misc

= $(\text{---} \div 3) + \text{---}$ (Round up)

Challenges Today

MELEE DAMAGE BONUS

Cavalier Level

Misc

= $\text{---} + \text{---}$

Take -2 penalty to AC against any enemy except challenged target

Level **17** Challenged target suffers -2 penalty to AC against any target other than you.

CAVALIER ORDER — CHALLENGE ABILITY

SKILLS

Level **4** **EXPERT TRAINER** = $\text{---} = \text{---} \div 2$ Cavalier Level

Training = $\text{---} + \text{---}$ Handle Animal Bonus

When training an animal to serve as a mount

CAVALIER ORDER — SKILLS

BANNER

Level **5** = $\text{---} = \text{---} \div 5$ Cavalier Level

Attack Bonus + = ---

Saving Throw Bonus + = $\text{---} + 1$

Level **14** **+ 2** Bonus to saves against charm and compulsion effects.

MOUNT

Name

Creature type

Mounted Speed

ft sq

CHARGE

Attack Bonus

Damage

Critical Range

Level **3** **Cavalier's Charge** **+ 4**
No Armour Check penalty when charging.

Level **11** **Mighty Charge** **x 2**
Free bull rush, disarm, sunder or trip on successful charge; no Attack of Opportunity.

Level **20** **Supreme Charge** **x 2 / x 3**
On critical hit, target is stunned (or staggered if they pass a Will save) for 1d4 rds. (damage is triple only if using a lance)

Charge attack

Attack Bonus

Damage

Critical

d

x

TACTICIAN

FEAT SHARING PER DAY

Cavalier Level

Misc

Feat Sharing Today

= $1 + (\text{---} \div 5) + \text{---}$

FEAT SHARING DURATION

Cavalier Level

Misc

Rounds Shared This Encounter

rds = $1 + (\text{---} \div 2) + \text{---}$

TEAMWORK FEATS

Level **9**

Level **17**

INQUISITOR

Caster Level

DEITY



DOMAIN

Domain

Granted Powers

SPELLS

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

Spell Save DC = 10 + WIS + Spell Level

The inquisitor cannot cast spells of an alignment opposed to her own or her deity's.

SKILLS

MONSTER LORE

Knowledge + = WIS

When identifying the abilities and weaknesses of creatures.

STERN GAZE

Intimidate + } ← Inquisitor Level

Sense Motive + } ← Inquisitor Level ÷ 2

Level 2 Track + ← Inquisitor Level

CUNNING INITIATIVE

Initiative + = WIS

TEAMWORK FEATS

Level 3 CURRENT FEATS = (Inquisitor Level ÷ 3) + Misc

Temporary feat

BANE

Level 5 Weapon Enhancement Bonus + 2 → + 2 + 2d6 Damage Bonus

Level 12 Weapon Enhancement Bonus + 2 → + 2 + 4d6 Damage Bonus

BANE PER DAY = Inquisitor Level + Misc Bane Rounds Today

DISCERN LIES

DISCERN LIES PER DAY = Inquisitor Level + Misc Discern Lies Today

KNOWN SPELLS

0

1

2

3

4

5

6

JUDGEMENT

JUDGEMENTS PER DAY = (Inquisitor Level ÷ 3) + Misc (Round up)

Level 1 Invoke one Judgement on your foes and receive a bonus as long as you are in combat. Judgements Today

5-LEVEL BONUS + = 1 + (Inquisitor Level ÷ 5)

3-LEVEL BONUS + = 1 + (Inquisitor Level ÷ 3)

Level 8 Invoke two judgements at once

Level 16 Invoke three judgements at once

Level 17 SLAYER Select one judgement at start of combat to apply its bonus at 5 levels higher

TRUE JUDGEMENT Invoke True Judgement before one attack. If the attack is successful, the target must pass a Fortitude save or die. Whether successful or not, that target is then immune to True Judgement for 24 hours

FORTITUDE SAVE DC = (Inquisitor Level ÷ 2) + WIS

Destruction Damage bonus + 3-Level Bonus

Healing Fast healing per round + 3-Level Bonus

Justice Attack bonus + 5-Level Bonus. From level 10, bonus doubles to confirm critical hits

Piercing Overcome spell resistance + 3-Level Bonus

Protection Armour class bonus + 5-Level Bonus. From level 10, bonus doubles against critical hits

Purity Saving throw bonus + 5-Level Bonus

Resilience Damage reduction + 5-Level Bonus

Resistance Energy resistance bonus + 3-Level Bonus × 2

Smiting Your weapon counts as magical for bypassing damage resistance.

Level 6 Your weapon also counts as aligned, to an alignment that matches your own.

Level 10 Your weapon also counts as adamantite for overcoming damage resistance.

+

+

+

INITIATIVE

INITIATIVE BONUS Feats Training Misc

INIT = **DEX** + _____ + _____ + _____

SPEED

SPEED Temp Speed

_____ ft sq _____ ft sq

Swim Speed Fly Speed Climb Speed

_____ ft sq _____ ft sq _____ ft sq

BASE ATTACK

BASE ATTACK BONUS **MELEE ATTACK** **RANGED ATTACK**

Temp Attack Bonus Morale Bonus Buffs Nerfs Power Attack

+ = _____ + _____ - _____ - _____

Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack

+ = _____ + _____ - _____ + _____

ATTACKS

Range _____ Type _____ Attack Bonus _____ Damage _____ Critical _____

ft sq

Range _____ Type _____ Attack Bonus _____ Damage _____ Critical _____

ft sq

Range _____ Type _____ Attack Bonus _____ Damage _____ Critical _____

ft sq

Range _____ Type _____ Attack Bonus _____ Damage _____ Critical _____

ft sq

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Base Attack Bonus Size Modifier Misc

CMB = **STR** + **BAB** - _____ + _____

COMBAT MANOEUVRE DEFENCE Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier Misc

CMD = **10** + **STR** + **DEX** + _____ + _____ + **BAB** - _____ + _____

FLAT-FOOTED CMD Deflection Modifier Base Attack Bonus Size Modifier Misc

CMD = **10** + **STR** N/A N/A + _____ + **BAB** - _____ + _____

Temp CMB Temp CMD Conditional Modifiers

+ CMB **+ CMD** _____

SAVES

FORTITUDE SAVE Base Racial Misc Temp

FORT = **CON** + _____ + _____ + _____ **+**

REFLEX SAVE

REF = **DEX** + _____ + _____ + _____ **+**

WILL SAVE

WILL = **WIS** + _____ + _____ + _____ **+**

Evasion Improved Evasion Endurance Trap Sense _____

HEALTH

HIT POINTS Wounds Dying Stable Non-lethal Unconscious

_____ hp _____ hp _____ hp

ARMOUR CLASS

ARMOUR CLASS Dodge Modifier Deflection Modifier Natural Armour Size Modifier Evolutions Misc

AC = **10** + **DEX** + _____ + _____ + _____ + _____ + _____ + _____

FLAT-FOOTED ARMOUR CLASS

AC = **10** N/A N/A + _____ + _____ + _____ + _____ + _____

TOUCH ARMOUR CLASS

AC = **10** + **DEX** + _____ + _____ + _____ + _____ + _____

Temp AC Spell Resistance Conditional Modifiers

+ AC _____

Damage Reduction _____

Notes _____

EFFECTS

FEATS

MAGUS

Magus Level

Caster Level

ARCANE POOL

ARCANE POOL CAPACITY = $\left(\frac{\text{Magus Level}}{\dots} \div 2 \right) + \text{INT} + \dots$ (round down, min 1)

Misc

WEAPON ENHANCEMENT

MAX WEAPON ENHANCEMENT = $\frac{\text{Magus Level}}{\dots} \div 4$ (Round up)

Weapon enhancements are powered from your Arcane Pool

Magus Level	Enhancement Cost	ENHANCEMENT
5	+1	<input type="checkbox"/> Flaming <input type="checkbox"/> Frost <input type="checkbox"/> Keen <input type="checkbox"/> Shock
	+2	<input type="checkbox"/> Flaming burst <input type="checkbox"/> Icy burst <input type="checkbox"/> Shocking burst
9	+3	<input type="checkbox"/> Speed
13	+4	<input type="checkbox"/> Dancing
17	+5	<input type="checkbox"/> Vorpal

SPELLS

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

Spell Save DC = 10 + INT + Spell Level

ARCANE SPELL FAILURE THRESHOLD %

MAGUS ARCANA

ARCANA KNOWN = $\frac{\text{Magus Level}}{\dots} \div 3$ Arcane Pool Cost

1	pts
2	pts
3	pts
4	pts
5	pts
6	pts

WEAPON

Enhancement Attack Bonus Damage Critical

-2 Spell Combat Attack Penalty +

DEFENSIVE CASTING

Defensive Casting Attack Penalty Caster Level Defensive Casting Bonus Level 8 Bonus

INT Maximum Penalty Concentration = INT + + + 2

Level 14 Defensive Casting Bonus is double the Attack Penalty taken

Automatic success on casting defensively
When casting a spell and attempting a melee attack against the same target, choose one of:

Level 20 +2 Attack Bonus +2 Spell Save DC Bonus +2 to overcome target's spell resistance

PREPARED SPELLS

0	<input type="checkbox"/>	<input type="checkbox"/>
1	<input type="checkbox"/>	<input type="checkbox"/>
2	<input type="checkbox"/>	<input type="checkbox"/>
3	<input type="checkbox"/>	<input type="checkbox"/>
4	<input type="checkbox"/>	<input type="checkbox"/>
5	<input type="checkbox"/>	<input type="checkbox"/>
6	<input type="checkbox"/>	<input type="checkbox"/>

SPELL RECALL / KNOWLEDGE POOL

Level 4	Spell Recall Reprepare any spell already cast today	Arcane Pool Cost = Spell Level + Metamagic Adjustment
Level 7	Knowledge Pool Prepare any Magus spell as if known	Arcane Pool Cost = 1 pt
Level 11	Improved Spell Recall Reprepare any spell already cast today	Arcane Pool Cost = $\left(\frac{\text{Spell Level}}{\dots} \div 2 \right) + \text{Metamagic Adjustment}$
	Improved Spell Recall Prepare any known spell as a swift action	Arcane Pool Cost = Spell Level (cannot use metamagic)

GUNSLINGER

Gunslinger Level

GRIT

GRIT POINTS PER DAY

pts = **WIS** + Misc

pts

- Successful critical hit with a firearm +1 grit point
- Killing blow with a firearm +1 grit point
- Daring acts GM's ruling

GUN TRAINING

DAMAGE BONUS

= **DEX**

MISFIRE VALUE

FIREARMS

NIMBLE

NIMBLE

Gunslinger Level

DODGE BONUS

+ **AC** = $(\text{Level} + 2) \div 4$ (Round down)

BONUS FEATS

- Level **4**
- Level **8**
- Level **12**
- Level **16**
- Level **20**

TRUE GRIT

Level **20**

Any 2 deeds except Slinger's Luck

FIREARMS

Range	ft	sq	Misfire	1 - (ft)	Attack Bonus	Damage	Capacity	Critical
					<input type="text"/>	<input type="text" value="d"/>	<input type="text"/>	<input type="text" value="x"/>
Range	ft	sq	Misfire	1 - (ft)	Attack Bonus	Damage	Capacity	Critical
					<input type="text"/>	<input type="text" value="d"/>	<input type="text"/>	<input type="text" value="x"/>
Range	ft	sq	Misfire	1 - (ft)	Attack Bonus	Damage	Capacity	Critical
					<input type="text"/>	<input type="text" value="d"/>	<input type="text"/>	<input type="text" value="x"/>
Range	ft	sq	Misfire	1 - (ft)	Attack Bonus	Damage	Capacity	Critical
					<input type="text"/>	<input type="text" value="d"/>	<input type="text"/>	<input type="text" value="x"/>

DEEDS

	Deadeye	Use touch AC beyond first range increment	Cost: 1 pt per range increment
Level 1	Gunslinger's Dodge	Move 5ft immediately; +2 AC against triggering attack	Cost: 1 pt
	Quick Clear	Fix a broken firearm as standard action	Cost: (1 pt to fix as a move action)
	Gunslinger Initiative	+2 Initiative; (with Quick Draw, draw firearm as part of initiative)	*
Level 3	Pistol-whip	Surprise melee attack. One handed: d6/d4 Two handed: d10/d8	Cost: 1 pt
	Utility Shot	Blast lock or Shoot unattended object or Stop bleeding	*
	Dead Shot	Roll all attacks, additional hits add dice	Cost: 1 pt
	Startling Shot	On a miss, target is flat footed till its next turn	*
Level 7	Targeting	As a full round, target a part of the body: Arms: drops one carried item (no damage) Head: confused for one round Legs: knocked prone Torso: 19-20 critical range Wings: begins to fall	Cost: 1 pt
	Bleeding Wound	Bleed damage equal to DEX	Cost: 1 pt
Level 11	Expert Loading	Keep a broken gun from exploding on a misfire	Cost: 1 pt
	Lightning Reload	Reload as a swift action once per round (with Rapid Reload, free action)	*
	Evasive	Gain Evasion and Uncanny Dodge	*
Level 15	Menacing Shot	Shoot into the air to inspire fear within 30ft	Cost: 1 pt
	Slinger's Luck	Reroll a saving throw (must take second roll) Reroll a skill check	Cost: 2 pt Cost: 1 pt
Level 19	Cheat Death	Restore hp equal to all remaining grit	Cost: all remaining pts
	Stunning Shot	Stun target for 1 round	Cost: 1 pt
	Death's Shot	On a critical, Fort (DC 10 + 1/2 level + DEX) or die	Cost: 1 pt

* Deeds with no cost are only available while you have at least 1 grit point remaining

忍 NINJA

Ninja Level

NINJA

Ninja Level		
1	<input type="checkbox"/>	{ Poison Use Sneak Attack
2	<input type="checkbox"/>	{ Ki Pool Ninja Tricks
3	<input type="checkbox"/>	No Trace
4	<input type="checkbox"/>	Uncanny Dodge
6	<input type="checkbox"/>	Light Steps
8	<input type="checkbox"/>	Improved Uncanny Dodge
10	<input type="checkbox"/>	Master Tricks
20	<input type="checkbox"/>	Hidden Master

SNEAK ATTACK

SNEAK DAMAGE BONUS = $\left(\frac{\text{Ninja Level}}{2} \right) + \text{Misc}$ (Round up)

Sneak attack damage can be applied when a target is flanked or is denied their DEX bonus to AC.
On ranged attacks, it only applies within 30 ft.
It is not multiplied by critical hits.
It cannot be non-lethal unless using a non-lethal weapon.

NO TRACE

NO TRACE BONUS = $\left(\frac{\text{Ninja Level}}{3} \right) + \text{Misc}$ (Round down)

- No Trace bonus is added to:
- the DC of a Survival check to track the Ninja;
 - Disguise skill checks
 - opposed Stealth checks while stationary

KI POOL

KI POOL CAPACITY = $\left(\frac{\text{Ninja Level}}{2} \right) + \text{CHA} + \text{Ki Pool}$ (Round down)

Treat any jump check as if from a running start
As long as you have at least one ki point Ki cost

Make one additional attack when making a full attack	1
Increase your move speed by 20ft for one round	1
+4 insight bonus to Stealth checks for one round	1
Level Hidden Master: cast Greater Invisibility as a standard action	2
20 Trade sneak attack dice for ability score damage	

NINJA TRICKS

TRICKS KNOWN = $\left(\frac{\text{Ninja Level}}{2} \right) + \text{Misc}$ (Round down)

Trick	Known
1	<input type="checkbox"/>
2	<input type="checkbox"/>
3	<input type="checkbox"/>
4	<input type="checkbox"/>
5	<input type="checkbox"/>
6	<input type="checkbox"/>
7	<input type="checkbox"/>
8	<input type="checkbox"/>
9	<input type="checkbox"/>
10	<input type="checkbox"/>
11	<input type="checkbox"/>
12	<input type="checkbox"/>
13	<input type="checkbox"/>
14	<input type="checkbox"/>

SAMURAI

Samurai Level

ORDER

EDICTS

ABILITIES

Level **2**

Level **8**

Level **15**

CHALLENGE

CHALLENGES PER DAY Samurai Level Misc

= (÷ 3) + (Round up)

Challenges Today

MELEE DAMAGE BONUS

= +

Take -2 penalty to AC against any enemy except challenged target

HONOURABLE STAND

Level **11** Once per day, while fighting a challenge:

- immune to being shaken, frightened or panicked
- remain conscious below 0 hp
- may spend one use of Resolve to reroll any save.

Level 16: Twice per day

DEMANDING CHALLENGE

Level **12** Challenged target suffers -2 penalty to AC against any target other than you.

LAST STAND

Level **20** Once per day, while fighting a challenge:

- all weapons (except criticals) do minimum damage
- remain conscious and not staggered below 0 hp
- cannot be killed by weapons except by target

SAMURAI ORDER — CHALLENGE ABILITY

BANNER

Level **5** Cavalier Level ÷ 5

Attack Bonus + =

Saving Throw Bonus + = + 1

Level **14** + 2 Bonus to saves against charm and compulsion effects.

MOUNT

Name

Creature type Mounted Speed ft sq

RESOLVE

RESOLVE PER DAY Samurai Level Misc Resolve Today

= (÷ 2) + (Round down)

Regain one use of Resolve when you defeat the target of a Challenge

DETERMINED

Recover from being fatigued, shakend or sickened

Level 8: recover from being exhausted, frightened, nauseated or staggered

RESOLUTE UNSTOPPABLE

Take the better of two rolls on a Fortitude or Will save

Immediately stabilise and remain conscious (but staggered)

GREATER RESOLVE

Convert a confirmed critical hit to a standard hit

TRUE RESOLVE

Spend all remaining resolve (at least 2) to avoid death

WEAPON EXPERTISE

Level **3** Draw selected weapon as an immediate action:

Katana Naginata Wakizashi Longbow

+2 to confirm critical hits with selected weapon



Ronin Level

RONIN

CODE OF HONOUR

- Level **2** **SELF RELIANT**
Retry a will save after the 2nd round of duration
Roll twice to stabilise
- Level **8** **WITHOUT MASTER**
Once per combat: remain at 1 hp; reroll to confirm a critical hit; or take 10 on a skill check during combat
- Level **15** **CHOSEN DESTINY**
Roll twice against charm or compulsion
Once per day, take 20 on any d20

CHALLENGE

CHALLENGES PER DAY Ronin Level Misc

 = $(\text{---} \div 3) + \text{---}$

(Round up)

Challenges Today

MELEE DAMAGE BONUS Ronin Level Misc

 = $\text{---} + \text{---}$

Take -2 penalty to AC against any enemy except challenged target

- Level **11** **HONOURABLE STAND**
Once per day, while fighting a challenge:
 - immune to being shaken, frightened or panicked
 - remain conscious below 0 hp
 - may spend one use of Resolve to reroll any save.**Level 16:** Twice per day

- Level **12** **DEMANDING CHALLENGE**
Challenged target suffers -2 penalty to AC against any target other than you.

- Level **20** **LAST STAND**
Once per day, while fighting a challenge:
 - all weapons (except criticals) do minimum damage
 - remain conscious and not staggered below 0 hp
 - cannot be killed by weapons except by target

RONIN CHALLENGE ABILITY

Bonus in combat against the target of the challenge: $\text{---} = \text{---} \text{ Ronin Level} \div 4$

Attack Bonus + = ---

Dodge Bonus + **AC** = ---

BANNER

- Level **5** $\text{---} = \text{---} \text{ Ronin Level} \div 5$
Attack Bonus + = ---
- Saving Throw Bonus + = $\text{---} + 1$

- Level **14** + 2 Bonus to saves against charm and compulsion effects

MOUNT

Name

Creature type Mounted Speed ft sq

RESOLVE

RESOLVE USES PER DAY Ronin Level Misc Resolve Today

 = $(\text{---} \div 2) + \text{---}$

(Round down)

Regain one use of Resolve when you defeat the target of a Challenge

- DETERMINED** Recover from being fatigued, shakend or sickened
Level 8: recover from being exhausted, frightened, nauseated or staggered
- RESOLUTE** Take the better of two rolls on a Fortitude or Will save
- UNSTOPPABLE** Immediately stabilise and remain conscious (but staggered)

- Level **9** **GREATER RESOLVE** Convert a confirmed critical hit to a standard hit

- Level **17** **TRUE RESOLVE** Spend all remaining resolve (at least 2) to avoid death

WEAPON EXPERTISE

- Level **3** Draw selected weapon as an immediate action:
 - Katana
 - Naginata
 - Wakizashi
 - Longbow
 +2 to confirm critical hits with selected weapon

INVENTORY

Value Weight

Light Load

Medium Load

Heavy Load

Max Load

Carried Items lb

Weapons, Ammo lb

Armour, Shield lb

Worn Items lb

Dorjes, Power stones, Tattoos, Components lb

Total Weight lb

MONEY

Copper cp

Silver sp

Gold gp

Platinum pp

Total

DORJES

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

ARMOUR

Properties

Type Max Speed Max AC DEX

Check Penalty	Weight	ft	sq	Spell Failure	Armour AC
	lb		%		AC

SHIELD

Properties

Check Penalty	Weight	Spell Failure	Shield AC
	lb	%	AC



Hands

Properties

Ring

Properties

Ring

Properties

POWER STONES

EQUIPMENT

Hat / Mask

Properties

Headband

Properties

Eyes

Properties

Neck / Throat

Properties

Shoulders

Properties

Chest

Properties

Belts

Properties

Clothes / Body

Properties

Arms / Wrists

Properties

Feet

Properties

TATTOOS

1
2
3
4
5
6
7
8
9
10
11
12

PSION

Psion Level

Manifester Level

KNOWN POWERS

POWERS KNOWN

MAX POWER LEVEL

MAX POINTS POWER COST

Manifester Level

DISCIPLINE

Discipline	Additional Class Skills
<input type="checkbox"/> Generalist	UMD, _____
<input type="checkbox"/> Seer (clairvoyance)	Diplomacy, Perception
<input type="checkbox"/> Egoist (psychometabolism)	Acrobatics, Heal
<input type="checkbox"/> Shaper (metacreativity)	Bluff, Disguise, UMD
<input type="checkbox"/> Nomad (psychoportation)	Climb, Fly, Survival, Swim
<input type="checkbox"/> Kineticist (psychokinesis)	Disable Device, Intimidate
<input type="checkbox"/> Telepath (telepathy)	Bluff, Diplomacy, Sense Motive
Discipline Talents	

Level Discipline Abilities	
2	_____
8	_____
14	_____
20	_____

PSIONICS

POWER POINTS PER DAY = Base Points + Bonus Points + Racial + Misc

pts = + + +

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

Power Points

_____ pts

POWER LEVELS

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

Power Save DC = 10 + INT + Power Level

BONUS FEATS

Level
1
5
10
15
20

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

Power	Level	Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
21		
22		
23		
24		
25		
26		
27		
28		
29		
30		
31		
32		
33		
34		
35		
36		

PSIONICS UNLEASHED

PSYCHIC WARRIOR

Psychic Warrior Level

Manifester Level

PATH SKILLS

	+2	4	6
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

PSIONICS

POWER POINTS PER DAY

<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>
		Base Points		Bonus Points		Racial		Misc

$\text{Bonus Points} = \text{WIS} \times \text{Manifester Level} \div 2$ (Round down)

Power Points

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

POWER LEVELS

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

Power Save DC = 10 + INT + Power Level

BONUS FEATS

Level	<input type="text"/>
1	<input type="text"/>
2	<input type="text"/>
5	<input type="text"/>
8	<input type="text"/>
11	<input type="text"/>
14	<input type="text"/>
17	<input type="text"/>
20	<input type="text"/>

Bonus feats should be Combat Feats or Psionic Feats

TRANCE

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

Uses per day

WIS

WARRIOR'S PATH

Trance	<input type="text"/>
Manoeuvre	<input type="text"/>

SECONDARY PATH

Level	9
Trance	<input type="text"/>
Manoeuvre	<input type="text"/>

KNOWN POWERS

POWERS KNOWN	MAX POWER LEVEL	MAX POINTS POWER COST	Manifester Level
<input type="text"/>	<input type="text"/>	<input type="text"/>	= <input type="text"/>
Path Power	Level	Cost	
1	<input type="text"/>	<input type="text"/>	<input type="text"/>
2	<input type="text"/>	<input type="text"/>	<input type="text"/>
3	<input type="text"/>	<input type="text"/>	<input type="text"/>

Power	Level	Cost
1	<input type="text"/>	<input type="text"/>
2	<input type="text"/>	<input type="text"/>
3	<input type="text"/>	<input type="text"/>
4	<input type="text"/>	<input type="text"/>
5	<input type="text"/>	<input type="text"/>
6	<input type="text"/>	<input type="text"/>
7	<input type="text"/>	<input type="text"/>
8	<input type="text"/>	<input type="text"/>
9	<input type="text"/>	<input type="text"/>
10	<input type="text"/>	<input type="text"/>
11	<input type="text"/>	<input type="text"/>
12	<input type="text"/>	<input type="text"/>
13	<input type="text"/>	<input type="text"/>
14	<input type="text"/>	<input type="text"/>
15	<input type="text"/>	<input type="text"/>
16	<input type="text"/>	<input type="text"/>
17	<input type="text"/>	<input type="text"/>
18	<input type="text"/>	<input type="text"/>
19	<input type="text"/>	<input type="text"/>
20	<input type="text"/>	<input type="text"/>

PSIONICS UNLEASHED

SOULKNIFE

Soulknife Level

Manifester Level

MIND BLADE ENHANCEMENT

ENHANCEMENT POOL



Soulknife Level	Enhancement	Point Cost
5	<input type="checkbox"/> Defending	1
5	<input type="checkbox"/> Distance	1
5	<input type="checkbox"/> Flaming	1
5	<input type="checkbox"/> Frost	1
5	<input type="checkbox"/> Ghost touch	1
5	<input type="checkbox"/> Keen	1
5	<input type="checkbox"/> Lucky	1
5	<input type="checkbox"/> Merciful	1
5	<input type="checkbox"/> Mighty cleaving	1
5	<input type="checkbox"/> Psychokinetic	1
5	<input type="checkbox"/> Shock	1
5	<input type="checkbox"/> Sundering	1
5	<input type="checkbox"/> Vicious	1
7	<input type="checkbox"/> Anarchic	2
7	<input type="checkbox"/> Axiomatic	2
7	<input type="checkbox"/> Collision	2
7	<input type="checkbox"/> Flaming burst	2
7	<input type="checkbox"/> Holy	2
7	<input type="checkbox"/> Icy burst	2
7	<input type="checkbox"/> Mindcrusher	2
7	<input type="checkbox"/> Psychokinetic burst	2
7	<input type="checkbox"/> Shocking burst	2
7	<input type="checkbox"/> Suppression	2
7	<input type="checkbox"/> Unholy	2
7	<input type="checkbox"/> Wounding	2
9	<input type="checkbox"/> Bodyfeeder	3
9	<input type="checkbox"/> Mindfeeder	3
9	<input type="checkbox"/> Soulbreaker	3
12	<input type="checkbox"/> Brilliant energy	4
15	<input type="checkbox"/> Coup de grace	5
	<input type="checkbox"/>	
	<input type="checkbox"/>	
	<input type="checkbox"/>	

PSYCHIC STRIKE

PSYCHIC STRIKE CAPACITY

$d8 = \left(\frac{\text{Soulknife Level} + 1}{4} \right)$ (Round down)

Level 3 Imbuing a weapon with a psychic strike charge requires a move action, or a swift action if you lose psionic focus. Psychic strike is discharged on any attack you choose to use it, whether successful or not.

QUICK DRAW

Level 5 Manifest your mind blade as a free action, once per round. (More often when using the Multiple Throw blade skill)

MIND BLADE MASTERY

Level 20 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 your mind blade as a full-round action, resetting any penalties from Fluid Form.

MIND BLADE

Blade Shape	Strength Multiplier	Damage:			Thrown Range
		Small	Medium	Large	
<input type="checkbox"/> Light weapon <input type="checkbox"/> Dual light weapons		1d4	1d6	1d8	20 ft 4 sq
<input type="checkbox"/> One-handed weapon		1d6	1d8	2d6	15 ft 3 sq
<input type="checkbox"/> Two-handed weapon	1½	1d10	2d6	3d6	10 ft 2 sq *

Damage type:

- Piercing
- Slashing
- Bludgeoning

Changing blade shape or damage type requires a full-round action

DAMAGE

Damage Roll	Enhancement Bonus	Psychic Strike	Misc
d	+	+	d8 +

* Requires the Two Handed Throw blade skill

ATTACK BONUS

Base Attack Bonus	Strength Multiplier	Enhancement Bonus	Misc
BAB	+	(STR ×)	+

Default critical range 19-20, ×2

Range	Type	Attack Bonus	Damage	Critical
ft	sq		d +	×

THROW MIND BLADE

ATTACK BONUS

Base Attack Bonus	Enhancement Bonus	Misc
	+ DEX	+

Default damage type Slashing

Range	Type	Attack Bonus	Damage	Critical
ft	sq		d +	×

BLADE SKILLS

Level 2
Level 4
Level 6
Level 8
Level 10
Level 12
Level 14
Level 16
Level 18
Level 20

WILDER

Wilder Level

Manifester Level

PSIONICS

POWER POINTS PER DAY = Base Points + Bonus Points + Racial + Misc

= + + +

Bonus Points

Manifester Level

$$= \text{CHA} \times \text{Manifester Level} \div 2 \text{ (Round down)}$$

Power Points used today

POWER LEVELS

Power Level	Point Cost	Power Save DC	Wild Surge Save DC
1	1	<input type="text"/>	<input type="text"/>
2	3	<input type="text"/>	<input type="text"/>
3	5	<input type="text"/>	<input type="text"/>
4	7	<input type="text"/>	<input type="text"/>
5	9	<input type="text"/>	<input type="text"/>
6	11	<input type="text"/>	<input type="text"/>
7	13	<input type="text"/>	<input type="text"/>
8	15	<input type="text"/>	<input type="text"/>
9	17	<input type="text"/>	<input type="text"/>

Power Save DC = 10 + CHA + Power Level

ELUDE ATTACK

DODGE BONUS = $(\text{CHA} + 2) \div 4$ (Round down)

WILD SURGE

Surge Type **+ WILD SURGE BONUS**

Psychic Elevation **15%** Risk of Psychic Elevation

SURGE BLAST Make a ranged touch attack (range 30ft)
Surge blasts do not trigger psychic elevation
Surge Blast Damage d6 = Wild Surge Bonus

Surge Bond

Improved Surge Bond

Level **5**

SURGING EUPHORIA

Level **4** While surging, receive a morale bonus to attack rolls, damage and saving throws. The effect of this bonus ends if you succumb to psychic elevation.

Euphoria Bonus **+**

Euphoria Duration rds = Wild Surge Bonus

PERFECT SURGE

Once per day, manifest one power with a **+10** wild surge bonus. Also add **+3** to the power's save DC, **+3** to any attack rolls and treat the power as if it were **5** levels higher.

Level **20** Double the power's effect radius, and its visual intensity. Anyone touching you during a perfect surge suffers 1d4 fire damage.

Psychic elevation: Using perfect surge triggers psychic elevation for 1d4 rounds. Also lose power points or hp equal to manifest level +10, and take 2 points burn to every ability score.

+10 WILD SURGE BONUS

100% Risk of Psychic Elevation

KNOWN POWERS

POWERS KNOWN **MAX POWER LEVEL** **POWER POINTS MAX COST** Manifester Level

Power	Level	Cost
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		



TOME OF SECRETS
PRIEST
OF

Priest Level

Caster Level

DOMAINS

Domain	Domain
Granted Powers	Granted Powers
1	
2	
3	
4	
5	
6	
7	
8	
9	
Domain	Additional Domain
Granted Powers	Granted Powers
1	
2	
3	
4	
5	
6	
7	
8	
9	

SPELLS

Spell Save DC	Spells per day	= Base Spells	+ Bonus Spells
	0		
	1	+2	$\frac{WIS}{4}$ <input type="checkbox"/> $\frac{WIS}{8}$ <input type="checkbox"/> $\frac{WIS}{12}$ <input type="checkbox"/>
	2	+2	$\frac{WIS}{4}$ <input type="checkbox"/> $\frac{WIS}{8}$ <input type="checkbox"/> $\frac{WIS}{12}$ <input type="checkbox"/>
	3	+2	$\frac{WIS}{4}$ <input type="checkbox"/> $\frac{WIS}{8}$ <input type="checkbox"/> $\frac{WIS}{12}$ <input type="checkbox"/>
	4	+2	$\frac{WIS}{4}$ <input type="checkbox"/> $\frac{WIS}{8}$ <input type="checkbox"/> $\frac{WIS}{12}$ <input type="checkbox"/>
	5	+2	$\frac{WIS}{4}$ <input type="checkbox"/> $\frac{WIS}{8}$ <input type="checkbox"/> $\frac{WIS}{12}$ <input type="checkbox"/>
	6	+2	$\frac{WIS}{4}$ <input type="checkbox"/> $\frac{WIS}{8}$ <input type="checkbox"/> $\frac{WIS}{12}$ <input type="checkbox"/>
	7	+2	$\frac{WIS}{4}$ <input type="checkbox"/> $\frac{WIS}{8}$ <input type="checkbox"/> $\frac{WIS}{12}$ <input type="checkbox"/>
	8	+2	$\frac{WIS}{4}$ <input type="checkbox"/> $\frac{WIS}{8}$ <input type="checkbox"/> $\frac{WIS}{12}$ <input type="checkbox"/>
	9	+2	$\frac{WIS}{4}$ <input type="checkbox"/> $\frac{WIS}{8}$ <input type="checkbox"/> $\frac{WIS}{12}$ <input type="checkbox"/>

Spell Save DC = 10 + WIS + Spell Level

Concentration = **WIS** + Caster Level

CHANNEL ENERGY

Channel Positive Energy Channel Negative Energy

CHANNEL ENERGY PER DAY Misc Today

= **3** + **CHA** +

ENERGY ROLL Priest Level Misc

d8 = (÷ 2) +

(Round up)

WILL SAVE DC Priest Level

= **10** + (÷ 2) + **CHA**

(Round down)

PREPARED SPELLS

		0
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Domain Spell + 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Domain Spell + 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		1
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Domain Spell + 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Domain Spell + 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		2
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Domain Spell + 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Domain Spell + 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		3
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Domain Spell + 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Domain Spell + 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		4
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Domain Spell + 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Domain Spell + 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		5
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Domain Spell + 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Domain Spell + 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		6
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Domain Spell + 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Domain Spell + 1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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**TOME OF SECRETS
SHAMAN**

Shaman
Level

SHAMAN

Shaman Level		Spiritual significance bonus
1	<input type="checkbox"/> Communicate with spirit <input type="checkbox"/> See spirit	
2	<input type="checkbox"/> Spirit companion	
3	<input type="checkbox"/> Bonus feat	
4	<input type="checkbox"/> Summon spirit	
5	<input type="checkbox"/> Control spirit	
6	<input type="checkbox"/> Bonus feat	
7	<input type="checkbox"/> Spiritual significance (self)	
8	<input type="checkbox"/> Spirit heal	+1
9	<input type="checkbox"/> Bonus feat	
10	<input type="checkbox"/> Spirit walk	+2
11	<input type="checkbox"/> Spiritual significance (other)	
12	<input type="checkbox"/> Bonus feat	+3
13	<input type="checkbox"/> Spirit heal, mass	
14	<input type="checkbox"/> Tether spirit	+4
15	<input type="checkbox"/> Bonus feat	
16	<input type="checkbox"/> Control living spirit	+5
17	<input type="checkbox"/> Break spirit	
18	<input type="checkbox"/> Bonus feat	
19	<input type="checkbox"/> Bonus feat	
20	<input type="checkbox"/> Lasting spiritual significance	

SEE SPIRIT

DC 15 Knowledge (spirits) to add this bonus to next skill check
INSIGHT BONUS

= **CHA**

SKILLS

CRAFT: FOCUS

- DC 20** To give an item spiritual significance
- DC 15** To create a tether

KNOWLEDGE: SPIRITS

- DC 15** To gain the insight bonus from See Spirit

PERFORM: RITUAL

To communicate with spirits

- DC 15** To persuade an indifferent or unfriendly spirit to communicate, or a spirit associated with a deity that is unfriendly to shamans
- DC 20** To persuade a hostile spirit to communicate
- DC 25** To persuade a spirit that is associated with a deity that is unfriendly to shamans to communicate.

To summon spirits

- DC 5** To summon any spirit
- DC 10** To summon an unembodied spirit of a non-particular spell effect
- DC 15** To summon an unembodied spirit of a particular spell effect
- DC 20** To summon an unfriendly deceased spirit
- DC 25** To summon any type of spirit associated with a deity unfriendly to shamans
- DC 30** To summon any type of spirit associated with a deity hostile to shamans
- DC 30** To locate a spirit with a desired ability

To tether spirits

- DC 20** To break a tether

SPIRIT COMPANION

COMPANION

CREATURE TYPE

CONTROL SPIRIT

CONTROLLED SPIRIT CAPACITY

Charisma Score

= _____

CONTROLLED SPIRITS

Spirit's Charisma

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

SPIRIT HEAL

HEALING PER DAY

Healing Today

SPIRIT HEALING

Shaman Level

= **CHA** + 2

d6 = _____

SPIRIT WALK

TETHER RANGE

Shaman Level

BREAKING RISK

10-minute increments

ft sq = _____ × **150 ft / 30sq**

% = _____ × 10 %

BONUS FEATS

METAMAGIC FEATS

ITEM CREATION FEATS

OTHER FEATS

- | | | |
|---|---|--|
| <input type="checkbox"/> Bouncing Spell +1 | <input type="checkbox"/> Awakened Arcane Bond | <input type="checkbox"/> Alertness |
| <input type="checkbox"/> Dazing Spell +3 | <input type="checkbox"/> Brew Fleshcrafting Poison | <input type="checkbox"/> Animal Affinity |
| <input type="checkbox"/> Disruptive Spell +1 | <input type="checkbox"/> Brew Potion | <input type="checkbox"/> Deceitful |
| <input type="checkbox"/> Ectoplasmic Spell +1 | <input type="checkbox"/> Craft Construct | <input type="checkbox"/> Endurance |
| <input type="checkbox"/> Elemental Spell +1 | <input type="checkbox"/> Craft Magic Arms and Armor | <input type="checkbox"/> Diehard |
| <input type="checkbox"/> Empower Spell +2 | <input type="checkbox"/> Craft Rod | <input type="checkbox"/> Fleet |
| <input type="checkbox"/> Enlarge Spell +1 | <input type="checkbox"/> Craft Staff | <input type="checkbox"/> Great Fortitude |
| <input type="checkbox"/> Extend Spell +1 | <input type="checkbox"/> Craft Wand | <input type="checkbox"/> Improved Great Fortitude |
| <input type="checkbox"/> Focused Spell +1 | <input type="checkbox"/> Craft Wondrous Item | <input type="checkbox"/> Intimidating Prowess |
| <input type="checkbox"/> Heighten Spell | <input type="checkbox"/> Forge Ring | <input type="checkbox"/> Iron Will |
| <input type="checkbox"/> Intensified Spell +1 | <input type="checkbox"/> Improved Arcane Bond | <input type="checkbox"/> Improved Iron Will |
| <input type="checkbox"/> Lingering Spell +1 | <input type="checkbox"/> Scribe Scroll | <input type="checkbox"/> Leadership |
| <input type="checkbox"/> Maximize Spell +3 | | <input type="checkbox"/> Lightning Reflexes |
| <input type="checkbox"/> Merciful Spell +0 | | <input type="checkbox"/> Improved Lightning Reflexes |
| <input type="checkbox"/> Persistent Spell +2 | | <input type="checkbox"/> Persuasive |
| <input type="checkbox"/> Quicken Spell +4 | | <input type="checkbox"/> Self-Sufficient |
| <input type="checkbox"/> Reach Spell | | <input type="checkbox"/> Spell Penetration |
| <input type="checkbox"/> Selective Spell +1 | | <input type="checkbox"/> Greater Spell Penetration |
| <input type="checkbox"/> Sickening Spell +2 | | |
| <input type="checkbox"/> Silent Spell +1 | | |
| <input type="checkbox"/> Still Spell +1 | | |
| <input type="checkbox"/> Thanatopic Spell +2 | | |
| <input type="checkbox"/> Threatening Illusion +1 | | |
| <input type="checkbox"/> Threnodic Spell +1 | | |
| <input type="checkbox"/> Thundering Spell +2 | | |
| <input type="checkbox"/> Widen Spell +3 | | |

TOME OF SECRETS
WITCH HUNTER

Witch Hunter Level

DEVOTEE TALENTS

Witch Hunter Level		Witch Focus
1	<input type="checkbox"/> { Devoted Strike Witch Sense	
2	<input type="checkbox"/> Devotee Talent	
3	<input type="checkbox"/> Detect Curse	
4	<input type="checkbox"/> Devotee Talent	
5	<input type="checkbox"/> Spellbane	
6	<input type="checkbox"/> Devotee Talent	
7	<input type="checkbox"/> Disruptive	
8	<input type="checkbox"/> Devotee Talent	
9	<input type="checkbox"/> Cursebreaker	+1
10	<input type="checkbox"/> Advanced Talent	
11	<input type="checkbox"/> Spellbreaker	
12	<input type="checkbox"/> Advanced Talent	
13	<input type="checkbox"/> Backlash	+2
14	<input type="checkbox"/> Advanced Talent	
15	<input type="checkbox"/> Greater Spellbane	
16	<input type="checkbox"/> Advanced Talent	
17	<input type="checkbox"/>	+3
18	<input type="checkbox"/> Advanced Talent	
19	<input type="checkbox"/> Uncursed	
20	<input type="checkbox"/> { Mystic Null Advanced Talent	

WITCH SENSE

Perception Check DC = **30** - Highest Level or Hit Dice - Number of Witches

WITCH FOCUS

ATTACK BONUS

+

KNOWLEDGE BONUS

+

DISPEL BONUS

+

ARMOUR BONUS

+ **AC**

} = Witch Focus Bonus

DEVOTEE TALENTS

TALENTS KNOWN

= (÷ 2) + (Round down)

Witch Hunter Level

Misc

Level **10** Advanced Talents

1
2
3
4
5
6
7
8
9
10
11
12

DEVOTED STRIKE

DEVOTED STRIKES PER DAY

= **WIS + 3**

Strikes Today
□□□
□□□

DAMAGE BONUS

+ = **WIS**

SPELLBANE & CURSEBREAKER

SPELLBANE OR CURSEBREAKER PER DAY

= **WIS + 3**

Uses Today
□□□
□□□

Level **20** Mystic Null Unlimited spellbane uses per day

BACKLASH

BACKLASH WILL SAVE DC

= **10** + + **WIS**

Witch Hunter Level

BACKLASH DAMAGE

2d6

CHARACTER BACKGROUND

Name _____

Origin _____

ORIGINS

Parents

FRIENDLY HOSTILE

Country / Region / Town

FRIENDLY HOSTILE

PORTRAIT

AFFILIATIONS

Religion

FRIENDLY HOSTILE

Employer

FRIENDLY HOSTILE

Current Country / Region / Town

FRIENDLY HOSTILE

Affiliation

FRIENDLY HOSTILE

Affiliation

FRIENDLY HOSTILE

APPEARANCE

Race MALE FEMALE

Age _____ Height _____ Weight _____

Eyes _____ Hair _____

Defining Features _____

Preferred Clothing _____

FRIENDS AND FOES

FRIENDLY HOSTILE

FRIENDLY HOSTILE

FRIENDLY HOSTILE

FRIENDLY HOSTILE

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FRIENDLY HOSTILE

PERSONALITY

Motivations _____

Fears _____

Likes _____

Dislikes _____

Quirks _____

SPELL BOOK

Level

Level

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NPC

Race

ABILITIES

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

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

EQUIPMENT

Properties

Properties

Properties

INVENTORY

Class Level CR

SKILLS

Skill	+3	Ranks	Misc
Acrobatics	DEX	<input type="checkbox"/>	
Appraise	INT	<input type="checkbox"/>	
Bluff	CHA	<input type="checkbox"/>	
Climb	STR	<input type="checkbox"/>	
Diplomacy	CHA	<input type="checkbox"/>	
Disable Device	DEX	<input type="checkbox"/>	
Disguise	CHA	<input type="checkbox"/>	
Escape Artist	DEX	<input type="checkbox"/>	
Fly	DEX	<input type="checkbox"/>	
Handle Animal	CHA	<input type="checkbox"/>	
Heal	WIS	<input type="checkbox"/>	
Intimidate	CHA	<input type="checkbox"/>	
Linguistics	INT	<input type="checkbox"/>	
Perception	WIS	<input type="checkbox"/>	
Ride	DEX	<input type="checkbox"/>	
Sense Motive	WIS	<input type="checkbox"/>	
Sleight of Hand	DEX	<input type="checkbox"/>	
Spellcraft	INT	<input type="checkbox"/>	
Stealth	DEX	<input type="checkbox"/>	
Survival	WIS	<input type="checkbox"/>	
Swim	STR	<input type="checkbox"/>	
Use Magical Device	CHA	<input type="checkbox"/>	
		<input type="checkbox"/>	
		<input type="checkbox"/>	
		<input type="checkbox"/>	
		<input type="checkbox"/>	

NOTES

HEALTH

HIT POINTS Wounds Dying Stable Non-lethal Unconscious

hp hp hp

COMBAT

INITIATIVE BONUS Misc

INIT = **DEX** +

BASE ATTACK Temp Attack Temp Damage

+ +

SPEED with Armour Temp Speed

ft sq ft sq ft sq

Swim ft sq Fly ft sq Climb ft sq

COMBAT MANOEUVRES

COMBAT MANEUVRE Size Modifier Misc

CMB = Base Attack + **STR** + +

COMBAT MANEUVRE

DEFENCE Size Modifier Deflection Modifier Misc

CMD = **10** + Base Attack + **STR** + **DEX** + + +

DEFENCE

ARMOUR CLASS Armour & Shield Size Modifier Misc

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

FLAT-FOOTED ARMOUR CLASS

AC = **10** / + - +

TOUCH ARMOUR CLASS

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

Temp AC Spell Resistance Damage Reduction

AC /

COMBAT ABILITIES

ATTACKS

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

Ammo #

Size Modifier Deflection Modifier Misc Morale Bonus

+ + +

SAVING THROWS

FORTITUDE SAVE Base Save Misc Temp

FORT = **CON** + +

REFLEX SAVE

REF = **DEX** + +

WILL SAVE

WILL = **WIS** + +

Evasion Endurance

EFFECTS

TIMELINE

Campaign

Era

Page

of

