

shugenia

CHARACTER RECORD SHEET CHARACTER NAME PLAYER CLASS AND LEVEL RACE ALIGNMENT DEITY SIZE AGE GENDER HEIGHT WEIGHT CAMPAIGN ABILITY TEMPORARY TEMPORARY MODIFIER SCORE MODIFIER DEX SIZE NATURAL DEFLECTION MISC.
MODIFIER MODIFIER ARMOR MODIFIER MODIFIER TOTAL FLAT-FOOTED STR AC OR CLASS TOUCH ARMOR CLASS DEX TOTAL CON **SKILLS** SKILL NAME RANKS DAMAGE REDUCTION WIS ☐ APPRAISE ■ INT □ BALANCE ■ DEX* INITIATIVE ☐ BLUFF ■ СНА ☐ CLIMВ ■ STR* ✓ CONCENTRATION ■ CON ORTITUDE INT ✓ CRAFT ■ (INT INT ☐ DECIPHER SCRIPT INT **♥** DIPLOMACY СНА ☐ DISABLE DEVICE INT SPELL RESISTANCE **BASE ATTACK BONUS** □ DISGUISE ■ ☐ ESCAPE ARTIST ■ DEX* ☐ Forgery ■ INT SPEED ☐ Gather Information ■ CHA STRENGTH SIZE MISC.
MODIFIER MODIFIER ☐ HANDLE ANIMAL CHA ✓ HEAL ■ WIS ☐ HIDE ■ DEX* ATTACK ATTACK BONUS CRITICAL ☐ INTIMIDATE ■ СНА STR* JUMP ■ INT INT KNOWLEDGE (INT) INT **ATTACK** CRITICAL) INT ☐ LISTEN ■ WIS NOTES ☐ MOVE SILENTLY ■ DEX* ☐ OPEN LOCK DEX ☐ PERFORM (_ ☐ PERFORM (_ ATTACK ATTACK BONUS CRITICAL ☐ PERFORM (_ ✓ PROFESSION (_ WIS RANGE TYPE NOTES ☑ Profession (_ WIS □ Ride ■ DFX ☐ SEARCH ■ INT ☐ Sense Motive ■ WIS **ATTACK** ☐ SLEIGHT OF HAND DEX* **✓** SPELLCRAFT INT RANGE TYPE NOTES WIS ☐ SURVIVAL ■ WIS □ SWIM ■ STR* □ Тимвее DEX* **ATTACK** ☐ USE MAGIC DEVICE CHA ☐ USE ROPE ■

DEX

AMMUNITION

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ITEM	LOCATION	PAGE REF.	WEIGHT		ITEM	LOCATION	PAGE REF.	WEIGHT
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	CARRYIN	CHA	RGES SPENT		COUND PUSH OR DRAG			
	CARRYIN	CHA	PACI OVER HEAD ALS MAX LOAD	TY LIFT OFF GR 2 X MAX LI	ROUND PUSH OR DRAG SX MAX LOAD			
LIGHT LOAD MEDIUM LOAD	CARRYIN	CHA	PACI OVER HEAD ALS MAX LOAD	TY LIFT OFF GR 2 X MAX LI VEALT	ROUND PUSH OR DRAG SX MAX LOAD			
	CARRYIN	CHA	PACI OVER HEAD ALS MAX LOAD	TY LIFT OFF GR 2 X MAX LI	ROUND PUSH OR DRAG SX MAX LOAD			
LIGHT LOAD MEDIUM LOAD MONEY	CARRYIN	CHA	PACI OVER HEAD ALS MAX LOAD	TY LIFT OFF GR 2 X MAX LI VEALT	ROUND PUSH OR DRAG SX MAX LOAD			
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LIGHT LOAD MEDIUM LOAI MONEY CP—	CARRYIN	CHA	PACI OVER HEAD ALS MAX LOAD	TY LIFT OFF GR 2 X MAX LI VEALT	ROUND PUSH OR DRAG SX MAX LOAD			
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MONEY CP— SP—	CARRYIN	CHA	PACI OVER HEAD ALS MAX LOAD	TY LIFT OFF GR 2 X MAX LI VEALT	ROUND PUSH OR DRAG SX MAX LOAD			

POSSESSIONS

FEAT	PAGE REF.	FEAT	PAGE REF.	SPELLS				
N		N		SPELL SAVE	DC MOD			
NOTES		NOTES		CONDITIONAL MODIFIE	RS			
FEAT	PAGE REF.	FEAT	PAGE REF.	SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	BONUS SPELLS
NOTES		NOTES				0		0
FEAT	PAGE REF.	FEAT	PAGE REF.			1 ST		
	PAGE REF.	FEAT	PAGE REF.			2 ND		
NOTES		NOTES				3 RD		
FEAT	PAGE REF.	FEAT	PAGE REF.			4 TH		
NOTES	<u> </u>	NOTES				5 [™]		
FEAT	PAGE REF.	FEAT	PAGE REF.			6™		
S		×				7 [™]		
NOTES		NOTES				8 TH		
						9™		

			SHU	GENJ	A SPE	LLS KN	IOWN	FAVORED E	LEMENT	
Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1st	0+2+2	0+1+1	_	_	_	_	_	_	_	_
2nd	0+3+2	0+1+1								
3rd	0+3+2	0+2+1	_	_	_	_	_	_	_	_
4th	0+3+3	o+2+1	0+1+0	_	_		_	_	_	
5th	0+4+3	0+2+2	0+1+1	_	_	_	_	_	_	_
6th	0+4+3	0+2+2	0+1+1	o+1+0	_	_	_		_	
7th	0+4+4	0+3+2	0+2+1	0+1+1	_	_	_	_	_	_
8th	0+4+4	0+3+2	0+2+1	0+1+1	o+1+0		_	_	_	
9th	o+5+4	0+3+2	0+2+2	0+2+1	0+1+1	_	_	_	_	_
10th	o+5+4	0+3+2	0+2+2	o+2+1	0+1+1	0+1+0	_	_	_	
11th	o+5+4	0+3+2	0+3+2	0+2+2	0+2+1	0+1+1	_	_	_	_
12th	o+5+4	0+3+2	0+3+2	0+2+2	0+2+1	0+1+1	0+1+0		_	
13th	0+5+4	0+3+2	0+3+2	0+2+2	0+2+2	0+2+1	0+1+1	_	_	_
14th	o+5+4	0+3+2	0+3+2	0+2+2	0+2+2	o+2+1	0+1+1	o+1+0	_	
15th	0+5+4	0+3+2	0+3+2	0+2+2	0+2+2	0+2+2	0+2+1	0+1+1	_	_
16th	0+5+4	0+3+2	0+3+2	0+2+2	0+2+2	0+2+2	0+2+1	0+1+1	0+1+0	
17th	0+5+4	0+3+2	0+3+2	0+2+2	0+2+2	0+2+2	0+2+1	o+2+1	0+1+1	_
18th	0+5+4	0+3+2	0+3+2	0+2+2	0+2+2	0+2+2	0+2+1	o+2+1	0+1+1	0+1+0
19th	0+5+4	0+3+2	0+3+2	0+2+2	0+2+2	0+2+2	0+2+1	o+2+1	0+2+1	0+1+1
20th	0+5+4	0+3+2	0+3+2	0+2+2	0+2+2	0+2+2	0+2+1	0+2+1	0+2+1	0+2+1

At each level, a shugenja gets an **order spell** for each spell level, starting at 1st. The "o" on this list represents that.

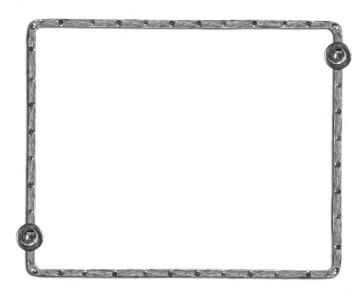
The number in the middle is the number of spells of the shugenja's **favored element**.

The final number is the additional number of spells known of any element.

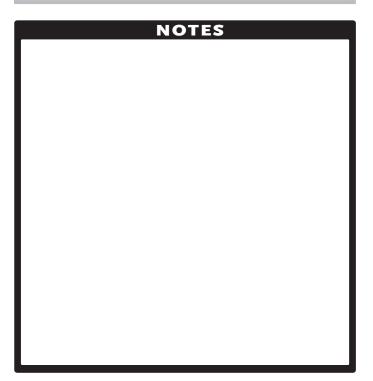
EXPERIENCE					
EXPERIENCE					
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL			

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SHIELD/PRO	TECTIVE ITE	М		AC BONU	IS WEI	GHT СІ	HECK PENALTY
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LANGUAGES
LANGUAGES
INITIAL LANGUAGES=Common + racial languages + Int bonus EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point
EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point
RACIAL TRAITS
RACIAL IRAIIS



	CLASS FEATURES	
CLASS FEATU	Weapon and Armor Proficiency	PAGE REF.
NOTES	Proficient with all simple weapons and the short sword	
CLASS FEATU	Spells	PAGE REF.
NOTES	Cast divine spells from the shugenja spell list (page 144)
CLASS FEATU	Element Focus	PAGE REF.
NOTES	Favored element: air, earth, fire, or water	
CLASS FEATU	Sense Elements (Sp)	PAGE REF.
NOTES	Full-round action, aware of all sources of element w/in 10	ft.



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