



SHUGENJA

CHARACTER NAME

PLAYER

CLASS AND LEVEL

RACE

ALIGNMENT

DEITY

SIZE

AGE

GENDER

HEIGHT

WEIGHT

CAMPAIGN

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
AC	= 10 +	+	+	+	+	+	+	+
ARMOR CLASS								

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

TOTAL		NONLETHAL DAMAGE	
HP HIT POINTS			
	WOUNDS/CURRENT HP		
DAMAGE REDUCTION			

	TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER		=	+

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
REFLEX (DEXTERITY)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	
WILL (WISDOM)	<input type="text"/>	= <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	

BASE ATTACK BONUS **SPELL RESISTANCE**

GRAPPLE MODIFIER

=

+

+

+

TOTAL

BASE ATTACK BONUS

STRENGTH MODIFIER

SIZE MODIFIER

MISC. MODIFIER

SPEED

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			
AMMUNITION					

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			
AMMUNITION					

[illegible]

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			
AMMUNITION					

ATTACK			ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	NOTES			
AMMUNITION					

CONDITIONAL AC MODIFIERS

CLASS SKILLS?	SKILL NAME	KEY ABILITY	MAX RANKS (CLASS/CROSS-CLASS)			
			SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
<input type="checkbox"/>	APPRAISE ■	INT		=	+	+
<input type="checkbox"/>	BALANCE ■	DEX*		=	+	+
<input type="checkbox"/>	BLUFF ■	CHA		=	+	+
<input type="checkbox"/>	CLIMB ■	STR*		=	+	+
<input checked="" type="checkbox"/>	CONCENTRATION ■	CON		=	+	+
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT		=	+	+
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT		=	+	+
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT		=	+	+
<input type="checkbox"/>	DECIPHER SCRIPT	INT		=	+	+
<input checked="" type="checkbox"/>	DIPLOMACY ■	CHA		=	+	+
<input type="checkbox"/>	DISABLE DEVICE	INT		=	+	+
<input type="checkbox"/>	DISGUISE ■	CHA		=	+	+
<input type="checkbox"/>	ESCAPE ARTIST ■	DEX*		=	+	+
<input type="checkbox"/>	FORGERY ■	INT		=	+	+
<input type="checkbox"/>	GATHER INFORMATION ■	CHA		=	+	+
<input type="checkbox"/>	HANDLE ANIMAL	CHA		=	+	+
<input checked="" type="checkbox"/>	HEAL ■	WIS		=	+	+
<input type="checkbox"/>	HIDE ■	DEX*		=	+	+
<input type="checkbox"/>	INTIMIDATE ■	CHA		=	+	+
<input type="checkbox"/>	JUMP ■	STR*		=	+	+
<input checked="" type="checkbox"/>	KNOWLEDGE ()	INT		=	+	+
<input checked="" type="checkbox"/>	KNOWLEDGE ()	INT		=	+	+
<input checked="" type="checkbox"/>	KNOWLEDGE ()	INT		=	+	+
<input checked="" type="checkbox"/>	KNOWLEDGE ()	INT		=	+	+
<input checked="" type="checkbox"/>	KNOWLEDGE ()	INT		=	+	+
<input type="checkbox"/>	LISTEN ■	WIS		=	+	+
<input type="checkbox"/>	MOVE SILENTLY ■	DEX*		=	+	+
<input type="checkbox"/>	OPEN LOCK	DEX		=	+	+
<input type="checkbox"/>	PERFORM ()	CHA		=	+	+
<input type="checkbox"/>	PERFORM ()	CHA		=	+	+
<input type="checkbox"/>	PERFORM ()	CHA		=	+	+
<input checked="" type="checkbox"/>	PROFESSION ()	WIS		=	+	+
<input checked="" type="checkbox"/>	PROFESSION ()	WIS		=	+	+
<input type="checkbox"/>	RIDE ■	DEX		=	+	+
<input type="checkbox"/>	SEARCH ■	INT		=	+	+
<input type="checkbox"/>	SENSE MOTIVE ■	WIS		=	+	+
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*		=	+	+
<input checked="" type="checkbox"/>	SPELLCRAFT	INT		=	+	+
<input type="checkbox"/>	SPOT ■	WIS		=	+	+
<input type="checkbox"/>	SURVIVAL ■	WIS		=	+	+
<input type="checkbox"/>	SWIM ■	STR*		=	+	+
<input type="checkbox"/>	TUMBLE	DEX*		=	+	+
<input type="checkbox"/>	USE MAGIC DEVICE	CHA		=	+	+
<input type="checkbox"/>	USE ROPE ■	DEX		=	+	+
<input type="checkbox"/>	_____	_____		=	+	+
<input type="checkbox"/>	_____	_____		=	+	+

* Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

[illegible]

WANDS AND STAFFS

WAND OR STAFF	CASTER LEVEL	DC	CHARGES SPENT

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD
					

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	
FEAT	PAGE REF.	FEAT	PAGE REF.
NOTES		NOTES	

SPELLS				
SPELL SAVE		DC	MOD	
CONDITIONAL MODIFIERS				
SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	BONUS SPELLS
		0		0
		1 ST		
		2 ND		
		3 RD		
		4 TH		
		5 TH		
		6 TH		
		7 TH		
		8 TH		
		9 TH		

SHUGENJA SPELLS KNOWN										FAVORED ELEMENT
Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1st	o+2+2	o+1+1	—	—	—	—	—	—	—	—
2nd	o+3+2	o+1+1	—	—	—	—	—	—	—	—
3rd	o+3+2	o+2+1	—	—	—	—	—	—	—	—
4th	o+3+3	o+2+1	o+1+0	—	—	—	—	—	—	—
5th	o+4+3	o+2+2	o+1+1	—	—	—	—	—	—	—
6th	o+4+3	o+2+2	o+1+1	o+1+0	—	—	—	—	—	—
7th	o+4+4	o+3+2	o+2+1	o+1+1	—	—	—	—	—	—
8th	o+4+4	o+3+2	o+2+1	o+1+1	o+1+0	—	—	—	—	—
9th	o+5+4	o+3+2	o+2+2	o+2+1	o+1+1	—	—	—	—	—
10th	o+5+4	o+3+2	o+2+2	o+2+1	o+1+1	o+1+0	—	—	—	—
11th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+1	o+1+1	—	—	—	—
12th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+1	o+1+1	o+1+0	—	—	—
13th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+1	o+1+1	—	—	—
14th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+1	o+1+1	o+1+0	—	—
15th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+2	o+2+1	o+1+1	—	—
16th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+2	o+2+1	o+1+1	o+1+0	—
17th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+2	o+2+1	o+2+1	o+1+1	—
18th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+2	o+2+1	o+2+1	o+1+1	o+1+0
19th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+2	o+2+1	o+2+1	o+2+1	o+1+1
20th	o+5+4	o+3+2	o+3+2	o+2+2	o+2+2	o+2+2	o+2+1	o+2+1	o+2+1	o+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 **avored element**. The final number is the additional number of spells known of **any element**.

EXPERIENCE

EXPERIENCE

NEEDED FOR NEXT LEVEL

LEVEL ADJUSTMENT

ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM

TYPE

AC BONUS

MAX DEX

CHECK PENALTY

SPELL FAILURE

SPEED

WEIGHT

SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM

AC BONUS

WEIGHT

CHECK PENALTY

SPELL FAILURE

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

WEIGHT

SPECIAL PROPERTIES

LANGUAGES

INITIAL LANGUAGES=Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language)=1 skill point

RACIAL TRAITS

CLASS FEATURES

CLASS FEATURE

Weapon and Armor Proficiency

PAGE REF.
12

NOTES

Proficient with all simple weapons and the short sword

CLASS FEATURE

Spells

PAGE REF.
12

NOTES

Cast divine spells from the shugenja spell list (page 144)

CLASS FEATURE

Element Focus

PAGE REF.
13

NOTES

Favored element: air, earth, fire, or water

CLASS FEATURE

Sense Elements (Sp)

PAGE REF.
14

NOTES

Full-round action, aware of all sources of element w/in 10 ft.

NOTES