



CHARACTER NAME	PLAYER NAME			
CLASS AND LEVEL	ECL	RACE/TEMPLATE	SIZE GENDEI	R
ALIGNMENT RELIGION/PATRON DEITY	HEIGHT WEIG	GHT LOOKS		
ABILITY SCORES	<b>COMBAT</b>	OPTIONS	HIT POIN	TS
STR  STRINGTH  TOTAL  BASE SCORE + ENHANCEMENT MISC. MISC. STRENGTH  RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER	BASE ATTACK E	ONUS		
DEX DEXTERITY TOTAL  BASE SCORE + ENHANCEMENT MISC. RACIAL MOD. BONUSES BONUSES MISC. MISC		TTACK BONUS DAMAGE  TYPE NOTES/AMMUNITION	CRITICAL	
CONSTITUTION TOTAL = ASSESCORE + ENHANCEMENT MISC. CONSTITUTION MODIFIER  RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER		TTACK BONUS DAMAGE	CRITICAL	
INT  INTELLIGENCE TOTAL BASE SCORE + ENHANCEMENT MISC. INTELLIGENCE  INTELLIGENCE	RANGE INCREMENT	YPE NOTES/AMMUNITION		
RACIAL MOD. BONUSES BONUSES PENAITIES MODIFIER		TTACK BONUS DAMAGE	CRITICAL	
WISDOM TOTAL BASE SCORE + ENHANCEMENT MISC. MISC. WISDOM RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER		YPE NOTES/AMMUNITION		
CHA  CHARISMA  TOTAL  BASE SCORE + ENHANCEMENT MISC. MISC. CHARISMA MODIFIER  CHARISMA  TOTAL  BASE SCORE + ENHANCEMENT BONUSES PENAITIES MODIFIER		TTACK BONUS DAMAGE TYPE NOTES/AMMUNITION	CRITICAL	
SPEED	INITIATIVE	MODIFIER		
GRAPPLE MODIFIER  TOTAL = BASE ATTACK BONUS SAVING THROWS  BASE ABILITY MAGIC TOTAL SAVE MODIFIER MODIFIER MODIFIER	MODIFIER MODIFIER  C MISC. TEMPORARY	CONDITIONAL MO	DIFIERS	
FORTITUDE   = + + +	+ + +			
REFLEX = + +	+ +			
WILL + +	+ +			
ARMOR CLASS				
AC = 10+ + + + + SI:  TOTAL ARMOR SHIELD DEX SI: BONUS BONUS MODIFIER MODIFIER	ZE NATURAL DEFLECT		SPECIAL DEFI	ENSES
TOUCH AC FLAT-FOOTED AC _				
ARMOR WORN	MAX DEX	ARMOR CHECK PENALTY	WEIGHT	
SHIELD CARRIED	MAX DEX	ARMOR CHECK PENALTY	WEIGHT	

RIENCE	GEAR		
INTS			· · · · · · · · · · · · · · · · · · ·
PC	OSSESSIONS ON PERSON	LOCATION	WEIGHT
IIEN		LOCATION	WEIGHT
_			
n.c	AGGREGATONG MOTEON PED GOM		
PC	OSSESSIONS NOT ON PERSON	LOCATION	WEIGHT
3.5	ACIC PTEME WIODN		
M	AGIC ITEMS WORN		
TIE	AD (HEADBAND, HAT, HELMET, OR PHYLACTERY)	HANDS (GLOVES OR GAUNTLETS)	

CARRYING CAPACITY

 $\overline{NECK} (\texttt{AMULET}, \texttt{BROOCH}, \texttt{MEDALLION}, \texttt{PERIAPT}, \texttt{OR}\, \texttt{SCARAB})$ 

 $\overline{SHOULDERS}~(\texttt{cloak},\texttt{cape},\texttt{ormantle})$ 

RING #1

RING #2

LIGHT LOAD:\_

MEDIUM LOAD:\_\_\_

HEAVY LOAD:\_

 $\overline{BODY} \, (\text{ROBE OR SUIT OF ARMOR})$ 

 $\overline{TORSO}\,\text{(vest, vestment, or shirt)}$ 

 $\overline{WAIST}_{(\mathtt{BELT}\,\mathtt{OR}\,\mathtt{GIRDLE})}$ 

 $\overline{FEET} (\texttt{BOOTS}, \texttt{SHOES}, \texttt{OR}\, \texttt{SLIPPERS})$ 

**MONEY** 

(E) MAGIC	E SPELLS	
DOMAINS (CLERIC ONLY)	SPELL SAVE	DC MOD
DOMAIN NAME GRANTED POWER	CONDITIONAL MODIFIERS	
DOMAIN NAME GRANTED POWER		
SPECIALTY SCHOOL (WIZARD ONLY)	SPELLS SPELL LEVEL	SPELIS/ BONUS SPELIS SPELI LEVEL SPELIS/ BONUS SPELIS  SPELIS SPELIS SPELIS  SPELIS SPELIS  SPELIS/ BONUS SPEL
SPECIALTY SCHOOL (+2 BONUS ON SPELLCRAFT PROHIBITED SCHOOL CHECKS TO LEARN SPELLS FROM THIS CHOSEN SCHOOL)	PROHIBITED SCHOOL I 1881	
ARCANE SPELL FAILURE %	2 nd	
TURN/REBUKE UNDEAD	3 <sup>rd</sup>	Str.
	JRNING DAMAGE	
3 + CHA MODIFIER 1d20 + CHA MODIFIER (+4 WITH EXTRA TURNING FEAT)	2de+-CLERICLEVEL+- CHA MODIFIER	
PSIONICS		
PSIONIC POWERS POWERS KNOWN MAXIMU	POWER POIN	TTS PER DAY
PRIMARY DISCIPLINE	IM POWER LEVEL KNOWN	
RAGE		
		RAGES USED □□□□□□□□□□
RAGES/DAY DURATION STR/CON BONUS	WILL SAVE AC PENALTY BONUS	ROUNDS ELAPSED
ANIMAL COMPANION, FAMILIA	AR, OR PSICRYSTAL	
NAME	CREATURE TYPE	
STR DEX CON INT WIS CHA	A INITIATIVE	HIT POINTS
	SPEED	
AC = 10 + + + +		FLAT-FOOTED AC
MODIFIER MODIFIER ARMOR MOD	IISC. DIFIERS	
SAVING THROWS ATTACKS		
FORTITUDE (CON) WEAPON ATTAC	CK BONUS DAMAGE CRITICAL (	GRAPPLE MODIFIER
REFLEX (DEX)	CK BONUS DAMAGE CRITICAL	
WILL (WIS) ATTAC	CK BONUS DAMAGE CRITICAL	PERSONALITY
SKILLS FEATS	DAMAGE CATICAL	
+		
+ SPECIA	L ABILITIES	TRICKS
+		
+		
+ ·		
+		

Ų	SKILLS					
٥.	_	KEY	SKILL		ABILITY	MISC.
CSF	SKILL NAME		MODIFER	RANKS	MODIFER	MODIFER
Н	Appraise ◆	INT				
_	AUTOHYPNOSIS	WIS		+		r
	BALANCE* ◆	DEX	=			
	Bluff ◆		=			-
_	CLIMB* ◆	STR	=	+		·
=	Concentration ◆ Craft() ) ◆	CON	=	+		·
=	CRAFT ( ) ◆	INT				
_	CRAFT () ♦	INT		+		
_	DECIPHER SCRIPT	INT		+		
=	DIPLOMACY ◆	CHA		+ +		
=	DISABLE DEVICE	INT				
_	DISGUISE ◆	CHA				
_	ESCAPE ARTIST* ◆	DEX				
_	Forgery ◆	INT				
$\equiv$	Gather Information ◆	CHA				
=	HANDLE ANIMAL	CHA		+		
=	Heal ◆	WIS				
=	Hide* ♦	DEX		+		
П	Intimidate ◆	CHA		+		
<u></u>	Iump* ◆	STR		+		
=	Knowledge (arcana)	INT		+		-
=	Knowledge (arch/eng)	INT		+		
=	KNOWLEDGE (DUNGEONEERING)	INT		+		
	Knowledge (geography)	INT		+		<u> </u>
	Knowledge (history)	INT		+		-
	Knowledge (local)	INT	=	+	+	+
_	Knowledge (nature)	INT	=	+	+	
_	KNOWLEDGE (NOBILITY/ROYALTY)	INT	=	+	+	+
1	KNOWLEDGE (THE PLANES)	INT	=	+	+	÷
1	KNOWLEDGE (PSIONICS)	INT	=	+	+	
1	KNOWLEDGE (RELIGION)	INT	=	+	+	
1	Knowledge ()	INT	=	+	+	
	Listen ◆	WIS	=	+	+	
	Move Silently* ◆	DEX	=	+	+	
	OPEN LOCK	DEX	=	+	+	
	Perform (act) ◆	CHA	=	+	+	
	Perform (comedy) ◆	CHA	=	+	+	
	Perform (dance) ◆	CHA	=	+	+	+
	Perform (keyboard) $lacktriangle$	CHA	=			
	Perform (oratory) ◆	CHA	=	+	+	
	Perform (percussion) ◆	CHA	=	+	+	
	PERFORM (STRING INSTRUMENT) ◆	CHA	=	+	+	
	PERFORM (WIND INSTRUMENT) ◆	CHA	=	+	+	
	Perform (sing) ◆	CHA	=	+	+	
	Perform () ◆		=			
	Profession ()		=			
	Profession ()	WIS	=	+	+	
	PSICRAFT	INT .	=	+	+	·
1	Ride ◆	DEX		+		·
	Search ◆	INT			+	
1	Sense Motive $lacktriangle$	WIS	=	+	+	•
	SLEIGHT OF HAND*	DEX	=	+	+	·
1	Spellcraft	INT .	=	+	+	•
	Spot ◆		=			
	Survival ◆	WIS	=	+	+	·
1	Swim* ◆	STR	=	+	+	•
	Tumble*	DEX	=	+	+	·
	Use Magic Device	CHA	=			•
	Use Psionic Device	CHA		+		
	Use Rope ◆	DEX	=	+	+	·



WEAPON AND ARMOR PROFICIENCY: All martial weapons, armor and shields (not tower).

**Arcane Attunement (Sp):** Use dancing lights, detect magic, flare, ghost sound, read magic.

Armored Mace (Ex): No arcane spell failure in light armor/shields; medium armor at 4th, heavy

**Arcane Channeling (Su):** 3<sup>rd</sup> level, deliver touch attack via weapon; at 13<sup>th</sup>, to all targets that round.

 $\textbf{Quick Cast:} \ 5^{th} \ level, cast \ 1 \ spell/day \ as \ swift \ action; \ 2/day \ at \ 10^{th}, \ 3/day \ at \ 15^{th}, \ 4/day \ at \ 20^{th}.$ 

**Spell Power (Ex):** 6<sup>th</sup> level, +2 vs. spell resistance against injured foe; +3 at 11<sup>th</sup>, +4 at 16<sup>th</sup>, +5 at 18<sup>th</sup>.

**Combat Casting:**  $2^{nd}$  level: +4 Concentration check when casting.

LANGUAGES	
Initial languages = Common + automatic languages + Int bonus	

## SKILL SYNERGIES

5+ RANKS IN	GIVES A +2 BONUS ON
Autohypnosis	Knowledge (psionics) checks
Bluff	Diplomacy, Intimidate, and Sleight of Hand checks; Disguise checks to act in character
Concentration	Autohypnosis checks
Craft	Related Appraise checks
Decipher Script	Use Magic Device checks involving scrolls
Escape Artist	Use Rope checks involving bindings
Handle Animal	Ride checks and wild empathy checks
Jump	Tumble checks
Knowledge (arcane)	Spellcraft checks
Knowledge (arch/eng)	Search checks involving secret doors and similar compartments
Knowledge (dungeon)	Survival checks when underground
Knowledge (geography)	Survival checks to avoid getting lost and avoid hazards
Knowledge (history)	Bardic knowledge checks (class feature)
Knowledge (local)	Gather Information checks
Knowledge (nature)	Survival checks in aboveground natural environments
Knowledge (nbl/royal)	Diplomacy checks
Knowledge (the planes)	Survival checks when on other planes
Knowledge (psionics)	Psicraft checks
Knowledge (religion)	Checks to turn or rebuke undead
Psicraft	Use Psionic Device checks involving power stones
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Spellcraft	Use Magic Device checks involving scrolls
Survival	Knowledge (nature) checks
Tumble	Balance and Jump checks
Use Magic Device	Spellcraft checks to decipher scrolls
Use Psionic Device	Psicraft checks to address power stones
Use Rope	Climb and Escape Artist checks involving ropes

Skills in italics are paionics-related.

| Mark this box with an X if the skill is a class skill for the character.

\* Denotes a skill that can be used untrained.

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