## CAMPAIGN \_ SKILLS

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580	SKILL NAME	KEY ABILITY	SKILL MODIFER	RANKS	ABILITY MODIFER	MISC. MODIFER
	Appraise ◆	INT				+
$\overline{\Box}$	AUTOHYPNOSIS	WIS				+
П	Balance* ◆	DEX				+
_	Bluff ◆					
_		CHA		··		+
	Climb* ◆	STR				+
X	Concentration ◆	CON	=	··	+	+
X	Craft ()	♦ INT			+	+
Χ	Craft ()	♦ INT			+	+
X	Craft ()	♦ INT	=		+	+
X	DECIPHER SCRIPT	INT	=	·	+	+
X	DIPLOMACY ◆	CHA	=		+	+
	DISABLE DEVICE	INT			+	+
_	Disguise ◆	CHA				+
=	Escape Artist* ◆	DEX		·		+
=						
	Forgery ◆	2212				+
_	Gather Information ◆	CHA		·	+	+
Ш	Handle Animal	CHA	=	··	+	+
	Heal ◆	WIS		·	+	+
	Hide* ◆	DEX	=	·	+	+
X	Intimidate ◆	CHA	=		+	+
	Jump* ◆	STR	=	·	+	+
X	Knowledge (arcana)	INT	=		+ -	+
_	Knowledge (arch/eng)	INT				+
П	KNOWLEDGE (DUNGEONEERING)					
$\equiv$	· · · · · · · · · · · · · · · · · · ·			··		
	KNOWLEDGE (GEOGRAPHY)	INT	=			+
	Knowledge (history)	INT	=		+	+
	Knowledge (local)	INT	=			+
Ш	Knowledge (nature)	INT		·	+	+
	Knowledge (nobility/royalty)	INT	=	··	+	+
X	Knowledge (the planes)	INT	=	·	+	+
	KNOWLEDGE (PSIONICS)	INT	=			+
X	KNOWLEDGE (RELIGION)	INT	=		+	+
П	Knowledge (	) INT	=		+	+
$\overline{\Box}$	Listen ◆	WIS				+
$\Box$	Move Silently* ◆	DEX				
П						
=	OPEN LOCK	DEX -				+
	Perform (act) ◆				+	+
Ш	Perform (comedy) ◆	CHA_		·		+
	Perform (dance) ◆	CHA_		·	+	+
	Perform (keyboard) ◆	CHA				+
	Perform (oratory) ◆	CHA	=		+	+
	Perform (percussion) ◆	CHA	=	·	+	+
	PERFORM (STRING INSTRUMENT)	СНА	=	:	+	+
$\bar{\Box}$	PERFORM (WIND INSTRUMENT) ◆					
П	Perform (sing) ◆			·		
П	Perform (sing) ♥ Perform ()			··		
X	Profession (			· ——		
X	Profession (					+
	PSICRAFT	INT .		·		
	Ride ◆	DEX		·	+ +	·
	Search ◆	INT	-	·	++	+
X	Sense Motive ◆	WIS	=	·	+ +	·
	SLEIGHT OF HAND*	DEX	=		+ +	+
$\Box$	Spellcraft					
$\Box$	Spot ◆					
	Survival ◆					
	Swim* ◆			·		
	Tumble*			··		
$\Box$	Use Magic Device	CHA_		·	+ +	·
	Use Psionic Device	CHA.	=	·	+ +	÷

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	DACTAT TO ATTO/OT AGO	TITI A TITI I
	RACIAL TRAITS/CLASS	FEALUK
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Weapon and Armor Proficiency:	Simple weapons, light armor (no shields).
Soul Binding:	1 vestige at 1st, 2 at 8th, 3 at 14th, and 4 at
our smang.	20th level.
uppress Sign:	2nd level, swift action to not exhibit physical sign,
uppress orgin.	with good pact.
Do at Assessmentations	
Pact Augmentation:	1 ability at 2nd, 2 at 5th, 3 at 10th, 4 at 16th, and 5 at 20th level.
g 10 1:	
Soul Guardian:	6th level, immune to fear when bound; 9th level,
	slippery mind (additional save vs. enchantment);
	13th level, immunity to energy drain/negative
	levels; 19th level, immunity to mind-affecting
	spells/abilities.
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(S) FEATS	
<b>BONUS:</b> 4 <sup>TH</sup> , 11 <sup>TH</sup> , 18 <sup>TH</sup> LI	EVEL
201100.1 ,11 ,10 21	
1 P. V. T.	
LANGUAGES	
Initial languages = Common + automatic languages + In:	t bonus
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DEX \_

☐ Use Rope ◆







CHARACTER NAME	PLAYER NAME		
CLASS AND LEVEL	ECL	RACE/TEMPLATE	SIZE GENDER
ALIGNMENT RELIGION/PATRON DEITY	HEIGHT WEIG	HT LOOKS	
ABILITY SCORES	COMBAT (	OPTIONS	BINDER: D8 HIT POINTS
STR = + + HISC. STRENGTH TOTAL BASE SCORE+ ENHANCEMENT MISC. MISC. STRENGTH RACIAL MOD. BONUSES BONUSES FENALTIES MODIFIER	BASE ATTACK BO	ONUS	
DEX = + + - DENTERITY TOTAL BASE SCORE + ENHANCEMENT MISC. MISC. DENTERITY		TACK BONUS DAMAGE	CRITICAL
RACIALMOD. BONUSES BONUSES PENALTIES MODIFIER  CON = + + -	RANGE INCREMENT TY  WEAPON AT	PE NOTES/AMMUNITION  TACK BONUS DAMAGE	CRITICAL
CONSTITUTION TOTAL BASESCORE+ ENHANCEMENT MISC. MISC. CONSTITUTION RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER	RANGE INCREMENT TY	PE NOTES/AMMUNITION	
INT = + + + - HISC. INTELLIGENCE TOTAL BASE SCORE+ ENHANCEMENT MISC. MISC. INTELLIGENCE RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER	WEAPON AT	TACK BONUS DAMAGE	CRITICAL
WISOM TOTAL RASE SCORE+ ENHANCEMENT MISC MISC. WISDOM RACIAL MOD. BONUSES BONUSES FENALTIES MODIFIER	RANGE INCREMENT TY	PE NOTES/AMMUNITION	
CHA  CHARISMA  TOTAL  BASE SCORE + ENHANCEMENT MISC. OMISC. CHARISMA RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER  CHARISMA	RANGE INCREMENT TY	TACK BONUS DAMAGE  PE NOTES/AMMUNITION	CRITICAL
SPEED	INITIATIVE	MODIFIER	
GRAPPLE MODIFIER  TOTAL  TOTAL  BASE ATTACK BONUS  TOTAL  STRENGTH MODIFER	SIZE HISC. MODIFIER MODIFIER		
SAVING THROWS  BASE ABILITY MACIC	MISC. TEMPORARY	CONDITIONAL MOI	DIFIERS
FORTITUDE = + + +	MODIFIER MODIFIER  + +	GONDINGNIE	
REFLEX = + +	+ +		
WILL + +	+ +		
ARMOR CLASS			
AC = 10+ + + + + SIZE  TOTAL ARMOR SHIELD DEX MODIFIER MODIFIER MODIFIER	+ + +		
TOUCH AC FLAT-FOOTED AC _			SPECIAL DEFENSES
ARMOR WORN	MAX DEX	ARMOR CHECK PENALTY	WEIGHT
SHIELD CARRIED	MAX DEX	ARMOR CHECK PENALTY	WEIGHT

EXPERIENCE	(E) GEAR		
POINTS	POSSESSIONS ON PERSON	LOCATION	WEIGHT
			-
	POSSESSIONS NOT ON PERSON	LOCATION	WEIGHT
	MAGIC ITEMS WORN		
	HEAD (HEADBAND, HAT, HELMET, OR PHYLACTERY)	HANDS (GLOVES OR GAUNTLETS)	
	EYES (EYE LENSES OR GOGGLES)	ARMS/WRISTS (BRACERS OR BRACELETS)	
	NECK (AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB)	BODY (robe or suit of armor)	
CARRYING	SHOULDERS (CLOAK, CAPE, OR MANTLE)	TORSO (vest, vestment, or shirt)	

## CARRYING CAPACITY

RING #1

RING #2

LIGHT LOAD:\_\_\_\_\_

MEDIUM LOAD:\_\_\_\_

HEAVY LOAD:\_ MONEY

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

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

MAGIC	VESTIGES
DOMAINS (CLERIC ONLY)	VESTIGES TYPICALLY BOUND:
DOMAIN NAME GRANTED POWER	(E) SPELLS
DOMAIN NAME GRANTED POWER	SPELL SAVEDC MOD
SPECIALTY SCHOOL (WIZARD ONLY)	SPELLS SPELL LEVEL SPELLS/ BOKES SPELLS SPELL SPELLS/ BOKES SPELL SPELLS/ BOKES SPELLS SPELL SPELLS/ SPELLS SPELLS  O
SPECIALTY SCHOOL (+2 BONUS ON SPELLCRAFT PROHIBITED SCHOOL PROHIBITED SCHOOL CHECKS TO LEARN SPELLS FROM THIS CHOSEN SCHOOL) CHOSEN SCHOOL)	1 <sup>st</sup> 6 <sup>th</sup>
ARCANE SPELL FAILURE %	2nd 7th 7
TURN/REBUKE UNDEAD	3rd 8th
TIMES PER DAY TURNING CHECK TURNING DAMAGE	4th 9th
3 * CHA MODIFIER 1d20 * CHA MODIFIER 2d6 * CLERICLEVEL * CHA MODIFIER CHA MODIFIER	
PSIONICS	
PSIONIC POWERS MAXIMUM POWER LEVEL KNOWN	POWER POINTS PER DAY
PRIMARY DISCIPLINE	
RAGE	
RAGES/DAY DURATION STR/CON WILL SAVE	RAGES USED RAGES USED
ANIMAL COMPANION, FAMILIAR, OR PSICES	ROUNDS ELAPSED
ANIMAL COMPANION, FAMILIAN, OR PSICK	151AL
NAMECREAT	TURE TYPE
NAMECREATE  STR DEX CON INT WIS CHA INITIATIVE SPEED	TURE TYPE HIT POINTS
NAMECREATE STR DEX CON INT WIS CHA INITIATIVE SPEED	TURE TYPE
NAME CREATE STR DEX CON INT WIS CHA INITIATIVE SPEED  AC = 10 + + + TOUCH AT TOUCH AT SIZE	TURE TYPE HIT POINTS
NAME CREATE STR DEX CON INT WIS CHA INITIATIVE SPEED  AC = 10 + + + + TOUCH A MODIFIER MODIFIER MODIFIER MODIFIER MODIFIER MODIFIERS	HIT POINTS  AC FLAT-FOOTED AC
NAMECREATE  STR DEX CON INT WIS CHA INITIATIVE  SPEED  AC = 10 + + + + TOUCH A  MODIFIER MODIFIER ARMOR MODIFIERS  SAVING THROWS ATTACKS  FORTITUDE (CON)	HIT POINTS  AC FLAT-FOOTED AC  CRITICAL GRAPPLE MODIFIER
NAMECREATE  STR DEX CON INT WIS CHA INITIATIVE  SPEED  AC = 10 + + + + TOUCH A  TOTAL DEX SIZE NATURAL ARMOR MODIFIERS  SAVING THROWS ATTACKS  FORTITUDE (CON) WEAPON ATTACK BONUS DAMAGE  REFLEX (DEX) WEAPON ATTACK BONUS DAMAGE  WILL (WIS) ATTACK BONUS DAMAGE	HIT POINTS  AC FLAT-FOOTED AC  E CRITICAL GRAPPLE MODIFIER  E CRITICAL PERSONALITY
NAMECREATE  STR DEX CON INT WIS CHA INITIATIVE  SPEED  AC = 10 + + + + TOUCH A  MODIFIER MODIFIER ARMOR MODIFIERS  SAVING THROWS ATTACKS  FORTITUDE (CON) WEAPON ATTACK BONUS DAMAGE  REFLEX (DEX) ATTACK BONUS DAMAGE	HIT POINTS  AC FLAT-FOOTED AC  E CRITICAL GRAPPLE MODIFIER  E CRITICAL PERSONALITY
NAME	HIT POINTS  AC FLAT-FOOTED AC  E CRITICAL GRAPPLE MODIFIER  E CRITICAL PERSONALITY
NAME	HIT POINTS  AC FLAT-FOOTED AC  E CRITICAL GRAPPLE MODIFIER  E CRITICAL PERSONALITY
NAME	HIT POINTS  AC FLAT-FOOTED AC  E CRITICAL GRAPPLE MODIFIER  E CRITICAL PERSONALITY
NAMECREATE  STR DEX CON INT WIS CHA INITIATIVE  SPEED  AC = 10 + + + + TOUCH A	HIT POINTS  AC FLAT-FOOTED AC  E CRITICAL GRAPPLE MODIFIER  E CRITICAL PERSONALITY  E CRITICAL CRITICAL
NAMECREATE  STR DEX CON INT WIS CHA INITIATIVE  SPEED  AC = 10 + + + + TOUCH A	HIT POINTS  AC FLAT-FOOTED AC  E CRITICAL GRAPPLE MODIFIER  E CRITICAL PERSONALITY  E CRITICAL CRITICAL
NAMECREATE  STR DEX CON INT WIS CHA INITIATIVE  SPEED  AC = 10 + + + + TOUCH A	HIT POINTS  AC FLAT-FOOTED AC  E CRITICAL GRAPPLE MODIFIER  E CRITICAL PERSONALITY  E CRITICAL CRITICAL