

SKILLS

CS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	RANKS	ABILITY MODIFIER	MISC. MODIFIER
<input type="checkbox"/>	APPRAISE ♦	INT	_____	=	_____	+ _____
<input type="checkbox"/>	AUTOHYPNOSIS	WIS	_____	=	_____	+ _____
<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 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 type="checkbox"/>	HEAL ♦	WIS	_____	=	_____	+ _____
<input checked="" type="checkbox"/>	HIDE*	DEX	_____	=	_____	+ _____
<input checked="" type="checkbox"/>	INTIMIDATE ♦	CHA	_____	=	_____	+ _____
<input type="checkbox"/>	JUMP*	STR	_____	=	_____	+ _____
<input checked="" type="checkbox"/>	KNOWLEDGE (ARCANA)	INT	_____	=	_____	+ _____
<input type="checkbox"/>	KNOWLEDGE (ARCH/ENG)	INT	_____	=	_____	+ _____
<input type="checkbox"/>	KNOWLEDGE (DUNGEONEERING)	INT	_____	=	_____	+ _____
<input type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT	_____	=	_____	+ _____
<input type="checkbox"/>	KNOWLEDGE (HISTORY)	INT	_____	=	_____	+ _____
<input type="checkbox"/>	KNOWLEDGE (LOCAL)	INT	_____	=	_____	+ _____
<input type="checkbox"/>	KNOWLEDGE (NATURE)	INT	_____	=	_____	+ _____
<input type="checkbox"/>	KNOWLEDGE (NOBILITY/ROYALTY)	INT	_____	=	_____	+ _____
<input checked="" type="checkbox"/>	KNOWLEDGE (THE PLANES)	INT	_____	=	_____	+ _____
<input type="checkbox"/>	KNOWLEDGE (PSIONICS)	INT	_____	=	_____	+ _____
<input type="checkbox"/>	KNOWLEDGE (RELIGION)	INT	_____	=	_____	+ _____
<input type="checkbox"/>	KNOWLEDGE (_____)	INT	_____	=	_____	+ _____
<input type="checkbox"/>	LISTEN ♦	WIS	_____	=	_____	+ _____
<input checked="" type="checkbox"/>	MOVE SILENTLY*	DEX	_____	=	_____	+ _____
<input type="checkbox"/>	OPEN LOCK	DEX	_____	=	_____	+ _____
<input type="checkbox"/>	PERFORM (ACT) ♦	CHA	_____	=	_____	+ _____
<input type="checkbox"/>	PERFORM (COMEDY) ♦	CHA	_____	=	_____	+ _____
<input type="checkbox"/>	PERFORM (DANCE) ♦	CHA	_____	=	_____	+ _____
<input type="checkbox"/>	PERFORM (KEYBOARD) ♦	CHA	_____	=	_____	+ _____
<input type="checkbox"/>	PERFORM (ORATORY) ♦	CHA	_____	=	_____	+ _____
<input type="checkbox"/>	PERFORM (PERCUSSION) ♦	CHA	_____	=	_____	+ _____
<input type="checkbox"/>	PERFORM (STRING INSTRUMENT) ♦	CHA	_____	=	_____	+ _____
<input type="checkbox"/>	PERFORM (WIND INSTRUMENT) ♦	CHA	_____	=	_____	+ _____
<input type="checkbox"/>	PERFORM (SING) ♦	CHA	_____	=	_____	+ _____
<input type="checkbox"/>	PERFORM (_____) ♦	CHA	_____	=	_____	+ _____
<input checked="" type="checkbox"/>	PROFESSION (_____)	WIS	_____	=	_____	+ _____
<input checked="" type="checkbox"/>	PROFESSION (_____)	WIS	_____	=	_____	+ _____
<input type="checkbox"/>	PSICRAFT	INT	_____	=	_____	+ _____
<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 checked="" 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 PSIONIC DEVICE	CHA	_____	=	_____	+ _____
<input type="checkbox"/>	USE ROPE ♦	DEX	_____	=	_____	+ _____

Skills in italics are psionics-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 check penalty, if any, applies. (Double penalty for Swim.)

RACIAL TRAITS/CLASS FEATURES

Weapon and Armor Proficiency:

Simple weapons.

Fundamentals of Shadow:

3 at 1st, 4 at 4th, 5 at 8th, 6 at 12th, 7 at 16th, 8 at 20 level; unlimited use at 14th level.

Umbral Sight:

3rd level, darkvision +30ft; 11th level, see in complete/magical darkness 60ft.

Sustaining Shadow:

5th level, eat 1/week; 10th level, sleep 1 hr/night; 15th level, immunity to nonmagical diseases/poisons; 20th level, do not need to breathe/eat/sleep.

FEATS

BONUS: 2ND LEVEL, ½ NUMBER OF PATHS.

LANGUAGES

Initial languages = Common + automatic languages + Int bonus

shadowcaster

SUITABLE FOR CHARACTERS OF ANY RACE OR CLASS (INCLUDING MULTICLASS CHARACTERS)



CHARACTER NAME _____ PLAYER NAME _____

CLASS AND LEVEL _____ ECL _____ RACE/TEMPLATE _____ SIZE _____ GENDER _____

ALIGNMENT _____ RELIGION/PATRON DEITY _____ HEIGHT _____ WEIGHT _____ LOOKS _____



ABILITY SCORES

STR STRENGTH	_____	=	_____	+	_____	+	_____	-	_____		_____
	TOTAL		BASE SCORE + RACIAL MOD.		ENHANCEMENT BONUSES		MISC. BONUSES		MISC. PENALTIES		STRENGTH MODIFIER
DEX DEXTERITY	_____	=	_____	+	_____	+	_____	-	_____		_____
	TOTAL		BASE SCORE + RACIAL MOD.		ENHANCEMENT BONUSES		MISC. BONUSES		MISC. PENALTIES		DEXTERITY MODIFIER
CON CONSTITUTION	_____	=	_____	+	_____	+	_____	-	_____		_____
	TOTAL		BASE SCORE + RACIAL MOD.		ENHANCEMENT BONUSES		MISC. BONUSES		MISC. PENALTIES		CONSTITUTION MODIFIER
INT INTELLIGENCE	_____	=	_____	+	_____	+	_____	-	_____		_____
	TOTAL		BASE SCORE + RACIAL MOD.		ENHANCEMENT BONUSES		MISC. BONUSES		MISC. PENALTIES		INTELLIGENCE MODIFIER
WIS WISDOM	_____	=	_____	+	_____	+	_____	-	_____		_____
	TOTAL		BASE SCORE + RACIAL MOD.		ENHANCEMENT BONUSES		MISC. BONUSES		MISC. PENALTIES		WISDOM MODIFIER
CHA CHARISMA	_____	=	_____	+	_____	+	_____	-	_____		_____
	TOTAL		BASE SCORE + RACIAL MOD.		ENHANCEMENT BONUSES		MISC. BONUSES		MISC. PENALTIES		CHARISMA MODIFIER



COMBAT OPTIONS

BASE ATTACK BONUS _____

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	
WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	
WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	
WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
RANGE INCREMENT	TYPE	NOTES/AMMUNITION	

SHADOWCASTER: D6 HIT POINTS

SPEED _____

INITIATIVE MODIFIER _____

GRAPPLE MODIFIER _____

TOTAL = BASE ATTACK BONUS + STRENGTH MODIFIER + SIZE MODIFIER + MISC. MODIFIER



SAVING THROWS

	TOTAL	=	BASE SAVE	+	ABILITY MODIFIER	+	MAGIC MODIFIER	+	MISC. MODIFIER	+	TEMPORARY MODIFIER
FORTITUDE (CONSTITUTION)	_____	=	_____	+	_____	+	_____	+	_____	+	_____
REFLEX (DEXTERITY)	_____	=	_____	+	_____	+	_____	+	_____	+	_____
WILL (WISDOM)	_____	=	_____	+	_____	+	_____	+	_____	+	_____

CONDITIONAL MODIFIERS

MYSTERIES KNOWN



ARMOR CLASS

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

TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISCELLANEOUS MODIFIERS

TOUCH AC _____ FLAT-FOOTED AC _____

SPECIAL DEFENSES

ARMOR WORN	MAX DEX	ARMOR CHECK PENALTY	WEIGHT
SHIELD CARRIED	MAX DEX	ARMOR CHECK PENALTY	WEIGHT

EXPERIENCE POINTS					



ITEM

LOCATION

WEIGHT

ITEM

LOCATION

WEIGHT

HEAD (HEADBAND, HAT, HELMET, OR PHYLACTERY)

NECK (AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB)

RING #1

HANDS (GLOVES OR GAUNTLETS)

BODY (ROBE OR SUIT OF ARMOR)

WAIST (BELT OR GIRDLE)

FEET (BOOTS, SHOES, OR SLIPPERS)

MONEY

HEAVY
LOAD: _____

MAGIC

SPELLS

DOMAINS (CLERIC ONLY)

DOMAIN NAME

GRANTED POWER

DOMAIN NAME

GRANTED POWER

SPECIALTY SCHOOL (WIZARD ONLY)

SPECIALTY SCHOOL (+2 BONUS ON SPELLCRAFT CHECKS TO LEARN SPELLS FROM THIS CHOSEN SCHOOL)

PROHIBITED SCHOOL

PROHIBITED SCHOOL

ARCANE SPELL FAILURE

%

TURN/REBUKE UNDEAD

TIMES PER DAY

TURNING CHECK

TURNING DAMAGE

3 + CHA MODIFIER (+4 WITH EXTRA TURNING FEAT)

1d20 + CHA MODIFIER

2d6 + CLERIC LEVEL + CHA MODIFIER

SPELL SAVE

DC MOD

CONDITIONAL MODIFIERS

SPILLS KNOWN	SPELL SAVE DC	LEVEL	SPILLS/ DAY	BONUS SPELLS	SPILLS KNOWN	SPELL SAVE DC	LEVEL	SPILLS/ DAY	BONUS SPELLS
<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5 th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	1 st	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6 th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	2 nd	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	7 th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	3 rd	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	8 th	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	4 th	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	9 th	<input type="checkbox"/>	<input type="checkbox"/>

PSIONICS

PSIONIC POWERS

POWERS KNOWN

MAXIMUM POWER LEVEL KNOWN

PRIMARY DISCIPLINE

POWER POINTS PER DAY

RAGE

RAGES/DAY

DURATION

STR/CON BONUS

WILL SAVE BONUS

AC PENALTY

RAGES USED ☐☐☐☐☐☐☐☐☐☐

ROUNDS ELAPSED

ANIMAL COMPANION, FAMILIAR, OR PSICRYSTAL

NAME

CREATURE TYPE

STR

DEX

CON

INT

WIS

CHA

INITIATIVE

SPEED

HIT POINTS

AC

= 10 +

TOTAL

DEX MODIFIER

+

SIZE MODIFIER

+

NATURAL ARMOR

+

MISC. MODIFIERS

TOUCH AC

FLAT-FOOTED AC

SAVING THROWS

FORTITUDE (CON)

REFLEX (DEX)

WILL (WIS)

ATTACKS

WEAPON

ATTACK BONUS

DAMAGE

CRITICAL

GRAPPLE MODIFIER

PERSONALITY

SKILLS

FEATS

SPECIAL ABILITIES

TRICKS