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SSS	SKILL NAME	KEY ABILITY	SKILL MODIFER	RANKS	ABILITY MODIFER	MISC. MODIFER
\Box	Appraise ◆	INT			WODIFER	
\Box	AUTOHYPNOSIS	WIS			+ -	
-	Balance* ◆	DEX			+ -	
	Bluff ◆	CHA			+ +	
X	Climb* ◆	STR			+ -	
_	Concentration ◆	CON			+ -	
X	CRAFT ()◆	INT			r	
X	\/			=·		
=	CRAFT () ◆	INT .				·
X	CRAFT () ◆	INT .			+	·
	Decipher Script	INT .			+	
	Diplomacy ◆	CHA.			+	
_	DISABLE DEVICE	INT .		=·	+	
	Disguise ◆	CHA .		=	+	
_	Escape Artist* ◆	DEX .		=	+	
Ш	Forgery ◆	INT .			+	·
	Gather Information ◆	CHA .		=	++	
	Handle Animal	CHA .		=·	++	
X	Heal ◆	WIS .		=	++	
X	Hide* ♦	DEX .		=	++	
X	Intimidate ◆	CHA .		=	++	·
X	Jump* ◆	STR		=	++	
	Knowledge (arcana)	INT .		=	++	
	Knowledge (arch/eng)	INT		=	++	·
_	KNOWLEDGE (DUNGEONEERING)	INT		= -	+ +	
$\overline{\Box}$	Knowledge (geography)	INT		= -	+ -	
X	Knowledge (history)	INT			+ +	
X	Knowledge (local)	INT				
X	Knowledge (nature)	INT				
X	KNOWLEDGE (NOBILITY/ROYALTY)	INT		 = .		
	KNOWLEDGE (NOBILITY/ROYALTY) KNOWLEDGE (THE PLANES)	INT		=		
\exists						
	KNOWLEDGE (PSIONICS)	INT .			++	
	KNOWLEDGE (RELIGION)	INT .			++	·
X	KNOWLEDGE ()				++	
=	Listen ◆	WIS _			++	·
X	Martial Lore ◆	INT _			++	·
X	Move Silently* ◆	DEX _			++	·
	Open Lock	DEX _			++	·
\sqcup	Perform (act) ◆	CHA_		=		·
Ш	Perform (comedy) ◆	CHA_		=·	++	
	Perform (dance) $lacktriangle$	CHA			++	
	Perform (keyboard) $lacktriangle$	CHA		=		
	Perform (oratory) ◆	CHA		=		
	Perform (percussion) $lacktriangle$	CHA		=	++	
	Perform (string instrument) $lacktriangle$	CHA		=	++	
	Perform (wind instrument) $lacktriangle$	CHA		=·	++	·
	Perform (sing) ◆			=		
	Perform () ◆	CHA		=	++	·
X	Profession ()	WIS		=	++	
X	Profession ()					
	PSICRAFT			=		
X	Ride ◆	DEX		=		
	Search ◆			=		
X	Sense Motive ◆			=		
	SLEIGHT OF HAND*			=		
	SPELLCRAFT			=		
				=:		
	Spot ♦			=:		
_	Survival ◆					
X	Swim* ◆			=		
X	Tumble*			=		
	Use Magic Device			=		
	Use Psionic Device			=		
	Use Rope ◆	DEX _		=	++	

RACIAL TRAITS/CLASS FEATURES

Weapon and Armor Proficiency:	Simple/martial melee weapons, light armor (no shields). 2nd level, Wis bonus to AC.		
A.C. Pannar			
AC Bonus: Discipline Focus:	1st level, Weapon Focus; 4th/12th level, Insightfo		
oiscipinic rocus.	Strikes; 8th/16th level, Defensive Stance; +2 Mart Lore check on maneuvers with discipline focus. Initiative Bonus +1/1st, +2/5th, +3/10th, +4/15th +5/20th level. 7th level, identify properties of weapons/armor. 9th level, successful Reflex save negates effects.		
Quick to Act:			
Sense Magic:			
Evasion:			
mproved Evasion:	17th level, half-effects on failed Reflex save.		
Oual Boost:	20th level, use 2 boost maneuvers simultaneous 2/day.		
≫			
FEATS			
WEAPON FOCUS (DISC	CIDI INE'S WEADONS)		
WEATON FOCUS (DISC	SITEINES WEATONS)		
	 -		
(E) LANGUAGES			
<u>a</u> i	t bonus		
<u>a</u> ,	t bonus		
<u>a</u> ,	r bonus		
<u>a</u> i	t bonus		
<u>a</u> ,	t bonus		
<u>a</u> i	r bonus		
	t bonus		
	ıt bonus		
	t bonus		
<u>a</u> i	ıt bonus		
	at bonus		
<u>a</u> i	t bonus		
LANGUAGES nitial languages = Common + automatic languages + In	r bonus		
<u>a</u> ,	ıt bonus		
<u>a</u> ,	ıt bonus		
<u>a</u> ,	ıt bonus		
<u>a</u> ,	t bonus		
<u>a</u> ,	r bonus		
<u>a</u> ,	ıt bonus		





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

PLAYER NAME			
ECL	RACE/TEMPLATE	SIZE GENDER	
HEIGHT WEIGH	HT LOOKS		
COMBAT (OPTIONS	SWORDSAGE: D8 HIT POINTS	
BASE ATTACK BO	ONUS		
WEAPON ATT	TACK BONUS DAMAGE	CRITICAL	
	, 		
		CRITICAL	
WEAPON ATT	TACK BONUS DAMAGE	CRITICAL	
RANGE INCREMENT TYI	PE NOTES/AMMUNITION		
WEAPON ATT	TACK BONUS DAMAGE	CRITICAL	
RANGE INCREMENT TYI	PE NOTES/AMMUNITION		
INITIATIVE	MODIFIER		
+ + SIZE MISC. MODIFIER MODIFIER			
MISC. TEMPORARY MODIFIER MODIFIER	CONDITIONAL MO	MANEUVERS ANI STANCES KNOWN	D J:
+ +			
+ +			
			S
MAX DEX	ARMOR CHECK PENALTY	WEIGHT	
MAX DEX	ARMOR CHECK PENALTY	WEIGHT	
2	ECL HEIGHT WEIGH COMBAT C BASE ATTACK BO WEAPON ATT RANGE INCREMENT TY TINITIATIVE I SIZE H MISC. MODIFIER MISC. MODIFIER MISC. TEMPORARY MODIFIER H + + + + + + + + + + + + + + + + + +	HEIGHT WEIGHT LOOKS COMBAT OPTIONS BASE ATTACK BONUS WEAPON ATTACK BONUS RANGE INCREMENT TYPE NOTES/AMMUNITION WEAPON ATTACK BONUS DAMAGE RANGE INCREMENT TYPE NOTES/AMMUNITION WEAPON ATTACK BONUS DAMAGE RANGE INCREMENT TYPE NOTES/AMMUNITION WEAPON ATTACK BONUS DAMAGE RANGE INCREMENT TYPE NOTES/AMMUNITION TIPE NOTES/AMMUNITION INITIATIVE MODIFIER H SIZE MISC MODIFIER MISC TEMPORARY MODIFIER MISC TEMPORARY MODIFIER H + H + H + H + H + H + H + H + H + H	HEIGHT WEIGHT LOOKS COMBAT OPTIONS

EXPERIENCE	(E) GEAR		
POINTS	POSSESSIONS ON PERSON	LOCATION	WEIGHT
	POSSESSIONS NOT ON PERSON	LOCATION	WEIGHT
	MAGIC ITEMS WORN		
	\overline{HEAD} (Headband, Hat, Helmet, or Phylactery) \overline{EYES} (Eye lenses or Goggles)	HANDS (GLOVES OR GAUNTLETS) 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:_ $\overline{FEET} (\texttt{BOOTS}, \texttt{SHOES}, \texttt{OR SLIPPERS})$ \mathbf{MONEY}

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

MAGIC SPELLS	
DOMAINS (CLERIC ONLY) SPELL SAVE	
DOMAIN NAME GRANTED POWER CONDITIONAL MODIFIERS	
DOMAIN NAME GRANTED POWER GRANTED POWER	
SPECIALTY SCHOOL (WIZARD ONLY) SPELLS SPELL BOWER SPELLS	LLS
SFECIALTY SCHOOL (-2 BONUS ON SPELLCRAFT CHECKS TO LEAN SPELLS ROOM THIS CHOOL CHECKS TO LEAN SPELLS ROOM THIS CHOOSEN SCHOOL 19t 6th	
ARCANE SPELL FAILURE %	
TURN/REBUKE UNDEAD 3rd 8th	_
TIMES PER DAY TURNING CHECK TURNING DAMAGE	
3 + CHA MODIFIER 1d20 + CHA MODIFIER 2d6 + CLERICLEVEL + (+4 WITH EXTRA TURNING FEAT) CHA MODIFIER	
PSIONICS	
PSIONIC POWERS POWERS KNOWN MAXIMUM POWER LEVEL KNOWN POWER POINTS PER DAY	
PRIMARY DISCIPLINE	
RAGE	
RAGES USED TO THE RAGES USED T	
BONUS BONUS ROUNDS ELAPSED ANIMAL COMPANION, FAMILIAR, OR PSICRYSTAL	
NAMECREATURE TYPE	
SPEED	
AC = 10 + + + + + TOUCH AC FLAT-FOOTED AC	
TOTAL DEX SIZE NATURAL MISC. MODIFIER MODIFIER ARMOR MODIFIERS SAVING THROWS ATTACKS	
FORTITUDE (CON)	
WEAPON ATTACK BONUS DAMAGE CRITICAL GRAPPLE MODIFIER	
REFLEX (DEX) WEAPON ATTACK BONUS DAMAGE CRITICAL PERSONALITY	
WEAPON ATTACK BONUS DAMAGE CRITICAL WEAPON ATTACK BONUS DAMAGE PERSONALITY WILL (WIS)	
WILL (WIS) WEAPON ATTACK BONUS DAMAGE CRITICAL PERSONALITY WEAPON ATTACK BONUS DAMAGE CRITICAL	
WILL (WIS) WEAPON ATTACK BONUS DAMAGE CRITICAL PERSONALITY WEAPON ATTACK BONUS DAMAGE CRITICAL	
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