X USE MAGIC DEVICE

☐ USE PSIONIC DEVICE

☐ Use Rope ◆

X TRUESPEAK ◆

CAMPAIGN							
SKILLS							
CSP	SKILL NAME	KEY ABILITY	SKILL MODIFER	RANKS	ABILITY MODIFER	MISC. MODIFER	
	Appraise ◆	INT	=	+		·	
	AUTOHYPNOSIS	WIS	=	+		·	
	Balance* ◆	DEX	=	+		·	
	Bluff ◆	CHA .	=	+		·	
	Climb* ◆	STR	=	+	. 4	+	
X	Concentration ◆	CON	=	+		+	
		) ◆ INT		+		+	
_	(	-/	=	+			
		) ♦ INT					
_	DECIPHER SCRIPT	INT					
	DIPLOMACY ◆		=				
	DISABLE DEVICE		=				
=	Disguise ◆		=				
_	Escape Artist* ◆						
	Forgery ◆	INT					
=	Gather Information ◆						
_	Handle Animal		===================================				
_	HEAL ◆						
	Hide* ♦		=				
_	Intimidate ◆		=				
_							
	Jump* ◆						
	KNOWLEDGE (ARCANA)		=				
	KNOWLEDGE (ARCH/ENG)	INT			+		
	KNOWLEDGE (DUNGEONEERING)	INT			+		
T	Knowledge (geography)	INT	=				
	Knowledge (history)	INT .			+		
	Knowledge (local)	INT .	=				
	KNOWLEDGE (NATURE)	INT				-	
	$K_{\hbox{NOWLEDGE (nobility/royalty)}}$	INT .			+	-	
-	$K_{\hbox{NOWLEDGE}}  (\hbox{\scriptsize the planes})$	2212		+			
	Knowledge (psionics)	INT .			+		
	$K_{\text{NOWLEDGE}}  (\text{\tiny RELIGION})$	INT .	=	+	+		
	Knowledge (				+		
	Listen ◆		=				
	Move Silently* ◆	DEX _	=	+	+	·	
	OPEN LOCK	DEX _	=	+	+	·	
	Perform (act) ◆	CHA	=	+	+	·	
	Perform (comedy) $lacktriangle$	CHA_	=	+	+		
	Perform (dance) $lacktriangle$	CHA_	=	+	+		
	Perform (keyboard) $lacktriangle$		=				
X	Perform (oratory) $lacktriangle$		=				
	Perform (percussion) $lacktriangle$	CHA_	=	+	+		
	Perform (string instrument) $lack lack$	CHA	=	+	+		
	Perform (wind instrument) $lack lack$	CHA	=	+	+		
	Perform (sing) ◆	CHA	=	+	+		
	Perform (	◆ CHA	=	4	+		
	Profession (	) WIS _	=	4	+		
	Profession (		=		+		
	PSICRAFT		=				
	Ride ◆		=				
	Search ◆		=				
	Sense Motive ◆		=				
	SLEIGHT OF HAND*		=				
	Spellcraft		=				
	Spot ◆	WIS			++		
	Survival ◆		=				
	Swim* ◆		=				
$\Box$	Tumble*		=				
_		- 44					

CHA \_\_\_

CHA \_\_\_

DEX \_\_\_

INT \_\_\_

Weapon and Armor Proficiency:	Simple weapons, light armor (no shields).				
Known Personal Truename:	+4 to Truespeak check.				
Knowledge Focus:	2nd, 7th, 10th, 14th level, +3 Knowledge				
See the Named:	check bonus.  9th level, scry creature with known truename 1 round, 1/day. 13th level, sending to creature with known				
see the Nameu.					
Sending:					
~ 1 . d se	truename, 3/day.				
Speak unto the Masses: Say My Name and I Am There:	17th level, affect same creature type. 20th level, word of recall to your 2nd truename				
yay iviy ivamic and i ini incic.	20111 ievei, word of recair to your 211d tractianic				
- AT					
ETATS					
FEATS					
FEATS					
TILATO					
_					
THE TREET TO STREET AND STREET	r n rar ( n air				
TH LEVEL: TRUENAM	FRESEARCH				
TH LEVEL: IKUENAMI	E RESEARCH				
BTH, 15TH LEVEL: BONUS	S R ECITATION FEAT				
3., 15 LEVEL: DONO	S RECHAITON FEAT				
	<del></del> -				
E LANCHACES					
(E) LANGUAGES					
- C-					
-@-	nt bonus				
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-@-	nt bonus				
LANGUAGES Initial languages = Common + automatic languages + In	nt bonus				
-@-	nt bonus				





CHARACTER NA	AME			PLA	AYER NAME				
CLASS AND LEV	'EL				ECL	R	ACE/TEMPLATE	SIZE	GENDER
ALIGNMENT	RELIGION/P	ATRON DE	ITY	HEIG	HT W	EIGHT	LOOKS		
(ABILIT	Y SCORES				COMBA	T OPT	IONS		TRUENAMER: D6 HIT POINTS
STR ==	BASE SCORE + ENHANCEME RACIAL MOD. BONUSES	+ NT MISC. BONUSES	MISC. STRENC PENALTIES MODIFI	тн	SE ATTACK	BONU	IS		
DEX=	BASE SCORE + ENHANCEME		MISC. DEXTER		ON INCREMENT	ATTACK BO	NUS DAMAGE  NOTES/AMMUNITION	CRITICAL	
CON=	RACIAL MOD. BONUSES  BASE SCORE + ENHANCEME		PENALTIES MODIFIED MISC. CONSTITU	WEAPO		ATTACK BO		CRITICAL	
INT	RACIAL MOD. BONUSES	BONUSES	PENALTIES MODIF		INCREMENT	ТҮРЕ	NOTES/AMMUNITION		
INT=	BASE SCORE + ENHANCEME RACIAL MOD. BONUSES	T MISC. BONUSES	MISC. INTELLIG		ON	ATTACK BO	NUS DAMAGE	CRITICAL	
WIS=	BASE SCORE + ENHANCEME RACIAL MOD. BONUSES		MISC. WISDO PENALTIES MODIF	M	INCREMENT	TYPE	NOTES/AMMUNITION		UTTERANCES KNOWN:
CHA=	BASE SCORE + ENHANCEME RACIAL MOD. BONUSES	H MISC. BONUSES	MISC. CHARIS PENALTIES MODIF		E INCREMENT	ATTACK BO	NUS DAMAGE  NOTES/AMMUNITION	CRITICAL	LEXICON OF THE EVOLVING MIND
SPEED					_ INITIATI	VE MOD	IFIER		
GRAPPLE MOD	TOTA	ВО		H SIZ					LEXICON OF THE CRAFTED TOOL
SAVINO	G THROWS	BASE A		AGIC MISO			CONDITIONAL MC	DDIFIERS	
FORTITUDE (CONSTITUTION)	TOTAL =	SAVE M	DDIFIER MO	DIFIER MODIF	FIER MODIFIE	K			
REFLEX (DEXTERITY)	=	+	+	+	+				LEXICON OF THE
WILL (WISDOM)	=	+	+	+	+				PERFECTED MAP
	R CLASS								
AC = 10	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER			LECTION DIFIER	MISCELLANEOU MODIFIERS	us	SPECIAL DEFENSES
TOUCH AC		FLAT-F	OOTED A	C					
ARMOR WORN					MAX DEX	ARMO	R CHECK PENALTY	WEIGHT	
SHIELD CARRIED					MAX DEX	ARMO	R CHECK PENALTY	WEIGHT	

EXPERIENCE	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	SPELLS					
DOMAINS (CLERIC ONLY)	SPELL SAVEDC MOD					
DOMAIN NAME GRANTED POWER	CONDITIONAL MODIFIERS					
DOMAIN NAME GRANTED POWER						
SPECIALTY SCHOOL (WIZARD ONLY)	SPELLS SPELL LEVEL SPELLS/ BONUS SPELLS SPEL					
SPECIALTY SCHOOL (#2 BONUS ON SPELLCRAFT PROHIBITED SCHOOL PROHIBITED SCHOOL CHOSEN SCHOOL) CHOSEN SCHOOL)	1st 6 <sup>th</sup>					
ARCANE SPELL FAILURE %	2 <sup>nd</sup> 7 <sup>th</sup>					
TURN/REBUKE UNDEAD	3rd 8th					
TIMES PER DAY TURNING CHECK TURNING DAMAGE	4th 9th 9					
3 + CHA MODIFIER 1d20 + CHA MODIFIER 2d6 + CLERIC LEVEL + (+4 WITH EXTRA TURNING FEAT) CHA MODIFIER						
(E) PSIONICS						
PSIONIC POWERS	POWER POINTS PER DAY					
PRIMARY DISCIPLINE						
RAGE						
RAGES/DAY DURATION STR/CON WILL SAVE	RAGES USED □□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□□					
BONUS BONUS	ROUNDS ELAPSED					
ANIMAL COMPANION, FAMILIAR, OR PSICRY	STAL					
	URE TYPE					
STR DEX CON INT WIS CHA INITIATIVE	HIT POINTS					
	C FLAT-FOOTED AC					
TOTAL DEX SIZE NATURAL MISC.  MODIFIER MODIFIER ARMOR MODIFIERS						
SAVING THROWS ATTACKS						
FORTITUDE (CON) WEAPON ATTACK BONUS DAMAGE	GRAPPLE MODIFIER					
REFLEX (DEX) ATTACK BONUS DAMAGE	CRITICAL					
WILL (WIS)	PERSONALITY					
SKILLS FEATS	CRITICAL					
+						
+ SPECIAL ABILITIES	TRICKS					
+						
+						
+						