☐ USE PSIONIC DEVICE ☐ Use Rope ◆

CF	CAMPAIGN						
& SKILLS							
_	SKILL NAME		MODIFER	RANKS	ABILITY MODIFER	MISC. MODIFER	
_	Appraise ◆	INT		+			
_	AUTOHYPNOSIS				+		
_	Balance* ◆	DEX	=				
	Bluff ◆	CHA	=	+	+		
	Climb* ◆	STR		+			
X	Concentration ◆	CON	=	+	·		
	Craft () ◆	INT	=	+	+		
X	Craft () ◆	INT	=	+	+		
	Craft ()◆	INT		+			
	DECIPHER SCRIPT	INT	=	+	·		
X	Diplomacy ◆	СНА	=	+	·		
	DISABLE DEVICE	INT	=	+	·		
	Disguise ◆	CHA	=	+			
	Escape Artist* ◆	DEX	=	+	. 4		
	Forgery ◆	INT		+			
_	GATHER INFORMATION ◆		=				
	HANDLE ANIMAL	CHA					
_	Heal ◆	WIS		·			
	Hide* ♦		=				
_			=				
=	Intimidate ◆						
	Jump* ◆		=			,	
	KNOWLEDGE (ARCANA)	INT			+	,	
	Knowledge (arch/eng)	INT		+			
	KNOWLEDGE (DUNGEONEERING)	INT	=				
1	KNOWLEDGE (GEOGRAPHY)	INT		+			
	Knowledge (history)	INT	=				
_	Knowledge (local)	INT	=				
Ц	Knowledge (nature)	INT		+			
	Knowledge (nobility/royalty)	INT	=	+	+		
	Knowledge (the planes)	INT	=	+	+		
	Knowledge (psionics)	INT			+		
X	Knowledge (religion)	INT	=	+	+		
	Knowledge ()	INT	=	+	+		
	Listen ◆	WIS	=	+	+		
X	Martial Lore	INT	=	+	++		
	Move Silently* ◆	DEX	=	+	+		
	OPEN LOCK	DEX	=	+	+		
	Perform (act) ◆	СНА	=	+	+		
	Perform (comedy) ◆		=				
П	Perform (dance) ◆						
П	Perform (keyboard) ◆						
П	Perform (oratory) ◆						
П	PERFORM (PERCUSSION) ◆						
\exists	PERFORM (STRING INSTRUMENT) •						
H	PERFORM (WIND INSTRUMENT) •						
Н			= =				
	Perform (sing) ◆						
	Perform () ◆		=				
	Profession ()						
	Profession ()						
	PSICRAFT		=				
X	Ride ◆						
\Box	Search ◆						
	Sense Motive ◆		=				
	Sleight of Hand*						
	Spellcraft	INT	=	+	++		
	Spot ◆	WIS	=	+	++		
	Survival ◆	WIS	=	+	++		
	Swim* ◆	STR	=	+	++	·	
	Tumble*	DEX	=	+	++	·	
	Use Magic Device	CHA	=	+	++		

-		
(3)	RACIAL TRAITS/	CLASS FEATURES
- ()		

Weapon and Armor Proficiency:	Simple/martial weapons, light/medium/heavy			
	armor, all shields.			
Steely Resolve:	Delayed damage pool.			
Furious Counterstrike:	Attack/damage bonus = delayed damage pool/5			
Indomitable Soul:	2nd level, Cha bonus to Will save. 3rd level, reroll saving throw 1/day.			
Zealous Surge:				
Smite:	6th level, Cha bonus to attack roll, crusader level to damage roll 1/day; 18th level 2/day. 13th level, successful Will or Fort save			
Mettle:				
	negates effects.			
	· ·			
FEATS				
10 TH LEVEL: DIE HARD)			
-				

CHA ____ = ___ + ___ + ___ + ___ DEX ___ = ___ + ___ + ___ _





CHARACTER NA	AME		PL	AYER NAME			
CLASS AND LEV	/EL			ECL	RACE/TEMPLATE	SIZE	GENDER
ALIGNMENT	RELIGION/PAT	RON DEITY	HEIC	GHT WEIG	EHT LOOKS		
(E) ABILIT	YSCORES			COMBAT	OPTIONS		CRUSADER: D10 HIT POINTS
STR =	BASE SCORE + ENHANCEMENT RACIAL MOD. BONUSES	MISC. MISC. BONUSES PENALTIES	STRENGTH MODIFIER	SE ATTACK B	ONUS		
DEX=	BASE SCORE + ENHANCEMENT	MISC. MISC.	DEXTERITY		TACK BONUS DAMAGE	CRITICAL	
CON=	RACIAL MOD. BONUSES	BONUSES PENALTIES	WEAP		TACK BONUS DAMAGE	CRITICAL	
CONSTITUTION TOTAL	BASE SCORE + ENHANCEMENT RACIAL MOD. BONUSES	MISC. MISC. BONUSES PENALTIES	CONSTITUTION MODIFIER RANG	E INCREMENT T	YPE NOTES/AMMUNITION		
INT=	BASE SCORE + ENHANCEMENT RACIAL MOD. BONUSES	MISC. MISC. BONUSES PENALTIES	INTELLIGENCE MODIFIER WEAP	ON AT	TACK BONUS DAMAGE	CRITICAL	
WIS=	BASE SCORE + ENHANCEMENT RACIAL MOD. BONUSES	MISC. MISC. BONUSES PENALTIES	WISDOM MODIFIER	E INCREMENT T	YPE NOTES/AMMUNITION		
CHA=	BASE SCORE + ENHANCEMENT TRACIAL MOD. BONUSES	MISC. MISC. BONUSES PENALTIES	CHARISMA MODIFIER RANG		TACK BONUS DAMAGE OF PROPERTY OF THE PROPERTY	CRITICAL	DELAYED DAMAGE
SPEED				_ INITIATIVE	MODIFIER		POOL:
GRAPPLE MOD	TOTAL GTHROWS	= + BASE ATTACK BONUS		ZE MISC. DIFIER MODIFIER			
	BAS TOTAL SAV		MAGIC MIS MODIFIER MODI		CONDITIONAL MO	DDIFIERS	MANEUVERS AND STANCES KNOWN:
FORTITUDE (CONSTITUTION)	=	+	+ +	+			
REFLEX (DEXTERITY)	=	+	+ +	+			
WILL (WISDOM)	=	+	+ +	+			
	R CLASS						
AC = 1	ARMOR SI	HIELD DEX DNUS MODIFIER		NATURAL DEFLECTI ARMOR MODIFIE			SPECIAL DEFENSES
TOUCH AC		FLAT-FOOTE	ED AC				
ARMOR WORN				MAX DEX	ARMOR CHECK PENALTY	WEIGHT	
SHIELD CARRIED				MAX DEX	ARMOR 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)	
	$\overline{NECK} (\text{amulet, brooch, medallion, periapt, or scarab})$	BODY (ROBE OR SUIT OF ARMOR)	
CAPPVINC	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 ON	LY)		SPELL SAVE	DC MOD		
DOMAIN NAME GRANTED P	POWER		CONDITIONAL MODIFIERS			
DOMAIN NAME GRANTED P	POWER					
SPECIALTY SCHOOL (WIZARD ONLY)			SPELLS SPELL LEVEL SPELLS/ BOXES SPELLS SPELL LEVEL SPELLS/ BOXES SPELL SAVOWN SAVE DC LEVEL SPELLS/ BOXES SPELLS SPELLS SPELLS/ BOXES SPELLS SPELLS/ BOXES SPELLS SPELLS/ BOXES SPELLS SPELLS/ BOXES			
SPECIALTY SCHOOL (+2 BONUS ON SPELLCRAFT CHECKS TO LEARN SPELLS FROM THIS CHOSEN SCHOOL)	PROHIBITED SCHOOL	PROHIBITED SCHOOL		Gth G		
ARCANE SPELL FAIL	URE %	,	2 nd	7th 7		
(E) TURN/REBUK	E UNDEAD		3rd	8 th		
	TURNING CHECK	TURNING DAMAGE	4 th	9th		
3 + CHA MODIFIER (+4 WITH EXTRATURNING FEAT)	td20+CHA MODIFIER	2d6 + CLERIC LEVEL + CHA MODIFIER				
PSIONICS						
PSIONIC POWERS	POWERS KNOWN	MAXIMUM POWER LEVEL KNOWN	POWER POINTS	PER DAY		
PRIMARY DISCIPLINE						
RAGE						
RAGES/DAY DUR	ATION S	TR/CON WILL SAVE	AC PENALTY	RAGES USED		
		BONUS BONUS		ROUNDS ELAPSED		
ANIMAL COM	PANION, FAN	IILIAR, OR PSICRY	STAL			
NAME		CREAT	URE TYPE			
STR DEX CON	INT WIS	CHA INITIATIVE SPEED		HIT POINTS		
AC = 10 + =	'	+TOUCH AC		FLAT-FOOTED AC		
TOTAL DEX MODIFIER	SIZE NATURAL MODIFIER ARMOR	MISC. MODIFIERS				
SAVING THROWS	ATTACKS					
FORTITUDE (CON)	WEAPON	ATTACK BONUS DAMAGE	CRITICAL GR	APPLE MODIFIER		
REFLEX (DEX)	WEAPON	ATTACK BONUS DAMAGE	CRITICAL PER	RSONALITY		
WILL (WIS)	WEAPON	ATTACK BONUS DAMAGE	CRITICAL			
SKILLS	FI	EATS				
	_+					
	_+					
	+ SI	PECIAL ABILITIES		TRICKS		
	_+					
	_+					
	_+					
	_					