| CA | MPAIGN | | | | | |
|--------|-------------------------------|----------------|------------------|-------|--------------------|------------------|
| (| SKILLS | | | | | |
| CSP | SKILL NAME | KEY ABILITY | SKILL MODIFER | RANKS | ABILITY MODIFER | MISC. MODIFER |
| | Appraise ◆ | INT | = | | + | + |
| | AUTOHYPNOSIS | WIS | = | | + | + |
| X | Balance* ◆ | DEX | = | | + | + |
| | Bluff ◆ | CHA | = | | + | + |
| X | Climb* ◆ | STR | | | + | + |
| X | Concentration ◆ | CON | = | | + | + |
| X | Craft () | ♦ INT | = | · | + | + |
| X | Craft () | ♦ INT | = | | + | + |
| X | Craft () | ♦ INT | = | · | + | + |
| | DECIPHER SCRIPT | INT | = | | + | + |
| X | DIPLOMACY ◆ | CHA | = | | + | + |
| | DISABLE DEVICE | INT | = | · | + | + |
| | Disguise ◆ | CHA | = | · | + | + |
| | Escape Artist* ◆ | DEX | = | | + | + |
| | Forgery ◆ | INT | = | | + | + |
| | GATHER INFORMATION ◆ | CHA | = | | + | + |
| | Handle Animal | CHA | = | | + | + |
| | Heal ◆ | WIS | | | + | + |
| | Hide* ◆ | DEX | = | | + | + |
| X | Intimidate ◆ | CHA | = | | + | + |
| X | Jump* ◆ | STR | = | | + | + |
| | Knowledge (arcana) | INT | = | | + | + |
| | Knowledge (arch/eng) | INT | = | | + | + |
| | Knowledge (dungeoneering) | INT | = | | + | + |
| | Knowledge (Geography) | INT | = | | + | + |
| X | Knowledge (history) | INT | = | | + | + |
| X | Knowledge (local) | INT | = | | + | + |
| _ | Knowledge (nature) | INT | = | | + | + |
| | Knowledge (nobility/royalty) | INT | = | | + | + |
| | Knowledge (the planes) | INT | = | | + | + |
| | KNOWLEDGE (PSIONICS) | INT | = | | + | + |
| | Knowledge (religion) | INT | = | | + | + |
| | Knowledge (|) INT | = | | | + |
| | Listen ◆ | WIS | = | | + | + |
| X | Martial Lore ◆ | INT | = | | + | + |
| | Move Silently* ◆ | DEX | = | · | + | + |
| | Open Lock | DEX | = | · | + | + |
| | Perform (act) ◆ | CHA | = | · | + | + |
| | Perform (comedy) ◆ | CHA | = | · | + | + |
| | Perform (dance) ◆ | CHA | = | | + | + |
| | Perform (keyboard) ◆ | | = | | | |
| | Perform (oratory) ◆ | CHA | = | | + | + |
| | Perform (percussion) ◆ | CHA | = | | + | + |
| | PERFORM (STRING INSTRUMENT) • | CHA | = | | + | + |
| | PERFORM (WIND INSTRUMENT) ◆ | CHA | | : | + | + |
| \neg | Perform (sing) ◆ | СНА | | | | + |

______) ♦ CHA _____= ___+___+

_____) WIS ____= ___+___+___+

DEX _____ = ____ + ___ + ___

WIS _____+__+___+

DEX _____+__+___+

INT ____+_+__+

WIS _____+__+___

Profession (_______ | WIS _____ = ____+____+

INT ___

INT ___

STR _

DEX ___

CHA ___

CHA ___

DEX ___

Perform (____

☐ PSICRAFT

SEARCH ◆

☐ Spellcraft

□ Spot ◆□ Survival ◆

X Swim* ◆

X Tumble*

☐ USE ROPE ◆

☐ Ride ◆

Profession (____

☐ Sense Motive ◆

 \square Sleight of Hand*

☐ USE MAGIC DEVICE

☐ USE PSIONIC DEVICE

| F | RACIAL TRAIT | S/CLASS | FEATURES |
|---|--------------|---------|-----------------|
| | NACIAL INAII | 3/CLA33 | FEATURES |

| | Simple/martial melee weapons, light/medium arm all shields (not tower). |
|---|---|
| Battle Clarity: | Int bonus to Reflex saves. |
| Weapon Aptitude: | Qualify for feats as fighter level = warblade level -2. |
| w сарон Аринице: | Uncanny Dodge: 2nd level, retain Dex bonus flat-footed |
| Battle Ardor: | |
| | 3rd level, Int bonus to confirm critical hits. |
| Improved Uncanny Dodge: | 6th level, cannot be flanked. |
| Battle Cunning: | 7th level, Int bonus on damage rolls vs. flat-footed/ |
| | flanked opponents. |
| Battle Skill: | 11th bonus, Int bonus to oppose bull rush, disarm, |
| | feint, overrun, sunder, trip. |
| Battle Mastery: | 15th level, Int bonus to attack/damage on attacks |
| | of opportunity. |
| Stance Mastery: | 20th level, 2 stances active simultaneously. |
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| FEATS | |
| | |
| B onus: Bonus: 5th, | , 9TH, 13TH, 17TH LEVEL |
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| -3 | |
| LANGUAGES | |
| <u> </u> | |
| nitial languages = Common + automatic languages - | + Int bonus |
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| CHARACTER NAME | PLAYER NAME | | | | | |
|---|--------------------------------------|-----------------------------------|-----------------------------|--|--|--|
| CLASS AND LEVEL | ECL | RACE/TEMPLATE | SIZE GENDER | | | |
| ALIGNMENT RELIGION/PATRON DEITY | HEIGHT WEIGH | TOOKS | | | | |
| ABILITY SCORES | COMBAT O | PTIONS | WARBLADE: D12 HIT POINTS | | | |
| STR = + + MISC. STRENGTH STRENGTH TOTAL BASESCORE+ ENHANCEMENT MISC MISC. STRENGTH RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER | BASE ATTACK BO | NUS | | | | |
| DEX = + + - | WEAPON ATTA | CK BONUS DAMAGE | CRITICAL | | | |
| DEXTERITY TOTAL BASE SCORE * ENHANCEMENT MISC MISC. DEXTERITY RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER | RANGE INCREMENT TYPE | NOTES/AMMUNITION | | | | |
| CONSTITUTION TOTAL = BASE SCORE + ENHANCEMENT HISC. MISC. CONSTITUTION MODIFIER MODIFIER | WEAPON ATTA | CK BONUS DAMAGE | CRITICAL | | | |
| INT INTELLIGENCE TOTAL BASESCORE ENHANCEMENT MISC. MISC. INTELLIGENCE | RANGE INCREMENT TYPE | · | | | | |
| RACIALMOD. BONUSES BONUSES PENALTIES MODIFIER WIS = + + - | WEAPON ATTAC | CK BONUS DAMAGE NOTES/AMMUNITION | CRITICAL | | | |
| WISO = + + WISCOM TOTAL BASESCORE + ENHANCEMENT MISC. MISC. WISDOM RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER | | CK BONUS DAMAGE | CRITICAL | | | |
| CHA TOTAL = BASESCORE + ENHANCEMENT MISC MISC CHARISMA RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER | RANGE INCREMENT TYPE | | | | | |
| SPEED | INITIATIVE M | ODIFIER | MANEUVERS AND | | | |
| GRAPPLE MODIFIER TOTAL BASE ATTACK BONUS BONUS STANCES KNOWN: STANCES KNOWN: MISC. MODIFIER STANCES KNOWN: | | | | | | |
| BASE ABILITY MAGIC TOTAL SAVE MODIFIER MODIFIER | MISC. TEMPORARY MODIFIER MODIFIER | CONDITIONAL MODI | FIERS | | | |
| FORTITUDE = + + | + + | | | | | |
| REFLEX = + + | + + | | | | | |
| WILL = + + | + + | | | | | |
| ARMOR CLASS | | | | | | |
| AC = 10+ + + + + + SIZE BONUS BONUS BONUS MODIFIER MODIFIER | | MISCELLANEOUS MODIFIERS | | | | |
| TOUCH AC FLAT-FOOTED AC | | ACDITLAS | SPECIAL DEFENSES | | | |
| ARMOR WORN | MAX DEX | ARMOR CHECK PENALTY WE | EIGHT | | | |
| SHIELD CARRIED | MAX DEX | ARMOR CHECK PENALTY WE | ексит | | | |

| EXPERIENCE | (E) GEAR | | |
|------------|---|------------------------------------|--------|
| POINTS | POSSESSIONS ON PERSON | LOCATION | WEIGHT |
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| | POSSESSIONS NOT ON PERSON | LOCATION | WEIGHT |
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| | | | |
| | MAGIC ITEMS WORN | | |
| | \overline{HEAD} (Headband, Hat, Helmet, or Phylactery) | HANDS (GLOVES OR GAUNTLETS) | |
| | EYES (EYE LENSES OR GOGGLES) | ARMS/WRISTS (BRACERS OR BRACELETS) | |
| | \overline{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 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/ BONES SPELLS SPELLS SPELLS DAY SPELLS O | | | |
| 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 | 8th | | |
| | TURNING CHECK | TURNING DAMAGE | 4th | 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, FAM | IILIAR, OR PSICRY | SIAL | | | |
| NAME | | CREAT | URE TYPE | | | |
| STR DEX CON | INT WIS | CHA INITIATIVE SPEED | | HIT POINTS | | |
| AC = 10 + = | ' | + TOUCH AC | C | FLAT-FOOTED AC | | |
| TOTAL DEX MODIFIER | SIZE NATURAL MODIFIER ARMOR | MISC. MODIFIERS | | | | |
| SAVING THROWS | ATTACKS | | | | | |
| FORTITUDE (CON) | WEAPON | ATTACK BONUS DAMAGE | CRITICAL GRA | 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 | | |
| | _+ | | | | | |
| | _+ | | | | | |
| | _+ | | | | | |
| | _ | | | | | |