Beguier



CHARACTER N	IAME					- PLA	YER NAME				
CLASS AND LE	VEL						ECL	Ē	RACE/TEMPLATE	SIZI	GENDER
ALIGNMENT	RELIC	GION/PAT	RON DI	EITY		HEIGH	TT W	EIGHT	LOOKS		
(E) ABILI'	TY SC	ORES					COMBA	T OPT	IONS		HIT POINTS
STR =	BASE SCORE + RACIAL MOD.	++ ENHANCEMENT BONUSES	MISC. BONUSES	MISC. PENALTIES	STRENGTH MODIFIER	BAS	E ATTACK	BONU	JS		
DEV	RACIAL MOD.	BONUSES	BONUSES	PENALTIES	MODIFIER	WEAPON	<b>v</b>	ATTACK BO	DAMAGE DAMAGE	CRITICAL	
DEX =	BASE SCORE + RACIAL MOD.	+ + + + ENHANCEMENT BONUSES	MISC. BONUSES	MISC. PENALTIES	DEXTERITY MODIFIER	RANGE I	NCREMENT	TYPE	NOTES/AMMUNITION		
CON =	BASE SCORE + RACIAL MOD.	++ ENHANCEMENT BONUSES	MISC. BONUSES	MISC. PENALTIES	CONSTITUTION MODIFIER	WEAPON	1	ATTACK BO	DNUS DAMAGE	CRITICAL	
INT :						RANGE I	NCREMENT	ТҮРЕ	NOTES/AMMUNITION		
INTELLIGENCE TOTAL	BASE SCORE + RACIAL MOD.	ENHANCEMENT BONUSES	MISC. BONUSES	MISC. PENALTIES	INTELLIGENCE MODIFIER	WEAPON	v.	ATTACK BO	DAMAGE DAMAGE	CRITICAL	
WIS =	BASE SCORE + RACIAL MOD.	++ ENHANCEMENT BONUSES	MISC. BONUSES	MISC. PENALTIES	WISDOM MODIFIER	RANGE I	NCREMENT	TYPE	NOTES/AMMUNITION		
CHA	KACIAL MOD.	BONUSES	BONGSES	FENALTIES	MODIFIER	WEAPON	ĭ	ATTACK BO	DAMAGE DAMAGE	CRITICAL	
CHA =	BASE SCORE + RACIAL MOD.	+ + + + + + + + + + + + + + + + + + +	MISC. BONUSES	MISC. PENALTIES	CHARISMA MODIFIER	RANGE I	NCREMENT	TYPE	NOTES/AMMUNITION		
SPEED							INITIATI	VE MOI	DIFIER		
GRAPPLE MOI		TOTAL  ROWS  BAS SAV	B(	+ ATTACK DNUS + ABILITY MODIFIER	STRENGTH MODIFER MAGIC MODIFIER	+ SIZE MODIF	IER MODIFI  TEMPORA:	ER RY	CONDITIONAL MO	ODIFIERS	
FORTITUDI (CONSTITUTION)	Е	=	+		+	+	+				
REFLEX (DEXTERITY)		=	+		+	+	+				
WILL (WISDOM)		=	+		+	+	+				
ARMO	OR CLA	ASS									
AC = I	ARMO BONI	OR SI	+ HIELD DNUS	DEX MODIFIER				+ ECTION DIFIER	MISCELLANEC MODIFIERS		SPECIAL DEFENSES
TOUCH AC			FLAT-I	FOOTE	D AC						
ARMOR WORN							MAX DEX	ARMO	DR CHECK PENALTY	WEIGHT	
SHIELD CARRIED							MAX DEX	ARMO	DR CHECK PENALTY	WEIGHT	

RIENCE	GEAR		
INTS			· · · · · · · · · · · · · · · · · · ·
PC	OSSESSIONS ON PERSON	LOCATION	WEIGHT
IIEN		LOCATION	WEIGHT
_			
n.c	AGGREGATONG MOTEON PED GOM		
PC	OSSESSIONS NOT ON PERSON	LOCATION	WEIGHT
3.5	ACIC PTEME WIODN		
M	AGIC ITEMS WORN		
TIE	AD (HEADBAND, HAT, HELMET, OR PHYLACTERY)	HANDS (GLOVES OR GAUNTLETS)	

CARRYING CAPACITY

 $\overline{NECK} (\texttt{AMULET}, \texttt{BROOCH}, \texttt{MEDALLION}, \texttt{PERIAPT}, \texttt{OR}\, \texttt{SCARAB})$ 

 $\overline{SHOULDERS}~(\texttt{Cloak},\texttt{Cape},\texttt{ormantle})$ 

RING #1

RING #2

LIGHT LOAD:\_

MEDIUM LOAD:\_\_\_

HEAVY LOAD:\_

 $\overline{BODY} \, (\text{ROBE OR SUIT OF ARMOR})$ 

 $\overline{TORSO}\,\text{(vest, vestment, or shirt)}$ 

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

 $\overline{FEET} (\texttt{BOOTS}, \texttt{SHOES}, \texttt{OR}\, \texttt{SLIPPERS})$ 

**MONEY** 

(E) MAGIC	E SPELLS	
DOMAINS (CLERIC ONLY)	SPELL SAVE	DC MOD
DOMAIN NAME GRANTED POWER	CONDITIONAL MODIFIERS	
DOMAIN NAME GRANTED POWER		
SPECIALTY SCHOOL (WIZARD ONLY)	SPELLS SPELL LEVEL	SPELIS/ BONUS SPELIS SPELI LEVEL SPELIS/ BONUS SPELIS  SPELIS SPELIS SPELIS SPELIS  SPELIS/ BONUS SPELIS  SPEL
SPECIALTY SCHOOL (+2 BONUS ON SPELLCRAFT PROHIBITED SCHOOL CHECKS TO LEARN SPELLS FROM THIS CHOSEN SCHOOL)	PROHIBITED SCHOOL I 1881	
ARCANE SPELL FAILURE %	2 nd	
TURN/REBUKE UNDEAD	3 <sup>rd</sup>	Str.
	JRNING DAMAGE	
3 + CHA MODIFIER 1d20 + CHA MODIFIER (+4 WITH EXTRA TURNING FEAT)	2de+CLERICLEVEL+ CHA MODIFIER	
PSIONICS		
PSIONIC POWERS POWERS KNOWN MAXIMU	POWER POIN	TTS PER DAY
PRIMARY DISCIPLINE	IM POWER LEVEL KNOWN	
RAGE		
		RAGES USED □□□□□□□□□□
RAGES/DAY DURATION STR/CON BONUS	WILL SAVE AC PENALTY BONUS	ROUNDS ELAPSED
ANIMAL COMPANION, FAMILIA	AR, OR PSICRYSTAL	
NAME	CREATURE TYPE	
STR DEX CON INT WIS CHA	A INITIATIVE	HIT POINTS
	SPEED	
AC = 10 + + + +		FLAT-FOOTED AC
MODIFIER MODIFIER ARMOR MOD	IISC. DIFIERS	
SAVING THROWS ATTACKS		
FORTITUDE (CON) WEAPON ATTAC	CK BONUS DAMAGE CRITICAL (	GRAPPLE MODIFIER
REFLEX (DEX)	CK BONUS DAMAGE CRITICAL	
WILL (WIS) ATTAC	CK BONUS DAMAGE CRITICAL	PERSONALITY
SKILLS FEATS	DAMAGE CATICAL	
+		
+ SPECIA	L ABILITIES	TRICKS
+		
+		
+ ·		
+		

## F) SKILLS

K	SKILLS					
9:	_	KEY	SKILL		ABILITY	MISC.
_	SKILL NAME		MODIFER	RANKS	MODIFER	MODIFER
_	Appraise ◆	INT				+
_	AUTOHYPNOSIS	WIS				+
_	BALANCE* ◆	DEX			+	F
=	Bluff ◆	CHA			+	٠
=	Climb* ◆	STR	——·		+	F
_	Concentration ◆	CON	——·	·	+	F
_	Craft () ◆	INT		··	+	٠
	Craft () ♦	INT			+	F
_	Craft () ◆	INT			+	٠
_	DECIPHER SCRIPT	INT			+	٠
=	DIPLOMACY ◆	CHA		·	+	F
_	DISABLE DEVICE	INT		·	+	٠
	Disguise ◆				+	٠
	Escape Artist* ◆	DEX			+	٠
	Forgery •	INT		·	+	٠
_	Gather Information ◆	CHA		·	+	
_	HANDLE ANIMAL	CHA			+	÷
	HEAL ◆	WIS			+	<i>-</i>
_	Hide* ◆	DEX			+	÷
	Intimidate ◆	CHA	——·		+	ř
_	Jump* ◆	STR	——·		+	<i>-</i>
	KNOWLEDGE (ARCANA)	INT	——·		+	<i>-</i>
_	KNOWLEDGE (ARCH/ENG)	INT	——·		+	ř
_	KNOWLEDGE (DUNGEONEERING)	INT	——·		+	<i>-</i>
_	KNOWLEDGE (GEOGRAPHY)	INT	——·		+	F
_	KNOWLEDGE (HISTORY)	INT	——·		+	ř
	KNOWLEDGE (LOCAL)	INT			+	<i>-</i>
Ц	KNOWLEDGE (NATURE)	INT	——·		+	ř
	KNOWLEDGE (NOBILITY/ROYALTY)	INT	——·		+	<i>-</i>
	KNOWLEDGE (THE PLANES)	INT	——·		+	ř
	KNOWLEDGE (PSIONICS)	INT			+	÷
$\equiv$	KNOWLEDGE (RELIGION)	INT			+	·
_		INT			+	÷
<u>V</u>	Listen ◆	WIS _	:		+	F
=	Move Silently* ◆	DEX .	··············		+	·
=	OPEN LOCK	DEX .			+	·
Ц	Perform (act) ◆	CHA.			+	<i>t</i>
	Perform (comedy) ◆	CHA			++	ř
	Perform (dance) ◆					+
	Perform (keyboard) ◆	CHA			+	
	Perform (oratory) ◆				++ ++	
Ц	PERFORM (PERCUSSION) ◆					
Ц	PERFORM (STRING INSTRUMENT) ◆				+	
Ц	PERFORM (WIND INSTRUMENT) ◆				+	
	Perform (sing) ◆				+	
	Perform () ◆ Profession ()	CHA .			++	+
<b>V</b>						
	Profession ()				+	
Ц	PSICRAFT				++	
	Ride ◆	DEX			++	
<b>V</b>	Search ◆				++	
<b>V</b>	Sense Motive ◆					
	SLEIGHT OF HAND*				++	
	SPELLCRAFT				++	
	Spot ◆	WIS			++	
	Survival ◆				+ +	
<b>V</b>	Swim* ◆				++	
V	Tumble*				++	
<b>V</b>	Use Magic Device	CHA.			++	
	Use Psionic Device				++	
	Use Rope ◆	DEX		·	++	



**Weapon and Armor Proficiency:** Simple weapons, hand crossbow, rapier, shortbow, shortsword; light armor.

ARMORED MAGE (Ex): Avoid arcane spell failure in light armor.

**Trapfinding:** Can Search for traps (DC 20 or higher). Can Disable Device magical traps.

CLOAKED CASTING (Ex): 2<sup>nd</sup> level, +1 DC vs. foes denied Dex bonus; +2 at 14<sup>th</sup> level.

 $\textbf{Cloaked Casting, cont. (Ex):} \ 8^{th} \ level, +2 \ vs. \ spell \ resistance; 20^{th} \ level, \ automatically \ overcome$ spell resistance.

Surprise Casting (Ex): 2<sup>nd</sup> level, Bluff to deny foe's Dex bonus; 6th level, as move action.

**ADVANCED LEARNING (Ex):** 3<sup>rd</sup> level, add new spell; and at 7<sup>th</sup>, 11<sup>th</sup>, 15<sup>th</sup>, 19<sup>th</sup>.

## FEATS

**SILENT SPELL:**  $5^{th}$  level: cast spells silently. **STILL SPELL:**  $10^{th}$  level: cast spells without gestures.

LANGUAGES	
Initial languages = Common + automatic languages + Int bonus	

## SKILL SYNERGIES

5+ RANKS IN	GIVES A +2 BONUS ON
Autohypnosis	Knowledge (psionics) checks
Bluff	Diplomacy, Intimidate, and Sleight of Hand checks; Disguise checks to act in character
Concentration	Autohypnosis checks
Craft	Related Appraise checks
Decipher Script	Use Magic Device checks involving scrolls
Escape Artist	Use Rope checks involving bindings
Handle Animal	Ride checks and wild empathy checks
Jump	Tumble checks
Knowledge (arcane)	Spellcraft checks
Knowledge (arch/eng)	Search checks involving secret doors and similar compartments
Knowledge (dungeon)	Survival checks when underground
Knowledge (geography)	Survival checks to avoid getting lost and avoid hazards
Knowledge (history)	Bardic knowledge checks (class feature)
Knowledge (local)	Gather Information checks
Knowledge (nature)	Survival checks in aboveground natural environments
Knowledge (nbl/royal)	Diplomacy checks
Knowledge (the planes)	Survival checks when on other planes
Knowledge (psionics)	Psicraft checks
Knowledge (religion)	Checks to turn or rebuke undead
Psicraft	Use Psionic Device checks involving power stones
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Spellcraft	Use Magic Device checks involving scrolls
Survival	Knowledge (nature) checks
Tumble	Balance and Jump checks
Use Magic Device	Spellcraft checks to decipher scrolls
Use Psionic Device	Psicraft checks to address power stones
Use Rope	Climb and Escape Artist checks involving ropes

Skills in italies are psionies-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 cleck penalty, if any, applies. (Double penalty for Swim.)