Dyslexic Studeos present a surprisingly complete set of

CHARACTER SHEETS



OLEPLAYING GAMES ARE ALL ABOUT YOUR character. Whatever your game, race and class, you spend a lot of time using your character sheet so it's worth having a good one. When I started playing D&D, I wasn't Dyslexic Studeos present quite satisfied with the default sheets. In investigating the other options, I found many a surprisingly complete set of with features that were interesting, but none entirely to my satisfaction. I found myself **CHARACTER** compiling a list of desired features, and had started designing these sheets before I realised. SHEETS The feature I was most certain of was that each class would have a sheet of their own. There are for Pathfinder™ Roleplaying Game hundreds of classes for D&D, each with their own rules and variants, and a one-size-fits-all sheet can't possibly do them justice: it wastes space on things that don't belong there, while failing to keep track of the ki points, spell-like abilities, favoured enemies and sneak attack bonuses that make each class special. These character sheets are entirely free, and my only hope is that they are useful to you.

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HOW TO PRINT

You are not expected to print and use this whole document. Instead, choose the pages your character needs.

The easy way to do this is with the Character Sheet Composer, on the project's website. This will select the right pages for you and bundle them into one file. It will even adjust the colours for you.



There's a filled in example of a Bard on pages 6 to 9.

TYPICAL PAGES

A printed set for one player will generally consist of:

Core pages

The first page will typically have Character Info on the front, and Combat on the back.

A few classes use modified versions of these core pages — for example the Barbarian and Ranger, whose class features are closely tied to combat.

Class pages

You then need a sheet for each of your character's classes. There are a few classes that don't need their own sheet, such as the Fighter, but they're the exception.

I typically choose to put the inventory on the reverse of the class-specific sheet.

Support pages

Some classes require extra pages. For example, a Wizard has a spell book and a familiar; a Druid has wild shapes and an animal companion; a Binder has extra vestiges. A spell book is a good place to fill in extra details on spells, like damage, range and material components.

Other sheets you may find useful include a party inventory for sharing your loot, and a character background for noting your character's history with NPCs.

HOW TO USE

These sheets do not replace the Pathfinder books. Your group should always have a copy of the Core Rulebook, along with any books for classes you wish to play. You will typically consult the books each time your character levels up and when you need to check the details of some rule, spell or class feature.

There are as many versions of Dungeons and Dragons as there are groups playing it, and more prestige classes, house rules, variants and archetypes than I could ever hope to encompass.

Where possible, I've included versions of the sheets that are more generic, with space for customisation. This includes a version of the character information page where the skills list is blank, and adaptable versions of several of the common base classes.

If you need something special, how about making it yourself? As well as being free, these sheets are open source. You can download the original files to make changes.

HOW TO GM

As a rule, the Game Master should avoid interfering with their players' character sheets. You have the whole world to run, while players have only this one little character, so they should be allowed to own it.

But players need help from time to time, especially if they're new to gaming, so it may be your job to print out the character sheets people need, guide them in the process of building a character, and nudge them when they forget to use rage or sneak attack. You should try to be familiar with the character sheets your players will be using.

There are also a number of sheets towards the back that you may find useful in running a campaign. How you choose to use these is entirely up to you – there's no one correct way to run a campaign.

COMPATIBILITY

These sheets are for use with the Pathfinder roleplaying game; they aren't made for other versionf of Dungeons & Dragons or other games under the Open Game License. There is a version of the sheets for Dungeons & Dragons 3.5 on the project's website.

FEEDBACK & PARTICIPATION

These sheets will continue to evolve based on your feedback. Drop me a line on the discussion thread in the links at the end.

I don't promise to do everything people ask - they are free, after all - but I'll consider sensible requests.

If you'd like to contribute yourself, you can download the original files from the open source repository. You'll need Adobe Illustrator CS3 to edit the files. Send them back to me, either directly or via a discussion on a forum.

HOW THEY WERE CREATED

The bulk of the sheets were made using Adobe Illustrator. This introduction was created in InDesign, the backgrounds and front cover were made in Photoshop, and the document was assembled in Acrobat. At some point I expect I'll figure out a way to work After Effects into the list.

All these files are available in the open source repository.

HOW TO SHOW YOUR APPRECIATION

If you're ever passing through Basingstoke, I rarely refuse a pint.

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The illustrations were generously provided by the artist of the D&D Doodles blog, crazyred.

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Special thanks

Dreamscarred Press

LINKS

Character Sheets

http://dyslexic-st.blogspot.com

Open source repository

http://code.google.com/p/charactersheets

Paizo Publishing LLC

http://www.paizo.com

The Artistic License

http://dev.perl.org/licenses/artistic.html

Discussion and feedback thread

http://www.giantitp.com/forums/showthread.php?t=126909

D&D Doodles

http://dandddoodles.blogspot.com



PAGE 1: CHARACTER INFORMATION

The first sheet is about what defines your character: their race, classes and skills.

CLASS LEVELS

When you create the character, pick a favoured class (or two if you're human). Each time you take a level that class, you get a bonus hit point or skill rank.

ABILITY SCORE / MODIFIER

Each class gives you certain number of skill ranks and hit points for each level. Add your **INT** modifier to the skill ranks, and your **CON** to the roll of your hit die.

In Pathfinder these increase retroactively, so adding a point to your intelligence modifier when you reach level 8 would give you 8 additional skill ranks to spend.

SKILLS

Your character learns skills at they progress. There's space for various bonuses and penalties, as well as conditional modifiers.

FEATS AND SPECIAL ABILITIES

Through a combination of class and racial features, story traits, feats and other extras, your character becomes unique.

An ability *score* of 10 results in an ability *modifier* of 0. Add two points to the score to get an extra one point to the modifier.

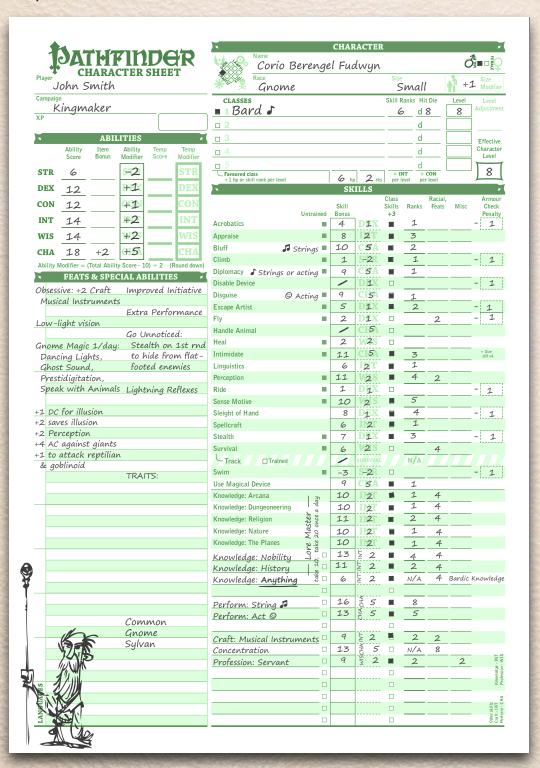
Almost everything in Pathfinder uses ability modifiers: use this number whenever you see an abbreviation like **CHA**.

You get a +3 in class skills, provided you have at least one rank in them.

Some skills can be used untrained. Others only become available when you have a rank in them.

Track is a pseudo-skill - you can't put ranks into it, but it gets extra bonuses on top of your Survival bonus.

There's space at the bottom for extra Craft, Perform, Profession and Knowledge skills. These are different in every campaign, so only the most common Knowledge skills are filled in. You can also use this space for pseudo-skills like Concentrate or Trapfinding.



PAGE 2: COMBAT

The second sheet is for fighting. It should have everything you need to run a non-magical combat.

BASE ATTACK

If you're multiclassing, total the base attack from each class.

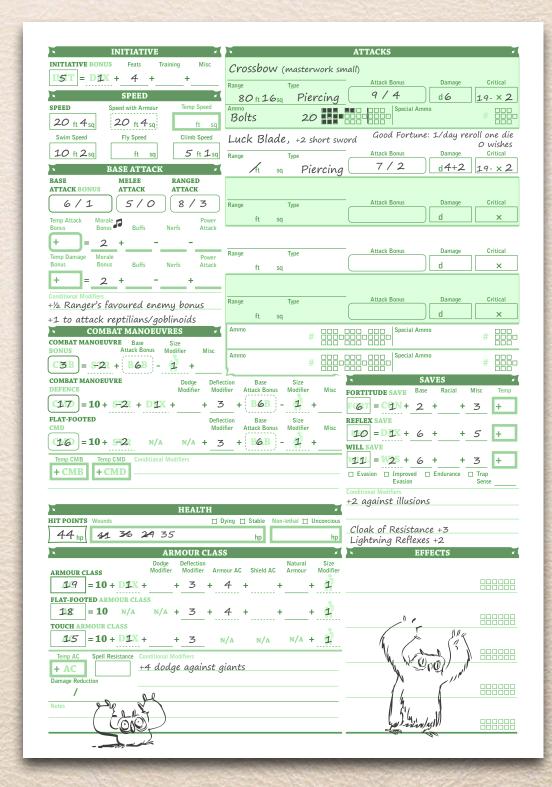
Melee attacks add **STR** to that; ranged attacks add **DEX**. Both add your size modifier. On top of that you add weapon-specific bonuses.

DAMAGE

Melee weapons add your **STR** to damage, but ranged weapons don't add your **DEX**. Two-handed weapons get $1\frac{1}{2}$ times your **STR** added to attack and damage.

CONDITIONAL MODIFIERS

Almost anything on this page can change based on circumstances. Keep track of the conditional modifiers, and remember to apply them.



The first weapon has space for ammo because almost everybody carries at least one ranged weapon.

Attack and damage bonuses can be adjusted by a Bard's singing, by Power Attack, and by other buffs and nerfs.

Special bonus damage like Sneak Attack doesn't get multiplied by a critical.

These extra ammo slots can be used for special ammo like Flaming Arrows.

Small characters like gnomes get a +1 size modifier. This gets added to attack bonus, armour class and combat manoeuvres.

It doesn't get added to damage - in fact, small weapons generally do less damage.

Bonuses of the same type typically don't stack (except for Dodge bonus) Bonus spells are filled in vertically, based on your primary casting stat. Each successive column gets 4 fewer than the one before it.

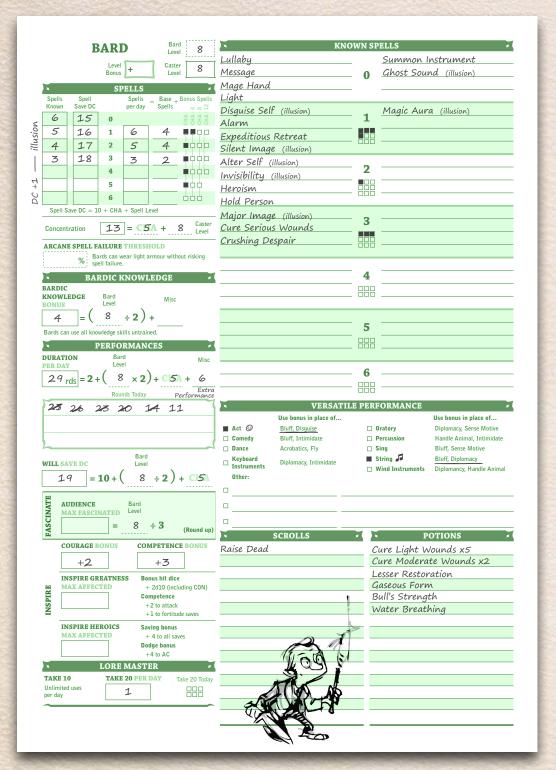
This Bard's charisma modifier is +5, so he fills in 5 boxes in the first column and only 1 in the second.

So he gets two bonus spells at level 1, but only one at levels 2 to 5. These are added to his allowance from being a Bard.

Don't forget to apply bonuses like Bardic Knowledge to your skills.

Take care of when to round a divider number up rather than down.

Unless stated otherwise, you generally round down in Pathfinder.



PAGE 3: CLASS-SPECIFIC SHEET

Each class gets a sheet of specific features.

MULTICLASSING

If your character has levels in more than one class, you'll probably need a sheet for each one.

ROUNDING UP OR DOWN?

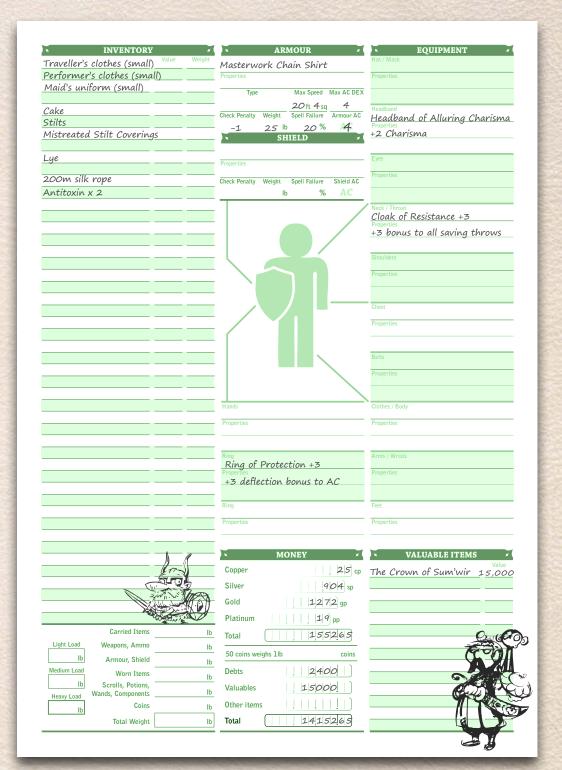
When dividing a number, you *almost* always round down. If you need to round up, the sheet will say so.

Many calculations say "minimum 1", while others will only be available from certain levels. If in doubt, you should check the books to be certain.

SPELLS

Some spellcasters choose their spells spontaneously, while others must prepare at the start of the day.

Level o spells can be used unlimited times by all spellcasters. Divine casters call these 'orisons', arcane casters call them 'cantrips'.



Armour and shield both contribute to your AC

Items that you wear often grant magical bonuses.

Don't forget to incorporate those elsewhere.

PAGE 4: INVENTORY

The inventory sheet keeps track of your belongings, armour and the magic items you're wearing.

MONEY

10 copper pieces are worth 1 silver piece, 10 silver pieces are worth 1 gold piece and so on. Add the columns up to get your total cash.

Depts are negative, so subtract them from your total.

INVENTORY

Armour and shields make you harder to hit, but at the cost to mobility and spellcasting ability.

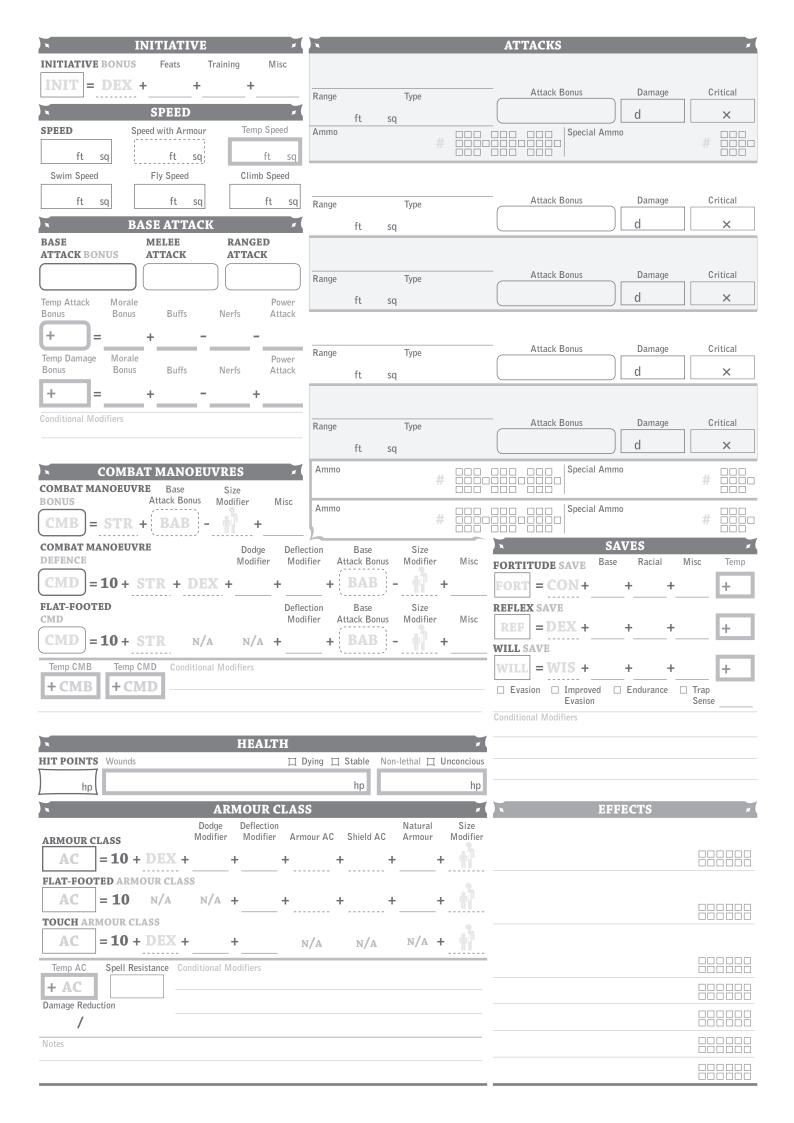
ARMOUR, SHIELD AND SPECIAL ITEMS

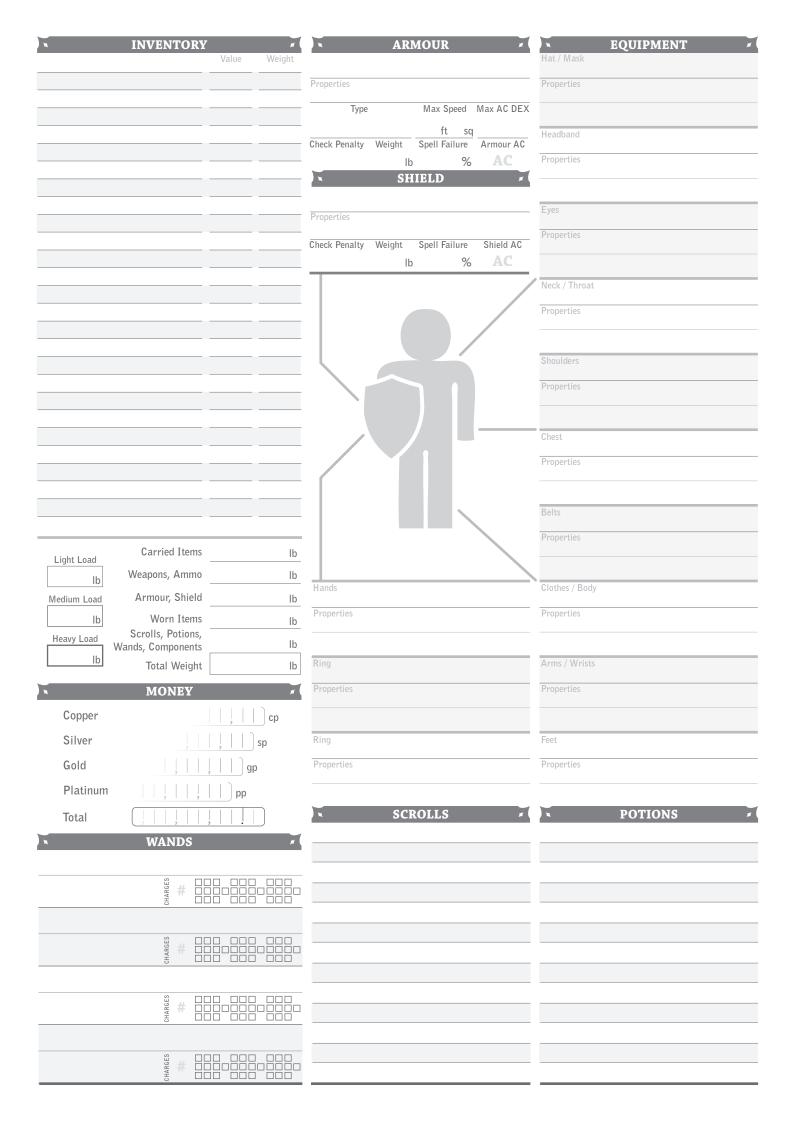
Armour and shields both grant you a bonus to AC, but at a cost to mobility and spellcasting ability. Masterwork armour lessens that penalty.

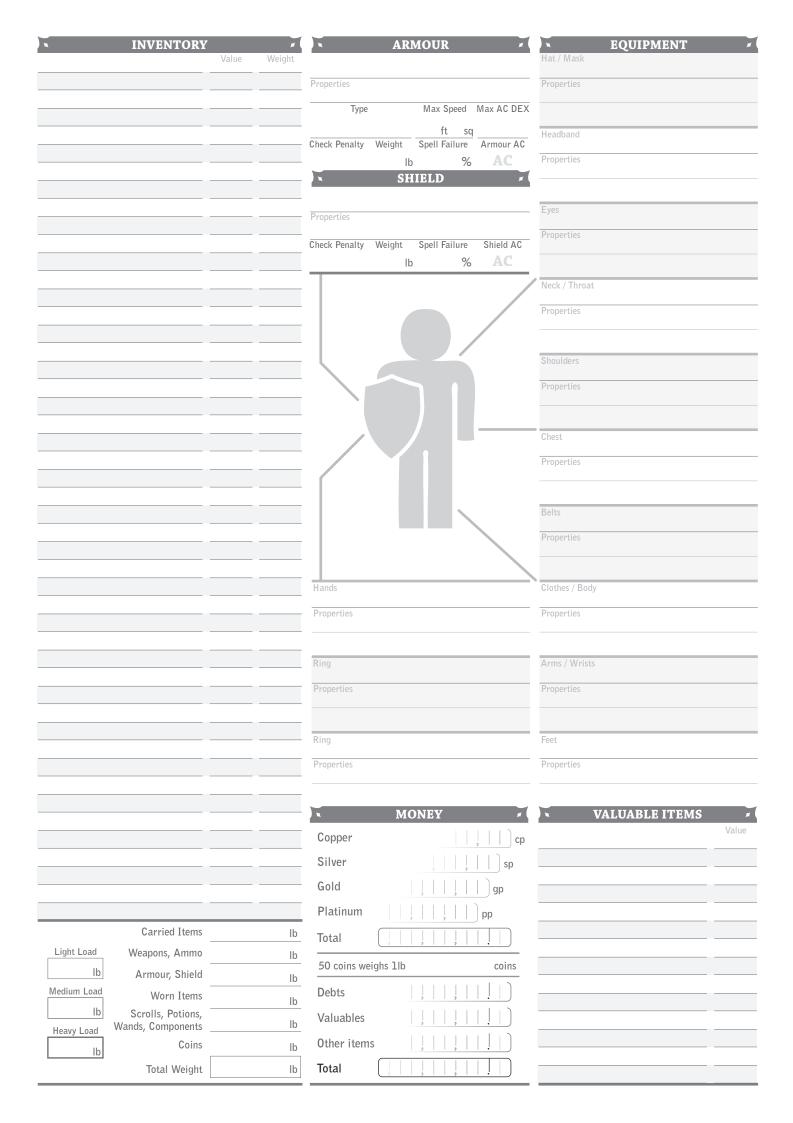
They can also grant you other special bonuses.



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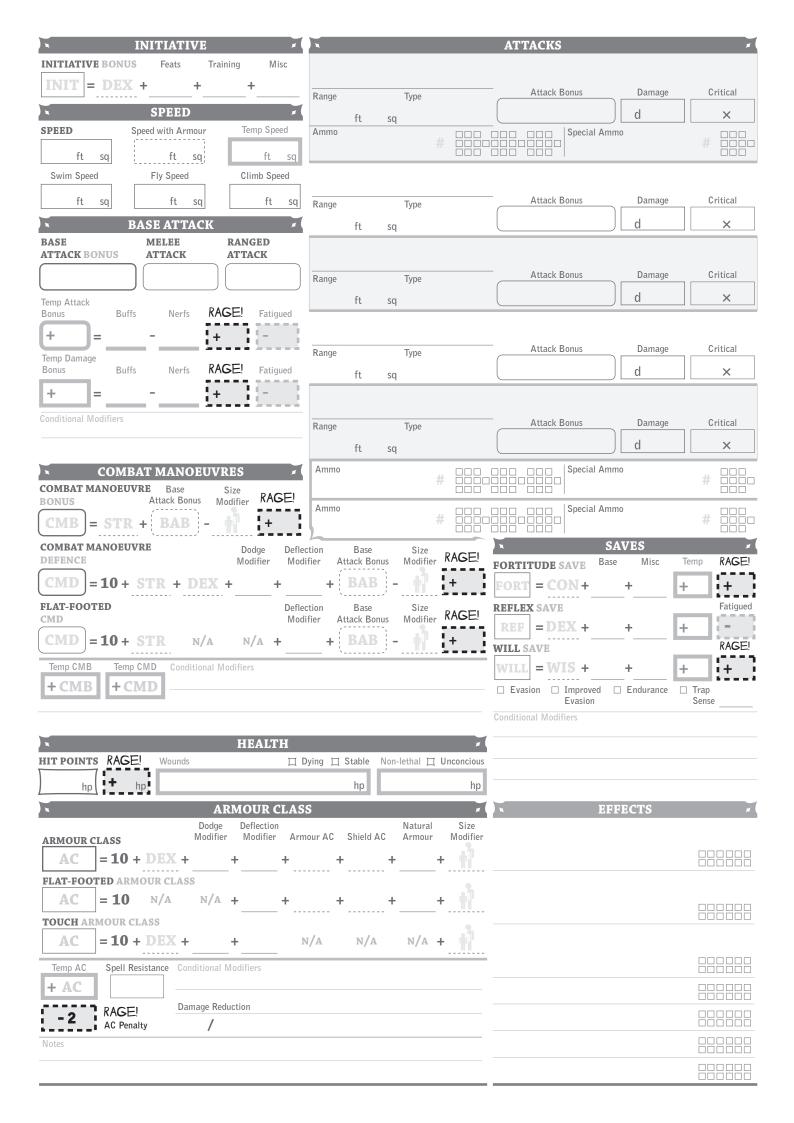








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						Escape Artist	-		DEX				X	-
						Fly	-		DEX					-
						Handle Animal			CHA	X			X	
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						Ride			DEX	X				-
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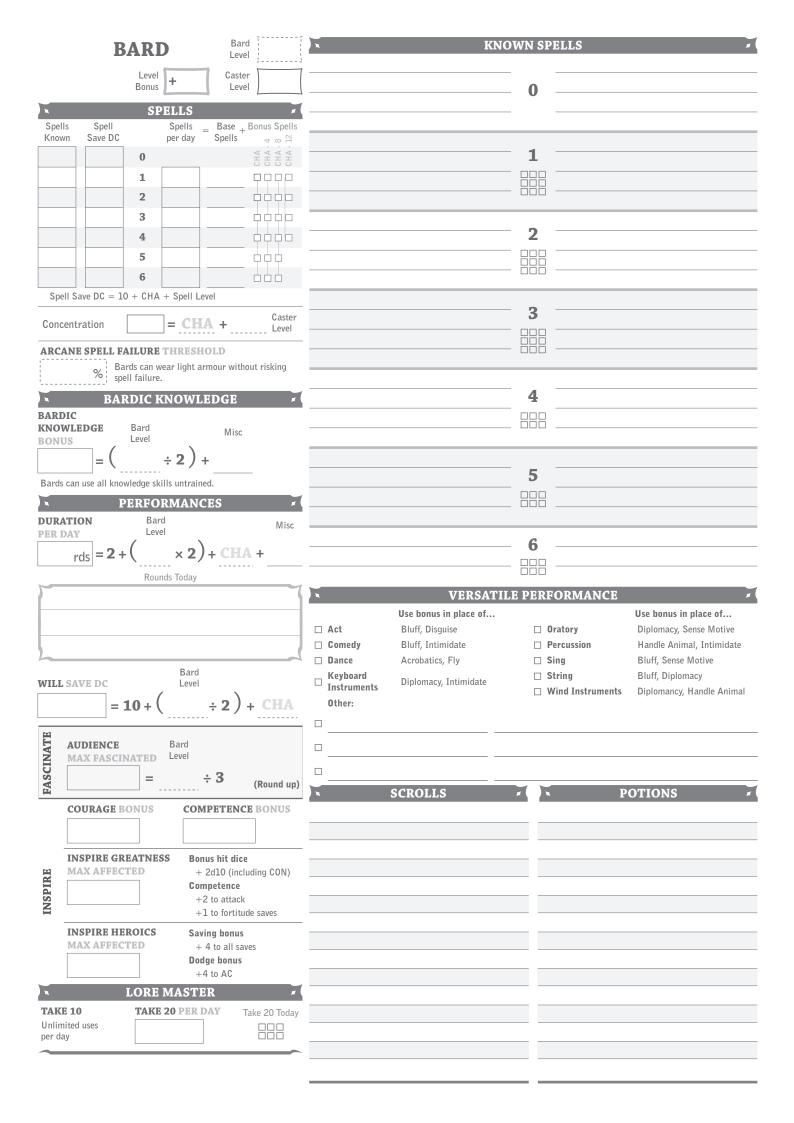


BARBARIAN!

Barbarian Level

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Barbarian Level		
1	Fast Movement RAGE!	
2	Uncanny Dodge	
3	Trap Sense +1	
5	Improved Uncanny Dodge	
6	Trap Sense +2	
7	Damage Reduction 1/—	
9	Trap Sense +3	
10	Damage Reduction 2/—	
11	Greater RAGE!	
12	Trap Sense +4	
13	Damage Reduction 3/—	
14	Indomitable Will	
15	Trap Sense +5	
16	Damage Reduction 4/—	
17	Tireless RAGE!	
18	Trap Sense +6	
19	Damage Reduction 5/—	
20	Mighty RAGE!	

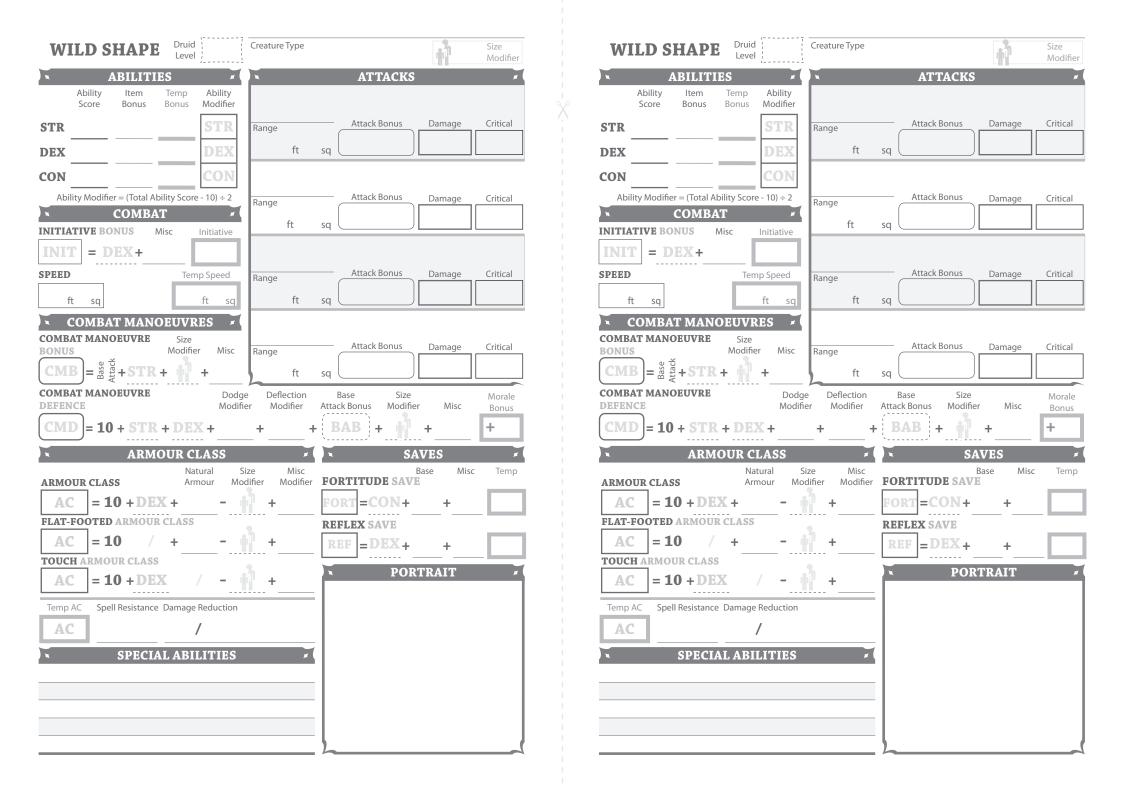
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rds = 2 + CON +	(× 2) +		rds
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RAGE!	4	4	2	-2
greater RAGE!	6	6	3	-2
MIGHTY RAGE!	8	8	4	-2
Ability Modifier = (Total Ability Score - 10) ÷ 2	STR	CON		AC
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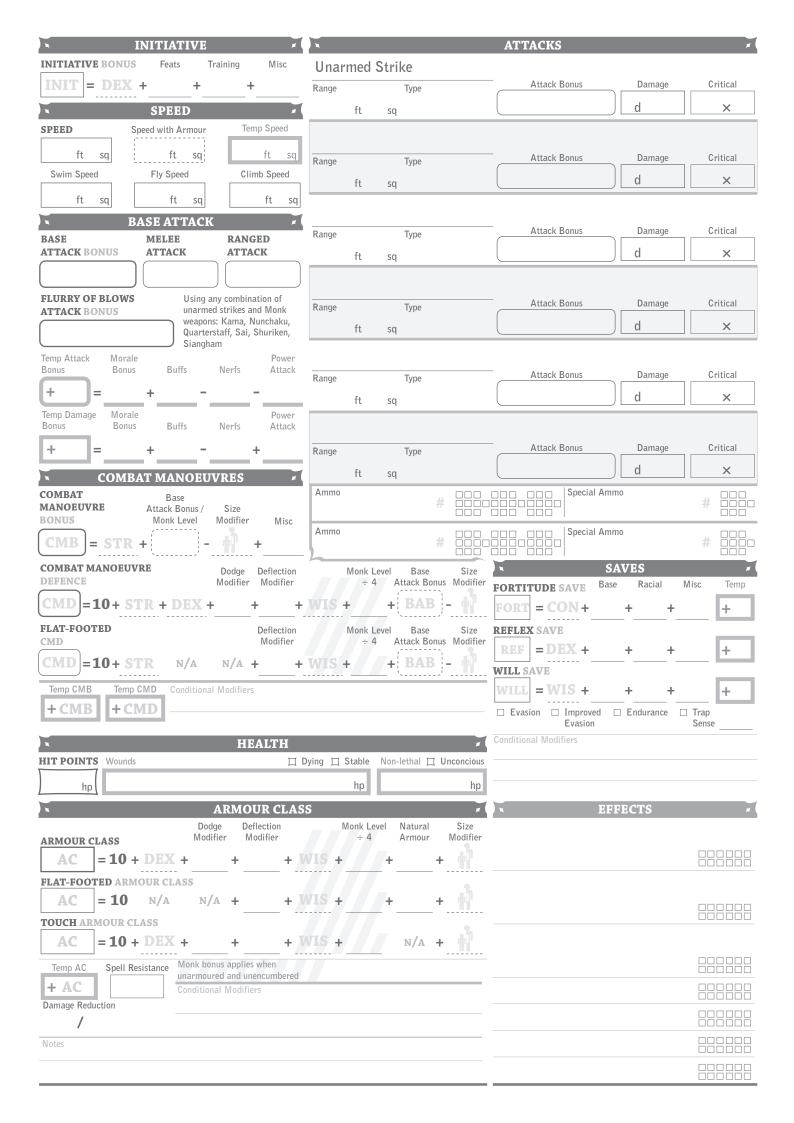


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Uses					-		
per day Granted Power					-		
				Domain Spell + 1			Domain Spell + 1
Level		Level					
DC		DC			_		
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	5 +1	+1 000		Domain Spell + 1			Domain Spell + 1
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Spell Save DC	= 10 + WIS + Spell Leve				-		
Concentration	= WIS	+ Caster Level		Domain Spell + 1			Domain Spell + 1
► Light Wound		E) 1 E		12			12
Light Wound Woderate W Serious Wou Critical Wou Heal / Harm	ounds 2d8 + Level (3 -	<u>d</u>			5		
Serious Wou	inds 3d8 + Level (5 -	10)			-		
Critical Wou	inds 4d8 + Level (7 -	20) S 4 8 8 8 9 9			-		
Heal / Harm	10 × Level	6 ≥ 9		Domain Spell + 1			Domain Spell + 1
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Monk Level **ARMOUR CLASS BONUS AC BONUS** Monk Level ÷ 4 WIS + **CMD** BONUS (Round down) Bonus only applied when unarmoured, unencumbered and not helpless FLURRY OF BLOWS **FLURRY ATTACK BONUS** Monk Level - 2 UNARMED STRIKE UNARMED STRIKE DAMAGE ROLL \square d6 \rightarrow \square d8 \rightarrow \square d10 \rightarrow \square 2d6 \rightarrow \square 2d8 \rightarrow \square 2d10 **STUNNING FIST STUNNING FIST** Monk Non-Monk Level Level **PER DAY** ÷ 4 (Round down) STUNNING FIST TODAY **FORTITUDE** SAVE DC Monk Level = 10 + (÷ 2) + WIS Monk Effects Level No action this round 1 Stunned Lose DEX bonus to AC; -2 AC Cannot run or charge 4 Fatigued -2 Strength and Dexterity 8 -2 to attack rolls, damage rolls, Sickened saving throws, skill and ability checks **12** May make a standard or move action, Staggered but not both 16 Blinded Lose DEX bonus to AC: -2 AC -4 on STR and DEX skills, opposed Perception 50% miss chance when attacking or DC 10 Acrobatics to move more than half speed -4 initiative; 20% miss chance when attacking Deafened -4 on opposed Perception automatically fail Perception checks for sound **20** Paralysed No action this round Lose DEX bonus to AC; -2 AC WHOLENESS OF BODY **HEALING** KI POOL Level **POINTS** Monk Level 7 **DIAMOND SOUL SPELL RESISTANCE** Monk Level Level 11 **= 10** + **QUIVERING PALM QUIVER DAYS** Monk Level Level FORTITUDE Monk **15 SAVE DC** Level =10+

PERFECT SELF

Level Immune to Charm Person and other effects that

Treated as an Outsider

Damage reduction 10/chaotic

20 target non-outsiders.

×				MONK
		Bonus Feats		
_			Armour Class Bonus Flurry of Blows	Use a full attack action for more attacks
	1		Unarmed Strike	Treat hands as weapons
			Stunning Fist	Stun (or other effects) target for one round
	2		Evasion	Avoid all damage on successful reflex save
	3		Fast Movement +10 ft Maneuvre Training Still Mind	Use monk level in place of BAB for calculating CMB +2 saving throws against enchantment
	4		Ki Pool (magic) Slow Fall 20 ft	Treat unarmed attacks as magic weapons Reduce effective falling height using wall
	5		High Jump	Add monk level to Acrobatics checks for jumping +20 to jump checks - 1 ki point
			Purity of Body	Immune to all diseases
	6		Fast Movement +20 ft Slow Fall 30 ft	
	7		Wholeness of Body	Heal your own wounds - 2 ki points
	8		Slow Fall 40 ft	
	9		Improved Evasion Fast Movement +30 ft	Avoid half damage on failed reflex save
1	10		Ki Pool (lawful) Slow Fall 50 ft	Treat unarmed attacks as lawful weapons
1	11		Diamond Body	Immune to all poisons
1	12		Abundant step Fast Movement +40 ft Slow Fall 60 ft	Slip magically between spaces - 2 ki points
1	13		Diamond Soul	Spell resistance
1	14		Slow Fall 70 ft	
1	15		Quivering Palm Fast Movement +50 ft	Delayed death
1	16		Ki Pool (adamantine) Slow Fall 80 ft	Treat unarmed attacks as adamantine weapons
1	17		Timeless Body Tongue of the Sun and Moon	No age penalties or artificial aging Speak with any living creature
1	18		Fast Movement +60 ft Slow Fall 90 ft	
1	19		Empty Body	Assume ethereal state for 1 minute - 3 ki points
:	20		Perfect Self Slow Fall Any distance	Treated as outsider
				KI POOL

KI POOL CAPACITY = (÷ 2) + WIS Ki Pool

Paladin - 3 = Caster Level 1 1 1 1 1 1 1 1 1	PALADIN Paladin	PREPA	ARED SPELLS
DIVINE BOND SPECIAL MOUNT BONDED WEAPON Ware DIVINE BONDED WEAPON Ware DIVINE BONDED WEAPON Some Divine Bonded Weapon Summonded Bonded Weapon Some Divine Bonded Weapon Mile Hall Mile Level Hall Mile Level DAMAGE Bonded Weapon Weapon Bonded Weapon Some Divine Bonded Weapon Mile Hall Mile Level DAMAGE Bonded Weapon Weapon Bonded Weapon Some Divine Bonded Weapon Mile Clear Hall Mile Level Some Divine Bonded Weapon Some Divine Bonded Weapon Mile Clear Hall Mile Level DAMAGE Bonded Weapon Some Divine Bonded Weapon Some Divine Bonded Weapon Mile Clear Hall Mile Level Mile Level Some Divine Bonded Weapon Some Divine Bonded Weapon Mile Clear Hall Mile Bonded Weapon Some Divine Bonded Weapon Some Divine Bonded Weapon Mile Clear Hall Mile Bonded Weapon Some Divine B	Cever		
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Spell Save DC per day		/	
A successful strike with smile eyil basses oftanage reduction. Spall Save DC = 10 + WIS + Spall Level CHANNEL POSITIVE ENERGY CHANNEL POSITIVE ENERGY CHANNEL Positive energy uses up two of today's ever of Lay On Hand DS Level WILL Paladin (Round up) A successful strike with smile eyil basses damage reduction. BONUS EVIL DAMAGE BONUS Paladin BONUS Pa	Save DC per day Spells + CHA	` ′ <u> </u>	
Spel Save DC = 10 + WIS + Spell Level Spel Save DC = 10 + WIS + Spell Level Concentration CHAPTER POSTTIVE ENERGY Channelling postive energy use up two of today's sees of Lay On Hands. BONUS DAMAGE Paladin BONUS Level Misc Misc Level Misc Level Misc Misc Level Misc Misc Misc Misc Level Misc Mi			DEFLECTION
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CHANNEL POSITIVE ENERGY Channelling positive energy uses up two of today's see of Lay On Hands. The paladin Level of the paladin Level of today's Senergy Paladin Level of the paladin Level of today's Senergy Paladin Level of the paladin	Concentration	bpasses damage reduction.	first successful strike against evil outsiders,
Channelling positive energy uses up two of today's uses of Lay On Hands. NERGEY Paladin ROLL Paladin Level Paladin Level Paladin Level Paladin Misc WILL Paladin Level Paladin Level Paladin Level Paladin Level Misc Uses Today PER DAY HEALING HIT POINTS CRound down) MERCIES SCROLLS POTIONS SCROLLS POTIONS Misc Uses Today (Round down) Misc (Round down) Misc Uses Today (Round down) Misc (Round down) Misc SCROLLS POTIONS		Falaulli	Faldulli
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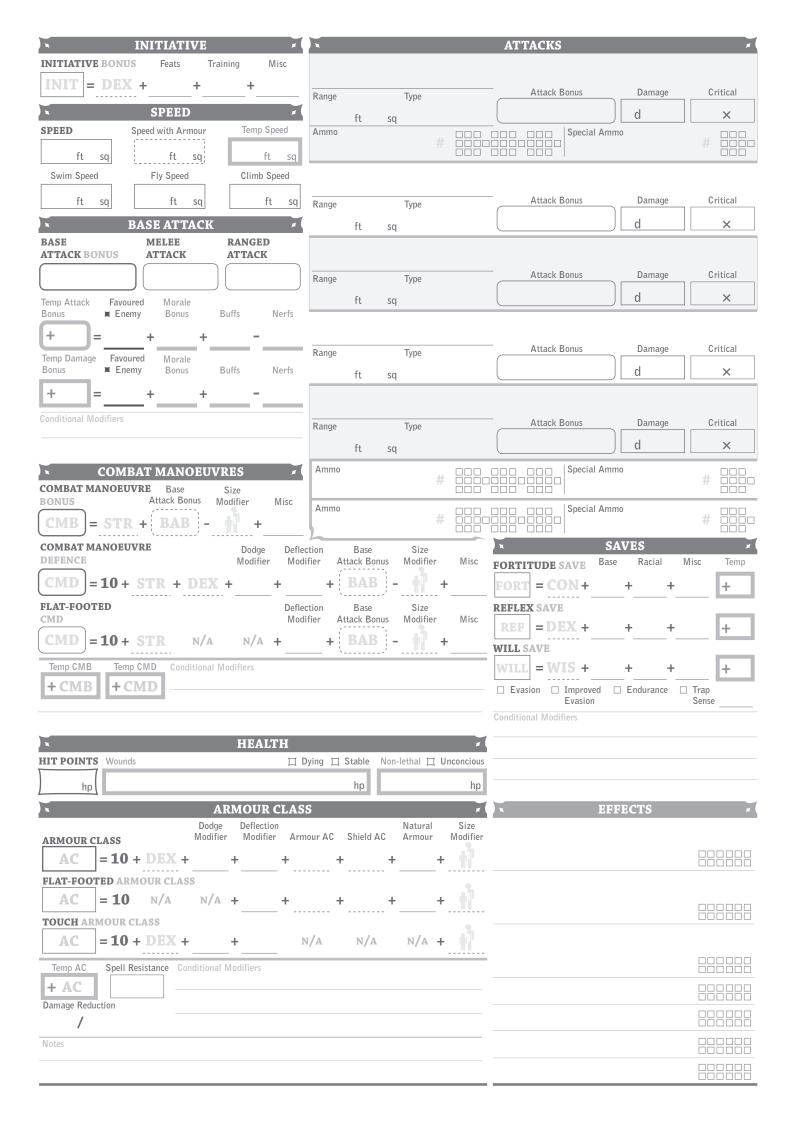
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Antipaladin				
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Level - 3 = Caster				
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☐ FIENDISH SERVANT ☐ BONDED WI				
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	Today		<u>- </u>	
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SPELLS	PER DAY		Misc Today	
Spell Spells Base Bo	onus Spells	(Round up)		
Save DC per day Spells	CHA ATTACK	(Round up)	DEFLECTION	
	BONUS	Misc	BONUS	Misc
	+	= CHA +	+ AC = CH	A +
		Il strike with smite good	Smiting damage bonus appl	lies double for a
Spell Save DC = 10 + WIS + Spell Level	bpasses dar	mage reduction.	successful strike against goo good dragons, good Clerics	od outsiders,
Concentration = CHA +	Caster Level DAMAGE	rancipaladini		paladin
CHANNEL NEGATIVE ENERG		Level Misc		evel Misc
Channelling negative energy uses up two of today's uses of Touch of Corruption.	+	=+	+ = (×2)+
ENERGY Antipaladin	Wana		H OF CORRUPTION	, , , , , , , , , , , , , , , , , , ,
	Misc USES PER DAY	Antipaladin Level	Misc	Uses Today
d6 = (÷ 2) +		$= \left(\div 2 \right) +$	CHA + (Round	
WILL Antipaladin	(Round up) CORRUP	TION Antipaladin		
SAVE DC Level	HIT POIN	NTS Level	Misc	
= 10 + (÷2)		d6 = (÷ 2) +	. (Round down)	
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					Round down)	Diplomacy			СНА					_	i
1	FEATS	& SPE	CIAL AB	ILTTE	S =	Disable Device			DEX						-
						Disguise			CHA					_	
						Escape Artist	•		DEX						-
						Fly			DEX						-
						Handle Animal			CHA						
						Heal			WIS	_				+ Size	
						Intimidate	-		CHA	_				diff x4	
						Linguistics	_		INT						
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						Sense Motive			WIS						_ :
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						Track	Trained		SURVIVA		N/A			•	
						Swim	-		STR					- 1 per 5lb carried	-
						Use Magical Devi			CHA						
						Knowledge: Arcar			INT						
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NGC															Other skills: Craft - INT Perform - CHA
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RANGER Ranger Level	COMBAT STYLE
Land D	□ ARCHERY □ TWO-WEAPON FIGHTING □
Hanger - 3 = Caster Level Level	Ranger Select a bonus feat for your style at 2nd, 6th, 10th, 14th and 18th levels: Level
FAVOURED ENEMIES Favoured Enemy Bonus	Far Shot Double Slice
■ FAVOURED ENEMY 2 4 6 8 10 12	2 Precise Shot Quick Draw
	Rapid Shot
	6 Manyshot Two-weapon Defence
	10 Pinpoint Targeting Greater Two-weapon Fighting Shot on the Run Two-weapon Rend
	Ranger bonus feats can be taken without the normal pre-requisites,
	but only apply when not wearing heavy armour.
	HUNTER'S BOND SHARE FAVOURED ENEMY ANIMAL COMPANION
FAVOURED TERRAINS	SHARE FAVOURED ENEMY Name
Favoured Terrain Bonus	DURATION Misc
Q FAVOURED TERRAIN 2 4 6 8	rds = WIS + Creature type
	(WIS minimum 1) Share half your Favoured Enemy bonus against a
	single target with all allies within 30 ft PREPARED SPELLS
	1 000
wild empathy	
WILD EMPATHY BONUS Ranger Level Misc	
= CHA + +	2
TRACK	
Ranger Level	
Track $= (\div 2) + Survival$ Bonus	000
SPELLS	
From Level 4 Spell Spells Base Bonus Spells	4
Save DC per day Spells + WIS	
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Spell Save DC = 10 + WIS + Spell Level	
Concentration = WIS + Caster Level	
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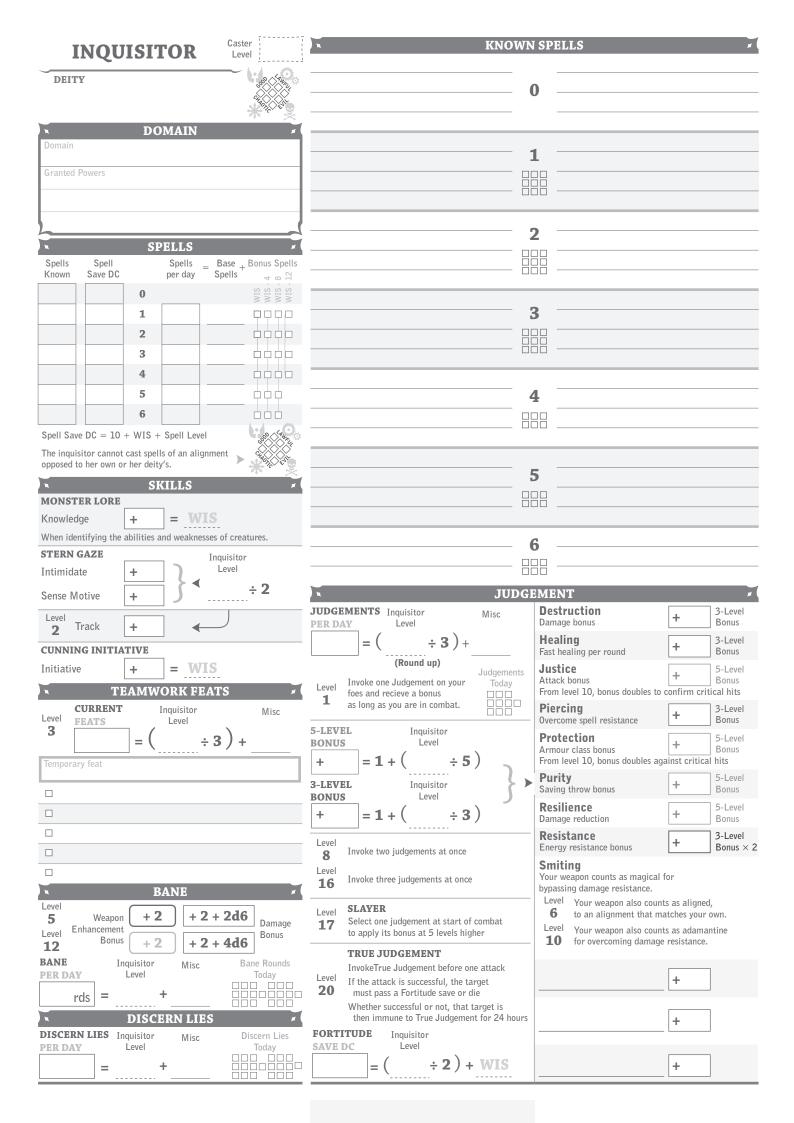
ROGUE	Rogue	×		ROGU	JE TALENTS	
KOGOE	Level	TALENTS	Rogue		Misc	
ROGUE		KNOWN	Level	<u> </u>		From level 10, a Rogue can take Advanced Talents
Rogue Level			= (÷ 2) +	(Round down)	
1 □ Trapfinding Sneak Attack		1				
2						
4 🗆 Uncanny Dodge		2				
8 Improved Uncanny	Dodge					
10 \square Advanced Talents		3				
20 Master Strike						
TRAPS	,	4				
Percep	Rogue ption Level					
Locate Traps =	+ (÷ 2)	5				
Disa	ıble Rogue					
Devi		6				
Disable Traps =	+ (÷ 2)					
TRAP SENSE Rogue REFLEX BONUS Level	Misc	7				
+ = (:	3)+					
SNEAK ATT	TACK .	8				
SNEAK DAMAGE Rogue BONUS Level	Misc					
	2)+	9				
uo \	(Round up)					
Sneak attack damage can be applied w is denied their DEX bonus to AC.		10				
On ranged attacks, it only applies within	in 30 ft.					
It is not multiplied by critical hits. It cannot be non-lethal unless using a n	non-lethal weapon.	11				
MASTER ST	'RIKE					
From level 20, a successful sneak attace • Sleep for 1d4 hours	ck can also deliver one of:	12				
Paralysed for 2d6 rounds Slain						
MASTER STRIKE Rog	gue	13				
= 10 + (÷ 2) + INT					
`		14				
Master strike cannot be used again on 24 hours, whether they pass the Fortitu						

SORCERER	Caster Level	KNOWN SPELLS
	Level Honus	
BLOODLINE	Bonus	
		0
		1
SPELLS	Î	
Spells Spell Spells Frown Save DC Spells per day	Base Bonus Spells Spells	
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2		2
3 4		
5		
6		
7		
8		3
Spell Save DC = 10 + CHA + Spell Level		
	Caster	
Concentration = CHA -		
ARCANE SPELL FAILURE THRESHOLD)	4
%		
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ronons		
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s UUU		8
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		Bonu				0		
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OPPOSED SCHOOLS	}							
Spells from your oppo	cad cabaals past turn	o clote to	nunaua			1		
			prepare.					
	CANE BOND BONDED OBJ		*					
					Speciality Spell			
×	SPELLS		je i					
Spell Spell Save DC per di	$_{\rm ay}^{\rm ls} = {{\sf Base}\atop{\sf Spells}} + {{\sf Spells}}$	Specialist Spell	t + Bonus Spells			2		
0			+ Spells 21 - TNI					
1		P	7777					
2				000	Speciality Spell			
3		-	4444					
4		þ	0000			2		
5		<u></u>				3		
6		†						
7		- P	000					
8		†			Speciality Spell			
9								
Spell Save DC = 10 +	INT + Spell Level		Castau			4		
Concentration	= INT	+	Caster Level			-		
ARCANE SPELL FAIL	URE THRESHO	LD						
%								
	SCROLLS		*	1 ———	Speciality Spell			
	JCKOLLS					_		
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					Speciality Spell			
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	" !						
Extract Extracts Base	N .	1					
$\begin{array}{ccc} Extract & Extracts & Base \\ Save \ DC & per \ day & Extracts \end{array} \ + \\$	INT - 4 INT - 8 INT - 8 INT - 12						
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2							
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Extract Save DC = 10 + INT + Extract Level							
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DISCOVERIES Alchemist							
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10		*			MUTAGE	NS	Ĭ.
		Strength Bonus		\rightarrow -1	Intelligence Penalty	+ AC Natural A	Armour
11		Dexterity Bonus		$\rightarrow \boxed{-V}$	Wisdom Penalty	DURATION	Alchemist
12		Constitution Bonus		\rightarrow $\boxed{-C}$	HA Charisma Penalty		Level mins ×
		`	_	-	ВОМВ	<u> </u>	<u> </u>
POISON RESISTANCE POISON RESISTANCE FORTITUDE SAVE BO	ONUS		d6 +				
+		<u></u> В	ASIC DAMAGI	E 🛧		OTHER DAMAGE	Bombs Today
Level 10 Immune to all poisons		Alchemist Level				hemist Miso	
MUNDANE POTIONS	*	(÷ 2)	INT	=	+ INT +	
			und up) PLASH DAMAG	LE J	SAVING THROW DC	Alchemist	
		▼ 3P	+	▼	=10) + (Level ÷ 2) +	INT
			Splash		Use this DC for Sp	ash reflex saves,	(Round down)
			ft radius		Discovery fortitude		

CAVALIER Cavaller Level	*	MOUNT		ı
ORDER	Name			
	Creature type			Mounted Speed
NY COTTO				ft so
EDICTS	CHARGE	Attack Bonus	Damage	Critical Range
	Level Cavalier's No Armour (Charge + 4 Check penalty when charging.		
ABILITIES	Level Mighty Ch		Attack of Owner	× 2
Level	Summanna (sh, disarm, sunder or trip on successful cha	$\times 2/\times 3$	unity.
2	20 On critical h	it, target is stunned (or staggered if they prices if using a lance)		rds.
Level	Charge attack	Attack Bonus	Damage	Critical
0			d	×
Level	N.	TACTICIAN		
15	FEAT SHARING PER DAY	Cavalier Misc Level	Feat Sharing	
CHALLENGE	= 1 +		Today	
HALLENGES Cavalier Misc ER DAY Level	FEAT SHARING	Cavalier Misc	□□□ Rounds Shared	1
= (÷ 3) +	DURATION	Level	This Encounter	,
Challenges (Round up)		(÷2)+		
Totay 🔲 🗆	TEAMWORK FEATS			
IELEE DAMAGE Cavalier Misc ONUS Level				
= +				
ake -2 penalty to AC against any enemy except challenged target				
Level Challenged target suffers -2 penalty to AC against any target other than you.	□ Level			
CAVALIER ORDER — CHALLENGE ABILITY				
	Level			
	17			
SKILLS				
Level EXPERT TRAINER Level ÷ 2				
raining = + Handle Animal Bonus				
hen training an animal to serve as a mount				
CAVALIER ORDER — SKILLS				
BANNER				
Level = Cavalier Level ÷ 5				
Attack + =				
Saving Throw Bonus + = + 1				
Level + 2 Bonus to saves against charm and compulsion effects				



ORACLE					1 1	X	MYST	ERY	,
CURSE Debty Debty CURSE CURS		ORA	CLE	l evel	11	Mystery		1	Revelations
See					+	Deity			
Lorent 2 Lorent 4 Lorent 5 Lorent 1 Lor			CURSE		,	Bonus Spells			
Concentration						Level		2	
SPELLS Spell Spe									
Spells Spell Spe						4		3	
Spell Spel									
1	Snells	Snell	0 11	Rase F	Ronus Snells				
1		Save DC	per day	= Spells +	4 8 1 2 2 3 3 5 5 1 3 5 5 5 5 5 5 5 5 5 5 5 5 5 5			4	
1					СНА				
Level 1								5	
Final Revolution Final Revolution Final Revolution Final Revolution Final Revolution RNOWN SPELLS RNOWN SPELLS RNOWN SPELLS RNOWN SPELLS SCROLLS 1 2 2 4 4 4 4 4 4 4 4 4 4 4			3					5	
Spell Same DC - 10 + CHAH + Spell Level Concentration = CHA + Caster ARCANE SPELL FAILURE THRESHOLD 98 SCROLLS 1 POTIONS 3 4 4 4 7 WANDS 6 8 8 8 8 9 9 9 9 9 9 9 9 9									
Spell Save DC = 10 + ChA + Spell Level Concentration = CHA + Caster ARCANE SPELL EATLURE THRESHOLD SCROLLS 1 POTIONS 3 4 4 4 4 7 WANDS 6 8 8 8 9 9 9 9 9 9 9 9 9 9								6	Final Revelation
Spell Save DC = 10 + ChA + Spell Level Concentration = CHA + Level ARCANE SPELL FAILURE THRESHOLD 96 SCROLLS 1 POTIONS 3 4 4 4 5 WANDS The specified of the specifi						Level			
Spell Save DC = 10 · CHA + Spell Level Concentration = CHA + Caster ARCAMS SPELL FAILURE THRESHOLD 96 SCROLLS 1 POTIONS 3 4 4 WANDS 6 8 8 9 9			8			18			
Concentration = CHA + Caster Level ARCANE SPELL FAILURE THRESHOLD % SCROLLS 1 POTIONS 3 4 4 5 WANDS 6 7 7 8 8 9 9			9			X	KNOWN	SPELLS	*
ARCANE SPELL FAILURE THRESHOLD % SCROLLS 1 POTIONS 3 4 WANDS 6 7 7 8 8 9 9	Spell S	ave DC = 10 +	CHA + Spell Leve	<u> </u>					
## # # # # # # # # # # # # # # # # # #	Concent	ration	= CH	A +	Level		0		
SCROLLS 2 POTIONS 3 4 4 5 WANDS 6 3 4 7 1 3 4 9 9	ARCANI		LURE THRESH	OLD					
2 2 3 4 4 5 7 7 7 8 8 8 9 9		%							
2	``		SCROLLS		, i		1	. —	
2									
# POTIONS 3 4 5 5 7 7 8 8 8 9 9									
# POTIONS 3 4 5 5 7 7 8 8 8 9 9							2		
### POTIONS 3									
3			DOMIONIA						
4 ————————————————————————————————————			POTIONS		*		3		
# #							ПП	П	
5 WANDS 6 33 #									
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WANDS 6 7 8 ## #							5		
WANDS 6 7 7 8 8 9 4 10 10 10 10 10 10 10 10 10									
	``		WANDS						
			S □[1 000				
			CHARGI						
9 			HARGES #				8	}	
			, J.						
			HARGES #						

SUMMONER	Caster Level	KNOWN SP	PELLS
SUMMONE	R		
Summoner Level Fidolon		0	
£ Eidolon Life Link Summon monster I			
2		1	
3			
4 □ Shield ally			
5			
6 □ Maker's call		2	
7 Summon monster IV			
8 Transposition			
9 🗆 Summon monster V		3	
10 □ Aspect			
11 Summon monster VI			
12 Greater shield ally		4	
13 Summon monster VII			
14			
15 □ Summon monster VIII 16 □ Merge forms		5	
17 Summon monster IX			
18 ☐ Greater aspect		6	
19 □ Gate			
20 Twin eidolon			
SPELLS			
Spells Spell Spells Known Save DC per day	= Base +Bonus Spells Spells + Bonus Spells		
O DEFICIENT	CHA - 4 CHA - 8 CHA - 12 CHA - 12		
1	\Box		
2	0000		
3			
4			
5			
6			
7			
8		SCROLLS	POTIONS
9			
Spell Save DC = 10 + CHA + Spell Lev ARCANE SPELL FAILURE THRESH		·	
1	022		
%			
WANDS	# (
· · · · · · · · · · · · · · · · · · ·			
% # □			
CHARGES #			
CHAI			
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CHARGES ##			

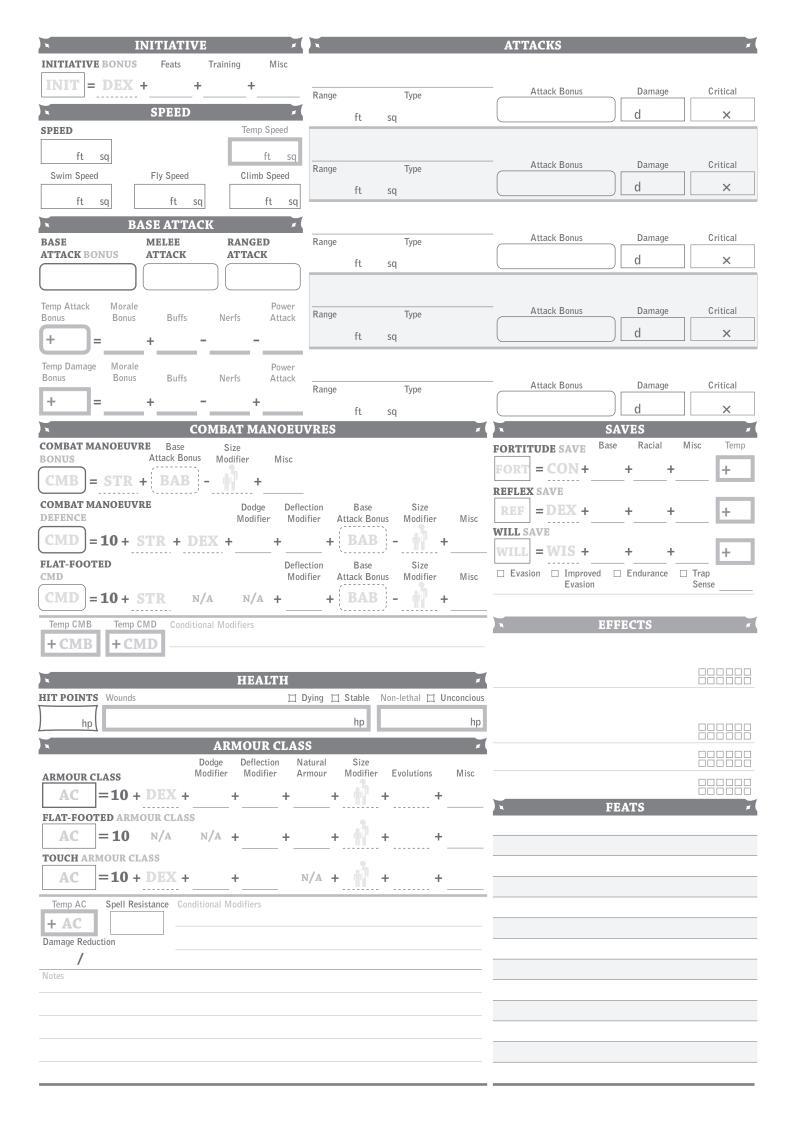


	<u>C.</u>		CILI	OIILL	-	CH400000	Base Form				Size		2		Size
		EID	OLO	N		* ONE CALL					Max Attacks				Modifie
``	_		LITIES	_	, (Hit Dice		e Attack Bonus			Skill Ranks	I	Feats
`	Ability	Item	Ability	Тетр	Temp		SUMMONER LEVEL	17.0		oonus	Attaci	(3	Italiks		
	Score	Bonus	Modifier	Score	Modifier			d10							
STR			STR		STR	POOL POOL	N			rmour Bonus	(Good	Saves l)	(Bad)		d saves: FORT
DEX			DEX		DEX							/			REF
CON			CON		CON	7			SKII	TC				_	WILL
INT			INT		INT				SKII	rr9	Class		on ^s		
			\vdash		-			Untrained	Skill Bonus		Skills +3	Ranks	Evolutions	Feats	Misc
WIS			WIS		WIS	Acrobatics			Вотгаз	DEX			~		
CHA			СНА		СНА	Appraise				INT					
Ability N	/lodifier =				Round down)	Bluff				CHA					
<u> </u>		EVOL	UTIONS	3	Ĭ.	Climb		-		STR					
						Diplomacy		-		CHA					
						Disable Dev	ice			DEX CHA					
						Disguise	-1	-							
						Escape Arti Fly	St			DEX DEX					
						Handle Anir	mal	-		CHA					
						Heal	III			WIS					
						Intimidate				СНА					+ Size diff x4
						Linguistics				INT					
						Perception				WIS					
						Ride				DEX					
						Sense Motiv		-		WIS					
						Sleight of H	land			DEX					
						Spellcraft				INT					
						Stealth				DEX					
						Survival Track	☐ Trained		7//	SURVIVA		N/A		777	
						Swim	□ ITallieu			STR		N/A			
						Use Magica	l Device			СНА	_		. ———		
						Knowledge:				INT					
						Knowledge:	Dungeoneering			INT					
						Knowledge:	Religion			INT					
						Knowledge:				INT					
						Knowledge:	The Planes			INT					
															Knawledge - INT
															çnawlec.
															Kills:
															Other skills: Craft - INT

Name

EIDOLON

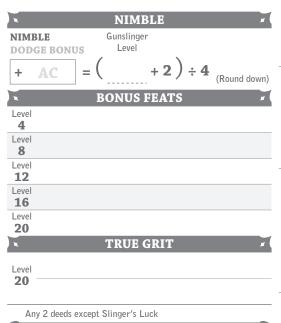
MALE



	Caster Level	PR	REPARED	SPELLS	,
WITCH	Level		0		
FAMILIAD	Bonus				
FAMILIAR Name					
			— 1		
Creature type					
SPELLS Spell Spells B	ase Bonus				
Save DC per day = Sp	pells + Spells		2		
0	bells + Spells Spells Spells				
1	7777				
2	••••				
3			3		
4					
5					
6					
7			— 4		
8					
9					
Spell Save DC = 10 + INT + Spell Level					
ARCANE SPELL FAILURE THRESHO)LD		5		
%					
PATRON SPELL Patron	.S 💌				
rativii			6		
Level					
2					
4			7		
6					
8					
10			8		
12					
14					
16			9		
18					
×		KNOWN HEXES			*

					agus	WEAPON										
		MA	GUS		evel											
					aster Level			Enhancemen	t	Attac	k Bonus	Dama	ige	Criti	cal	
*		A	RCANI	E POOL	*	- 2	Spell Combat Attack Penalt					d		,	× .	
ARCA CAPA	NE PO		/lagus Level		Misc			DE	EEMCI	VE (CASTING					
CAPA		= (2) + IN	T +		Defensive Cas		REMOT	VE (CASTING		De	fensive		
	pts				T	_	Attack Penal					Caster Level		asting Bonus	Level 8 Bonus	
		(roui	nd down, n	nin 1)		IN'	Maximum Penalty	Concen	ntration		= INT	+	+	+	2	
						Level										
_					pts	14		g Bonus is double		k Pena	alty taken					
	V	/EAPC	ON ENF	HANCEME	NT	Level		ess on casting defe spell and attempt		e atta	ck against the s	ame target,	choose o	one of:		
	WEAP	ON [Magus			20	T 7	Attack Bonus	+ 2	Spell DC B	Save		overcor ell resis	ne target'	S	
	NCEM	1	Level	4		×			PREPAR		SPELLS		CII 10010	tarioc	# (
+		=	-	· 4	(Round up)											
	Enhancement Cost			icements are pov	wered					0						
Magus	iancei t	Tron	1 your Arc	arie Pooi						U						
Level	Enh	ENI	HANCEN	MENT												
5 -	+1	□ Flan	ning 🗆	Frost Keer	n 🗆 Shock											
	+2	□ Flan	ning burst	☐ Icy burst [☐ Shocking burst											
9	+3	☐ Spee	ed							1						
13	+4	□ Dan	cing													
17	+5	□ Vorp	pal													
•			SPE		"											
	pell /e DC		Spells per day	= Base +	Bonus Spells					2						
		0			T Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z Z											
		1			7777											
		2														
		3			$\phi \phi \phi \phi$											
		4								3						
		5														
		6														
Spell	Save D			Spell Level ELL FAILURE												
	%	6 THR	ESHOLI)												
*		M	AGUS A	ARCANA	"					4						
ARCA! KNOW			Vlagus Level													
		=		3	Arcane											
					Pool Cost											
1					pts					5						
2					pts											
3					pts					6						
					pts											
4								SPELL RE	CALL /	KN	□□□ OWLEDGE	POOL.			" (
4					pts	Level	Spell Recall			-177	Arcane		Metam	agic		
						4	Reprepare any sp		oday		Pool Cost =	Spell Level +	Adjusti			
5					pts	Level 7	Knowledge Pool Prepare any Mag		wn		Arcane Pool Cost =	1 pt				
							Improved Spell	Recall			Arcane	Spell .	2). [Vletamagi	С	
6					pts	Level 11	Reprepare any sp		oday		Pool Cost =	Level -	-)+,	Adjustmen	t	
						11	Improved Spell I Prepare any know		t action		Arcane Pool Cost =	Spell Level	(canno	t use meta	ımagic)	





19 Stunning Shot

Death's Shot

,						FIREARMS						
•					I	TREFARMS		Capacity				
						Attack Bonus	Damas	ne Critical				
Rang	е		Misfire	,		Attack Donus	Damag					
	ft	sq	1 -	(ft) _		d	Canacity				
								Capacity				
Rang	e		Misfire			Attack Bonus	Damag	ge Critical				
	ft	sq	1 -	(ft)		d	×				
								Capacity				
Rang	e		Misfire			Attack Bonus	Damag	ge Critical				
	ft	sq	1 -	(ft)		d	×				
								Capacity				
D	_		Misfire			Attack Bonus	Damag	ge Critical				
Rang	e ft	sq	1 -	(ft)		d	×				
	10	34			117			Capacity				
						Attack Bonus	Damag	ne Critical				
Rang			Misfire 1 -	(.)	Treater Deliver	d	×				
5	ft	sq		_	ft)							
*						DEEDS		•				
Level	Deadeye		Б. I			beyond first range inci		1 pt per range incremen				
1	Gunslin	ger's	Dodge			ediately; +2 AC again drop prone for +4 AC		ack Cost: 1 p				
	Quick C	lear		Fix	a broken f	irearm as standard ac	tion Cost: (1 p	t to fix as a move action				
	Gunslin	ger I	nitiative	+2	Initiative;	(with Quick Draw, dra	w firearm as part	t of initiative)				
Level	Pistol-w	stol-whip			Surprise melee attack. One handed: d6/d4 Two handed: d10/d8 Also, CMB to knock prone							
J	Utility \$	Shot		Blast lock or Shoot unattended object or Stop bleeding								
	Dead SI	10t		Roll	all attack	s, additional hits add o	dice	Cost: 1 p				
	Startlin	g Sh	ot	On a	miss, tar	get is flat footed till its	s next turn	Ė				
Level 7	Targetir	ng		Arı He Leg Tor	ms: drops ad: confus gs: knocke	critical range		Cost: 1 p				
Level	Bleedin	g Wo	und		_	equal to DEX 1 pt Strength, Dexteri	ty or Constitution	Cost: 1 p cost: 2 p				
11	Expert	Load	ing	Keep	o a broken	gun from exploding o	n a misfire	Cost: 1 p				
	Lightnin	ng Re	eload	Relo	ad as a sv	vift action once per rou	und (with Rapid R	Reload, free action)				
	Evasive			Gair	1 Evasion	and Uncanny Dodge		*				
Level 15	Menacii	ng Sł	ıot			air to inspire fear with	hin 30ft	Cost: 1 p				
	Slinger ^e	's Lu	ck		Reroll a saving throw (must take second roll) Reroll a skill check							
Level	Cheat D	eath		Rest	tore hp equ	Cost: all remaining pts						

Stun target for 1 round

* Deeds with no cost are only available while you have at least 1 grit point remaining

On a critical, Fort (DC 10 + $\frac{1}{2}$ level + DEX) or die

Cost: 1 pt

Cost: 1 pt



Ninja Level

×			NINJA .								
	Ninja Level										
	1		Poison Use Sneak Attack								
	2		Ki Pool Ninja Tricks								
	3		No Trace								
	4		Uncanny Dodge								
	6		Light Steps								
	8		Improved Uncanny Dodge								
	10		Master Tricks								

S	NEAK ATTAC	CK CK	*
SNEAK DAMAGE BONUS	Ninja Level	Misc	
d6 =	÷ 2) +(Round	up)

Hidden Master

Sneak attack damage can be applied when a target is flanked or is denied their $\ensuremath{\mathsf{DEX}}$ bonus to AC.

On ranged attacks, it only applies within 30 ft.

It is not multiplied by critical hits.

20

It cannot be non-lethal unless using a non-lethal weapon.

×	NO TRACE	#
NO TRACE BONUS	Ninja Level	Misc
+	= (÷ 3	+
		(Round down)

8

9

10

11

12

13

14

No Trace bonus is added to:

- the DC of a Survival check to track the Ninja;
- Disguise skill checks
- opposed Stealth checks while stationary

KI POOL	×
KI POOL Misc	
CAPACITY Ninja Level	
= (÷ 2) + CHA +	
(Round down) Ki Pool	
Treat any jump check as if from a running start As long as you have at least one ki point	Ki cost
Make one additional attack when making a full attack	1
Increase your move speed by 20ft for one round	1
+4 insight bonus to Stealth checks for one round	1
Level Hidden Master: cast Greater Invisibility as a standard action Trade sneak attack dice for ability score damage	2
NINJA TRICKS	×
TRICKS Ninja Misc	
Evel	Sneak Attacl Trick
1	
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<u> </u>	
5	
6	



	-	_	_	_	_	_	_	_	
	1								
Samurai	- 1								
	- 1								
l evel	-								
LCVCI	- 1								

ORDER	*								
EDICTS									
ABILITIES									
Level									
2									
Level									
8									
Lovel									
Level									
CHALLENGE	#								
CHALLENGES Samurai Mis	С								
PER DAY Level									
= (÷ 3) +									
Challenges	(Round up)								
Today									
MELEE DAMAGE Samurai Misc									
BONUS Level									
=+									
Take -2 penalty to AC against any enemy except challed	enged target								
HONOURABLE STAND									
Level Once per day, while fighting a challenge: • immune to being shakened, frightened	or nanicked								
remain conscious below 0 hp									
 may spend one use of Resolve to reroll Level 16: Twice per day 	any save.								
Level DEMANDING CHALLENGE Challenged target suffers -2 penalty to A	C against								
12 Challenged target suffers -2 penalty to A any target other than you.	o agamst								
LAST STAND									
Level Once per day, while fighting a challenge: • all weapons (except criticals) do minir	num damass								
 all weapons (except criticals) do minir remain conscious and not staggered be 									
cannot be killed by weapons except by	target								
SAMURAI ORDER — CHALLENGE ABI	LITY								
5									
BANNER	—								
	avalier evel ÷ 5								
Attack + =									
Saving									
Throw Honus + 1									
Level + 2 Bonus to saves against char	·m								
and compulsion effects.									

Name								
Creature ty	уре		Mounted Speed					
			ft sq					
×		RESOLVE	*					
RESOLVE PER DAY	Samurai Level	Misc Resolve Today						
	= (÷	2)+	Regain one use of Resolve when you defeat the target of a Challenge					
		(Round down)						
1	DETERMINED	Recover from being fatigued, shake Level 8: recover from being exhaus	nd or sickened sted, frightened, nauseated or staggered					
J	RESOLUTE	Take the better of two rolls on a For	rtitude or Will save					
ı	UNSTOPPABLE	Immediately stabilise and remain conscious (but staggered)						
□ Level 9	GREATER RESOLVE	Convert a confirmed critical hit to a	a standard hit					
□ L evel 17	TRUE RESOLVE	Spend all remaining resolve (at leas	st 2) to avoid death					
``		WEAPON EXPERTISE	,					
Level	Draw selected weapon as a	n immediate action:						
3	☐ Katana ☐ N	aginata 🔲 Wakizashi	☐ Longbow					
	+2 to confirm critical hits	with selected weapon						



Ronin Level	1	-	_	-	_	-	_	-	

	(0)							
CODE O	RONIN							
CODE OI	F HONOUR							
	CELE DELIANTE							
Level SELF RELIANT Retry a will save after the 2nd round of duration Roll twice to stabilise								
l evel	WITHOUT MASTER							
B Level	Once per combat: remain at 1 hp; reroll to confirm a critical hit; or take 10 on a skill check during combat							
Level	CHOSEN DESTINY							
15	Roll twice against charm or compulsion Once per day, take 20 on any d20							
	CHALLENGE							
`								
CHALLEN PER DAY	IGES Ronin Misc Level							
PEK DAY								
	$=(\div 3)+$							

BONUS =

Take -2 penalty to AC against any enemy except challenged target

(Round up)

Challenges Today

HONOURABLE STAND

Ronin

Level 11

MELEE DAMAGE

Once per day, while fighting a challenge:
• immune to being shakened, frightened or panicked
• remain conscious below 0 hp

Misc

- may spend one use of Resolve to reroll any save.

Level 16: Twice per day

DEMANDING CHALLENGE

Level ${\it Challenged\ target\ suffers\ -2\ penalty\ to\ AC\ against}$ **12** any target other than you.

LAST STAND

Level

Once per day, while fighting a challenge:

- **20** • all weapons (except criticals) do minimum damage
 - \bullet remain conscious and not staggered below 0 hp
 - cannot be killed by weapons except by target

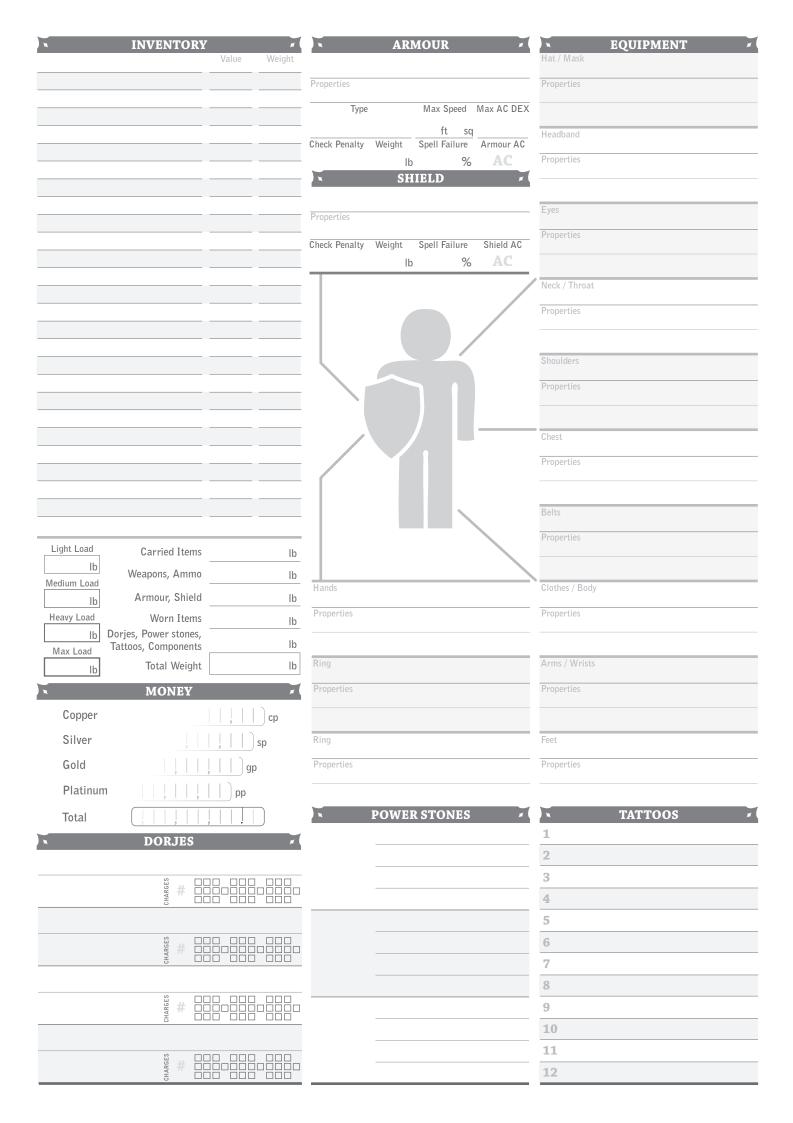


		BAN	NER		-
Level 5			=	Ronin Level	÷ 5
Attack Bonus	+	=			
Saving Throw Bonus	+	=	_+1		
□ Level 14	+ 2		o saves against ipulsion effects	charm	

X	MOUN	ЛТ	,				
Name							
Creature type			Mounted Speed				
			ft sq				
X	RESOL	VE	,				
RESOLVE Ronin Level = (÷ (Round dow	Misc (2) +	Resolve Today	Regain one use of Resolve when you defeat the target of a Challenge				
DETERMINED	Recover from being f	,	d or sickened ed, frightened, nauseated or staggered				
RESOLUTE	Take the better of two rolls on a Fortitude or Will save						
UNSTOPPABLE	Immediately stabilise and remain conscious (but staggered)						
□ Level GREATER RESOLVE	Convert a confirmed	critical hit to a	standard hit				
□ Level TRUE RESOLVE	Spend all remaining resolve (at least 2) to avoid death						
T. Comments	WEAPON EX	PERTISE	*				
		/akizashi	☐ Longbow				



	4	4		_	-4 			CHAR	ACIEF	(-
1	JAI		Unl	Dŧ	₹R	Name								MALE
Player	PSIC	nics	unl	EASI	HED	Race				Size			•	
riayei						A Total				3126			•	Size Modifier
Campaig	n					CLASSES				Skill F	lanks H	it Die	Level	Level
XP						<u> </u>					d			Adjustment
ΛΓ						□ 2					d]
×		ABII	LITIES		# I	_ 3					d			Effective
	Ability Score	Item	Ability Modifier	Temp Score	Temp Modifier	4					d			Character Level
	Score	Bonus		Score		□ 5					d			Level
STR			STR		STR	Favoured class +1 hp or skill rank per level		hp	rks	+ III		CON er level		·
DEX			DEX		DEX	X			ILLS					*
CON			CON		CON			Skill		Class Skills	Ranks	Racial, Feats	Misc	Armour Check
INT			INT		INT		trained	Bonus		+3	rtanto	reats	111130	Penalty
			\vdash			Acrobatics			DEX					_
WIS			WIS		WIS	Appraise			INT			_		_
CHA			CHA		CHA	Autohypnosis Bluff	_		WIS			-		-
Ability I					Round down)	Climb			STR					_[
``	FEATS	& SPE	CIAL AB	ILITIE	ES 🗾	Diplomacy			CHA			-		_ !
						Disable Device	_		DEX					_[
						Disguise			CHA			-		
						Escape Artist			DEX			_		
						Fly			DEX					-
						Handle Animal			CHA					
						Heal	-		WIS					
						Intimidate	-		CHA					+ Size diff x4
						Linguistics			INT			_		
						Perception	-		WIS					
						Ride			DEX					-
						Sense Motive	-		WIS					
						Sleight of Hand			DEX INT			_		-
						Spellcraft Stealth	-		DEX			-		_:
						Survival			WIS			-		1
						Track Trained			SURVIVAL		N/A		777	
						Swim			STR					-[
						Use Magical Device			CHA					
						Knowledge: Arcana			INT					
						Knowledge: Dungeoneering			INT					
						Knowledge: Psionics			INT					_
						Knowledge: Religion			INT			_		_
						Knowledge: Nature			INT			-		-
						Knowledge: The Planes			INT			-		-
												-		-
												-		
														TNI -
														Knowledge - INT
ES														X P
UAG							□							- :S:
ANGUAGES														ther skills: raft - INT
7														# 2 #



KNOWN POWERS PSIONICS UNLEASHED Level **POWERS MAX POWER MAX POINTS** Manifester Manifester KNOWN LEVEL **POWER COST** Level =DISCIPLINE Discipline Additional Class Skills 1 ☐ Generalist UMD, □ Seer (clairsentience) Diplomacy, Perception ☐ Egoist (psychometabolism) Acrobatics, Heal ☐ Shaper (metacreativity) Bluff, Disguise, UMD $\ \square$ Nomad (psychoportation) Climb, Fly, Survival, Swim ☐ Kineticist (psychokinesis) Disable Device, Intimidate □ Telepath (telepathy) Bluff, Diplomacy, Sense Motive 6 Discipline Talents 7 8 9 Level Discipline Abilities 2 11 8 **12** 14 13 20 14 15 **PSIONICS** 16 **POWER POINTS** Base Bonus Misc Racial PER DAY Points Points **17** pts 19 Bonus Points Manifester Level 21 = INT × ÷ 2 (Round down) 22 Power Points 23 25 26 pts 27 POWER LEVELS Power Point Power Save DC Level Cost 29 1 1 2 3 31 3 5 7 4 33 5 9 6 11 7 13 8 **15** 9 **17** Power Save DC = 10 + INT + Power Level**BONUS FEATS** Level 1 5 10 **15** 20 Bonus feats should be Psionic Feats, Metapsionic Feats

Psion

or Psionic Item Creation Feats

PSIONICS UNLEASHED Psychic Warrior			WARRIO	R'S PATH			,
PSYCHIC Level							
PSYCHIC Level Manifester Level	Tra	ance					
PATH SKILLS							
+2 4							
	Ma	anoeuvre					
	7 7 1_						
ф ф							
φ c			SECOND	ARY PATH			
	Le'	vel	SECONDA	MI FAIII			
		9					
PSIONICS	Tra	ance					
POWER POINTS Base Bonus Basial M	Misc —						
PER DAY Points Points		anoeuvre					
= + + + +		illoeuvre					
Ţ	-						
Bonus Points Manifester Level	5						
= WIS × ÷ 2		POWERS		POWERS	MAY DOINTS		
(Round	down)	KNOWN	MAX POWER LEVEL		MAX POINTS POWER COST	Manife Leve	
Power Points	———					=	
		Path Power				Level	Cost
	1						
	2						
POWER LEVELS	7 3						
Power Point Power Level Cost Save DC		Power				Level	Cost
1 1	1						
2 3	2						
3 5	3						
4 7	4						
5 9	5						
6 11	6						
Power Save DC = 10 + INT + Power Level	7						
BONUS FEATS Level	8						
1	9						
2	10						
5	11						
8	12						
11	13						
	14						
14	15						
17	16						
20	17						
Bonus feats should be Combat Feats or Psionic Feats TRANCE	18						
Level TWISTING PATH	20						
12 Switch your trance as a swift action	20)					
Level PATHWEAVING Uses 15 Gain the benefit of both trances for up to 5 mins, provided you maintain psionic focus	per day						
ETERNAL WARRIOR Level Add your wisdom modifier to attack damage	/IS						

DCic	an iz	76	unleashed 5	Soulknife	×			MIN	D BLAD	8			,
			•	Level	Blade			ength		Damage:			Thrown
SC) [[L	KNIFE	lanifester Level	Shape Light wear	oon 🗆		ltiplier	Small 1d4	Medium 1d6	Large 1d8		Range) ft 4 sq
	MI	ND	BLADE ENHANC	EMENT -				саропз					•
ENHA	NCEM			NCEMENT	□ One-hande				1d6	1d8	2d6		fft 3 sq
POOL			BONU	S	☐ Two-hande	d weapon]	1½	1d10		3d6		ft 2 sq *
+		_	+		Damage type:				<u> </u>				Throw blade sk
Soulkr Leve			Maximu	m +5 Point Cost	□ Piercing□ Slashing				DAMA	CE	ancement		
5	=1		Defending Page 1	1	□ Bludgeonin	g			Damag	e Roll I	Bonus	Strike	Misc
5			Distance	1	Changing blade requires a full-ro				d	+	+	d8	3 +
5			Flaming	1				<u> </u>	***************************************				
5			Frost	1	ATTACK BON	IUS	61						
5			Ghost touch	1	Base Attack Bonus			rength Er Itiplier	nhancement Bonus	Misc			
5			Keen	1	BAB	+(STR ×) +	+			Defaul 19-20	lt critical range , × 2
5			Lucky	1		-/ `-				i	\		+
5			Merciful	1	Range	Туре	:	+	Attack Bor	ıus	Dama	ige	Critical
5			Mighty cleaving	1	ft	sq					d	+	×
5			Psychokinetic	1									
5			Shock	1	×				MIND B	LADE			-
5			Sundering	1	ATTACK BON					ılt damage t	уре		
5			Vicious	1	Base Attack		Enhance		Slash	iing			
7			Anarchic	2	Bonus	;	Bonı 	us Mis	С				
7			Axiomatic	2		+ D1	EX +	+					
7			Collision	2	<u></u>								+
7			Flaming burst	2	Range	Туре	•	*	Attack Bor	ius	Dama	ige	Critical
7			Holy	2	ft	sq					d	+	×
7			Icy burst	2				BI.AD	E SKILL	S			
7			Mindcrusher	2				DEAD	ZE OKILL				
7			Psychokinetic burst	2	Level								
7			Shocking burst	2									
7			Suppression	2	Level								
7			Unholy	2	4								
7			Wounding	2	Level								
9			Bodyfeeder	3	6								
9			Mindfeeder	3									
9			Soulbreaker	3	Level 8								
12			Brilliant energy Coup de grace	5									
			Coup de grace		Level								
					10								
					Level								
			PSYCHIC STRIKI	E #	12								
PSYCI	HIC ST	RIK	E Soulknife										
CAPA			Level		Level								
	d8	=	(+1)÷	4 (Round down)									
		gaw	eapon with a psychic strike	,	Level								
Level 3	move a	ction stril	, or a swift action if you lo se is discharged on any atta ner successful or not.	se psionic focus.	16								
X	,	. 5 61	QUICK DRAW	,	Level								
Level	Manife	st yo	ur mind blade as a free act										
5	(More	often	when using the Multiple T	hrow blade skill)	Level								
*			ND BLADE MAST		20								
Level 20	null psi Change	onics the	eed a will save to maintain field. A blade still loses it configuration of you mind l ting any penalties from Flu	s enhancement bonus. plade as a full-round									

L DI CALL	cs un	LEASH	ED Wilder Level		`			WILD	OUNGE				
W	İLD	ER	Manifester Level		Surge T	ype				+		WILD S	
POWER POPER DAY		PSIONIC: Bonus Points	Pacial	Misc	Psychic	Enervation				1	5 %	Risk of I Enervati	
Paris Paints		Manife			Make a	E BLAST ranged touch att lasts do not trigg	ack (range 30ft) er psychic enervatio		Surge Blast Damage	d6	=		/ild Surge onus
Bonus Points		Manife Lev			Surge E	Bond							
	= CHA	A ×	÷ 2	nd down)		Improved Surge E) and						
	Powe	r Points used		′	Level	improved Surge i	oona						
			- County	7	5								
					Level 4		cieve a morale bonu age and saving throv bonus ends if you		Euphoria Bonus Eurphoria Duration	rds	=		/ild Surge onus
Power	Point	WER LEV Power	Wild Surge			PERFECT SUR						WILD S	SURGE
Level	Cost	Save DC	Save DC				nifest one power with ne power's save DC,			+ 1	10	BONUS	
1	1				Level ;	and treat the pow	er as if it were 5 lev s effect radius, and	els higher.		10	00%	Risk of I	
2	3					Anyone touching	ou during a perfect	surge suffe	rs 1d4 fire dama	age.		Enervati	ion
3	5			\			on: Using perfect su oints or hp equal to					very abil	ity score.
4	7						T/2	NOWN	DOWERC				
_	9				•	WERS		ROWER	POWERS	DOMED	DOINTS	Manife	octor
5	9				PO					PUWER		r iviaiiiie	
6	11					OWN	LEV			MAX CO		Leve	21
							LEV						EI.
6	11			_	KN	OWN	LEV				ST =		
6 7	11 13			-	KN		LEV				ST =	=	Cost
6 7 8 9	11 13 15 17	CHA + Power	er Level	-	KN	OWN	LEV				ST =	=	
6 7 8 9	11 13 15 17 DC = 10 +	CHA + Power			KN	OWN	LEV				ST =	=	
6 7 8 9 Power Save	11 13 15 17 DC = 10 +	JDE ATT			Por 1 2	OWN	LEV				ST =	=	
6 7 8 9 Power Save	11 13 15 17 DC = 10 + ELU GE	JDE ATTA Wilder Level	ACK		Por 1 2 2 3 4	OWN	LEV				ST =	=	
6 7 8 9 Power Save	11 13 15 17 DC = 10 + ELU GE	JDE ATTA Wilder Level	ACK	ad down)	Por 1 2 3 4 5 5	OWN	LEV				ST =	=	
6 7 8 9 Power Save	11 13 15 17 DC = 10 + ELU GE	JDE ATTA Wilder Level	ACK	nd down)	Por 1 2 3 4 5 6	OWN	LEV				ST =	=	
6 7 8 9 Power Save	11 13 15 17 DC = 10 + ELU GE	JDE ATTA Wilder Level	ACK	nd down)	Pov 1 2 3 4 5 6 7	OWN	LEV				ST =	=	
6 7 8 9 Power Save	11 13 15 17 DC = 10 + ELU GE	JDE ATTA Wilder Level	ACK	nd down)	Por 1 2 3 4 5 6 7 8 8	OWN	LEV				ST =	=	
6 7 8 9 Power Save	11 13 15 17 DC = 10 + ELU GE	JDE ATTA Wilder Level	ACK	nd down)	Pov 1 2 3 4 5 6 7 8 9	OWN	LEV				ST =	=	
6 7 8 9 Power Save	11 13 15 17 DC = 10 + ELU GE	JDE ATTA Wilder Level	ACK	nd down)	Poor 1 2 3 4 4 5 5 6 6 7 8 9 10 10 10 10 10 10 10 10 10 10 10 10 10	OWN	LEV				ST =	=	
6 7 8 9 Power Save	11 13 15 17 DC = 10 + ELU GE	JDE ATTA Wilder Level	ACK	nd down)	Pov 1 2 3 4 5 6 7 8 9	OWN	LEV				ST =	=	
6 7 8 9 Power Save	11 13 15 17 DC = 10 + ELU GE	JDE ATTA Wilder Level	ACK	nd down)	Poor 1 2 3 4 4 5 5 6 6 7 8 9 10 10 10 10 10 10 10 10 10 10 10 10 10	OWN	LEV				ST =	=	
6 7 8 9 Power Save	11 13 15 17 DC = 10 + ELU GE	JDE ATTA Wilder Level	ACK	nd down)	Poor 1 2 3 4 4 5 5 6 6 7 8 9 10 10 10 10 10 10 10 10 10 10 10 10 10	OWN	LEV				ST =	=	
6 7 8 9 Power Save	11 13 15 17 DC = 10 + ELU GE	JDE ATTA Wilder Level	ACK	nd down)	Poor 1 2 3 4 4 5 5 6 6 7 8 9 10 10 10 10 10 10 10 10 10 10 10 10 10	OWN	LEV				ST =	=	

TOWN OF STADERS	Artificer	1		ARTI	FICER	7
ARTIFICER	Caster Caster	Artifice Level	r		Crafting Abilities	Elbow Grease
TATELENIMICANO	Level	1		Jack of All Trades	Weird Science	+2
Invention Invention Level Inventions = Base	Bonus	2		Item Creation	Scribe Scroll	
Save DC per day Inventi	ions _{INT}	3		Bonus Feat	Brew Potion	
2		4		0.1	Craft Wondrous Item	
3		5 6		Salvage Metamagic Science	Craft Magic Arms and Armour	+4
4		7		Wetamagic Science	Craft Wand	
Invention Save DC = 10 + INT + Spell Lev Invention time = 4 hours per spell leve		8		Bonus Feat		
INVENTION USES Artifier		9			Craft Rod	
PER DAY Level	÷ 2)	10				+6
	(Round up)	11		Improved Metamagic Science		
USE MAGICAL DEVICE DC 15 To use an invention crafted by som	neone else	12		Bonus Feat	Craft Staff	
DC 20 To use an invention when its uses a		13 14		Improved Jack of All Trades	Forge Ring	
rising 1 each time it's used DC 25 To use several magical effects at of	once	16		Bonus Feat	Torge King	
plus the number of effects		19		Bonus Feat		
CRAFT MAGIC ITI	EM	20		Exemplar		
DC 20 To create a magical item plus required caster level				BONUS	FEATS	
Salvaging a magical item takes one day, and equal to the cost of the materials that can be items. It cannot be spent. When deconstructing a wand with some sper recovered is an equivalent fraction of the cost salvage Value	e used to craft other nt charges, the value	□ Exte Metamagi		ell +1	Skill Focus MAGIC ITEMS	,
WANDS	,					
§ # □□□						
§ # □□□						
§ # □□□		1		SCROLLS	POTIONS	*
§ # □□□						
§ # □□□						
% # □□□						
₩ # □□□						

-
Domain
Granted Power

T	OME	OF	SEC	RETS
	PF	RI	ES	T
		0	F	

Priest Level	1
Caster	

	PKIES		evel			
40) CAN	OF		evel		•	
X	DOMA	INS	7		0	
Domain			Domain		-	
Granted Powers		(Granted Powers	Domain Spell + 1		
				Domain Spell + 1		
					4	
	2				1	
	3					
	4					
	5			Domain Spell + 1		000
	6			Domain Spell + 1		
	7 8				2	
	9					
Domain		Add	litional Domain		-	
Granted Powers			Granted Powers		-	
dianted i owers			granted rowers	Domain Spell + 1		
				Domain Spell + 1		
	1				3	
	2				3	
	4					
	5					
	6			Domain Spell + 1		
	7			Domain Spell + 1		
	8				4	
	9				*	
X	SPEL	LS				
Spell Save DC	Spells per day	= Base +	Bonus Spells			
	0		WIS WIS-	Domain Spell + 1		
	1 + 2	+ 2	7777	Domain Spell + 1		
	2 + 2	+ 2			5	
	3 + 2	+ 2	-		_	
	4 + 2	+ 2	000			
	5 + 2	+ 2	$\varphi \varphi \varphi$	Domain Spell + 1		
	6 + 2	+ 2		Domain Spell + 1		
	7 + 2	+ 2			6	
	8 + 2	+ 2			-	
	9 + 2	+ 2				
	= 10 + WIS + Spe		Caster	Domain Spell + 1		
Concentration		WIS +	Level	Domain Spell + 1	7	
Channel Besiti	CHANNEL		zation Engage			
	ve Energy					
CHANNEL ENE			Today	Domain Spell + 1		
=	3 + CHA	⁺		Domain Spell + 1	8	
ENERGY ROLL	Priest Level		Misc			
	= (÷ 2) +		Damaia Chall		
0.0	·	Priest	(Round up)	Domain Spell + 1	-	
WILL SAVE DC		Level)	Domain Spell + 1	9	
	= 10 + (÷ 2			-	
			(Round down)			

PREPARED SPELLS

		OME OF SECRETS St	naman	×				SPIRIT COMPANION				"
		SHAMAN	Level ;	COMPANION	Ī						CREAT	TURE TYPE
Shamai	n	SHAMAN	Spiritual	ļ								
Level	11	Communicate with caivit	significance						_			
1		Communicate with spirit See spirit	bonus	CONTROLLE			Lo	CONTROL SPIRIT				Spirit's
2		Spirit companion		CONTROLLEI SPIRIT	Charis	sma	-	PIRITS				Charisma
3		Bonus feat		CAPACITY	Scor	'e						
4					=							
-		Summon spirit										
5		Control spirit		T		-		SPIRIT HEAL				
6		Bonus feat		HEALING				Healing		SPIRIT	Γ	Shaman
7		Spiritual significance (self)		PER DAY				Today □□□		HEALI	NG	Level
8		Spirit heal	+1		= CH	A + 2	2				d6 =	=
9		Bonus feat		×				SPIRIT WALK				*
10		Spirit walk	+2	TETHER RANGE		Shamai	n		BREA RISK	AKING	10-min	
11		Spiritual significance (other)	ft	ca =	LCVCI	×	150 ft /30 sq			=	× 10 %
12		Bonus feat	+3	IL	sq =					/0	_	
13		Spirit heal, mass		METAMAGIC:	EE ATC		TTI	BONUS FEATS EM CREATION FEATS	01	THER FE	E ATC	*
14		Tether spirit	+4	☐ Bouncing S		+1		Awakened Arcane Bond		Alertne		
15				□ Dazing Spe		+3		Brew Fleshcrafting Poison			l Affinity	
		Bonus feat		□ Disruptive□ Ectoplasmi		+1 +1		Brew Potion Craft Construct		Deceit		
16		Control living spirit	+5	□ Elemental	Spell	+1		Craft Magic Arms and Armo	r 🗆	Diehar		
17		Break spirit		☐ Empower S		+2 +1		Craft Rod Craft Staff		Fleet Great	Fortitude	
18		Bonus feat		□ Extend Spe		+1		Craft Wand				Fortitude
19		Bonus feat		☐ Focused Sp		+1		Craft Wondrous Item		Intimic Iron W	dating Pro	owess
20		Lasting spiritual significance		☐ Heighten S☐ Intensified		+1		Forge Ring Improved Arcane Bond			ııı ved Iron W	/ill
<u> </u>		SEE SPIRIT		□ Lingering S		+1		Scribe Scroll		Leader		
		vledge (spirits) to add this bonus to	next skill check	☐ Maximize :☐ Merciful S		+3 +0				_	ing Reflex ved Lightn	ces iing Reflexes
INSIG	нт в			□ Persistent	Spell	+2				Persua	sive	
		= CHA		☐ Quicken Sp ☐ Reach Spe		+4				Self-Su	ufficient Penetratio	ın
-		SKILLS	Ĭ.	□ Selective S		+1						enetration
CRAFT:		ve an item spiritual significance		☐ Sickening S		+2						
		reate a tether		☐ Silent Spel☐ Still Spell☐	I	+1 +1						
		E: SPIRITS		□ Thanatopic	Spell	+2						
DC 15	To ga	ain the insight bonus from See Spir	ʻit	☐ Threatenin	-							
PERFO	RM: F	RITUAL		☐ Threnodic ☐ Thundering		+1 +2						
To comn	nunica	ate with spirits		□ Widen Spe		+3						
DC 15	to co	ersuade an indifferent or unfriendly mmunicate, or a spirit associated v ty that is unfriendly to shamans		~								
DC 20	То ре	ersuade a hostile spirit to communi	cate									
DC 25	a dei	ersuade a spirit that is associated v ty that is unfriendly to shamans to nunicate.	vith									
To sumn	-											
		ımmon any spirit										
	non-p	Immon an unembodied spirit of a particular spell effect										
nc 13		ımmon an unembodied spirit of a cular spell effect										
		ımmon an unfriendly deceased spir										
DC 25		ımmon any type of spirit associated ty unfriendly to shamans	d with									
DC 30		immon any type of spirit associated ty hostile to shamans	d with									

DC 30 To locate a spirit with a desired ability

To tether spirits DC 20 To break a tether Spirit's Charisma

	T	OME OF SECRETS	Witch	×	Г	DEVOTEE '	TALENTS		# 1
W		CH HUNTE	R Hunter Level	TALENTS KNOWN	Witch Hunter Level	Misc		Level	Advanced
×		DEVOTEE TAL	ENTS	KNOWN				10	Talents
Witch Hunter			Witch		_ ()	,	(Round down)		
Level		Devoted Strike	Focus	1					
1		Witch Sense							
2		Devotee Talent		2					
3		Detect Curse							
4		Devotee Talent		3					
5		Spellbane							
6		Devotee Talent		4					
7		Disruptive		_					
8		Devotee Talent		5					
9		Cursebreaker	+1	C					
10		Advanced Talent		6					
11		Spellbreaker		7					
12		Advanced Talent		*					
13		Backlash	+2	8					
14		Advanced Talent							
15		Greater Spellbane		9					
16		Advanced Talent							
17			+3	10					
18		Advanced Talent							
19		Uncursed		11					
	_	Mystic Null							
20		Advanced Talent		12					
×		WITCH SEN	SE .						
Percepti Check	ion	= 30 - Highest Level or - Nu	ımber of Vitches	×		DEVOTED			*
DC		Hit Dice		DEVOTED S' PER DAY	TRIKES	Strike Toda	у	DAMAGE BONUS	
ATTTAC	Z D O	WITCH FOC	US 💌		= WIS + 3			+	= WIS
+	K BU	JNOS		X	SPELL		_ URSEBREAKE	R	
	LED	J GE BONUS	Witch		OR CURSEBREAKER	Uses		M. J. N	
+			Focus Bonus	PER DAY	THIC . 2	Toda;			d spellbane
DISPEL	BO	NUS =			= WIS + 3			20 uses per o	
+				BACKLASH	Witch Hunter	BACKI	LASH	BACKLASH	*
ARMOU	JR B	ONUS		WILL SAVE I				DAMAGE	
+ A	C				= 10 +	+ WIS		2d6	

	CHARACT BACKGRO		Parents	0	RIGINS	
Name Origin			FRIENDLY HOSTILE			
			Country	/ Region	/ Town	
			HOSTILE			
``	PORTRAI	Т	Religion	AFFI	ILIATIONS	
			FRIENDLY HOSTILE			
			Employer			
			Current Country	/ Region	/ Town	\$2 \frac{1}{2} \fr
			FRIENDLY HOSTILE Affiliation			- Gigallight
			FRIENDLY			e e e e e e e e e e e e e e e e e e e
			Affiliation			\$8 \\ \frac{4u_{1}}{2}
			FRIENDLY HOSTILE			
Race	APPEARAN	CE Z	*	FRIENI	DS AND FOES	\$ \\\ \mathrea{\pi_{\text{\tin}\text{\ti}\\\ \text{\text{\text{\text{\text{\text{\text{\text{\tex{\tex
Age	Height	Weight	FRIENDLY			
Eyes Defining Fea	Hair		FRIENDLY HOSTILE			
			HUSTILE			S. C. L.
Preferred CI	othing		FRIENDLY			
Motivations	PERSONALI	TY	FRIENDLY HOSTILE			
Fears			FRIENDLY HOSTILE			SS TOUR
Likes						
			FRIENDLY			*********
Dislikes			FRIENDLY			

FRIENDLY
HOSTILE

Quirks

``	PARTY INVENT	ORY	# (D	A DOTEST 1	CIINIDO	,				
		Value	Weight	P	ARTY 1	FUNDS		Cash			[]
				Copper) ср	Inventory			
				Silver			sp	Debts			
				Gold			gp	Valuables			
				Platinum			,	Other item	s		
				Total		; P		Total			
				Iotal	, ,	,	OHECT	ITEMS	, ,	,	!
				Item			Attained	Carried by / given	ı to		
					CONTA	INER		X	CONTAIN	ER	, (
					CONTIN				CONTINU	57.0	
						Value	Weight			Value	Weight
				-							
				-							
				-							
				-							
					Total Weight		lb	Т	otal Weight _		Ib
					Max Weight		lb		Max Weight		Ib
				×			NO	TES			*
	Total Weight		lb								

SPELL BOOK

Level		Level		Level	
	School		School		School
	3011001		3011001		3011001
Cost		Cost		Cost	
	School		School		School
Cost		Cost		Cost	
Cost		Cost		COSE	
	School		School		School
Cost		Cost		Cost	
	Cabaal		Cobool		Cobool
	School		School		School
Cost		Cost		Cost	
	School		School		School
Cost		Cost		Cost	
Cost		Cost		COSL	
	School		School		School
Cost		Cost		Cost	
	0.1.1		0.1.1		0.1.1
	School		School		School
Cost		Cost		Cost	
	School		School		School
Cool		01		01	
Cost		Cost		Cost	
	School		School		School
Cost		Cost		Cost	
	0-1 1		0-1 1		0-1 1
	School		School		School
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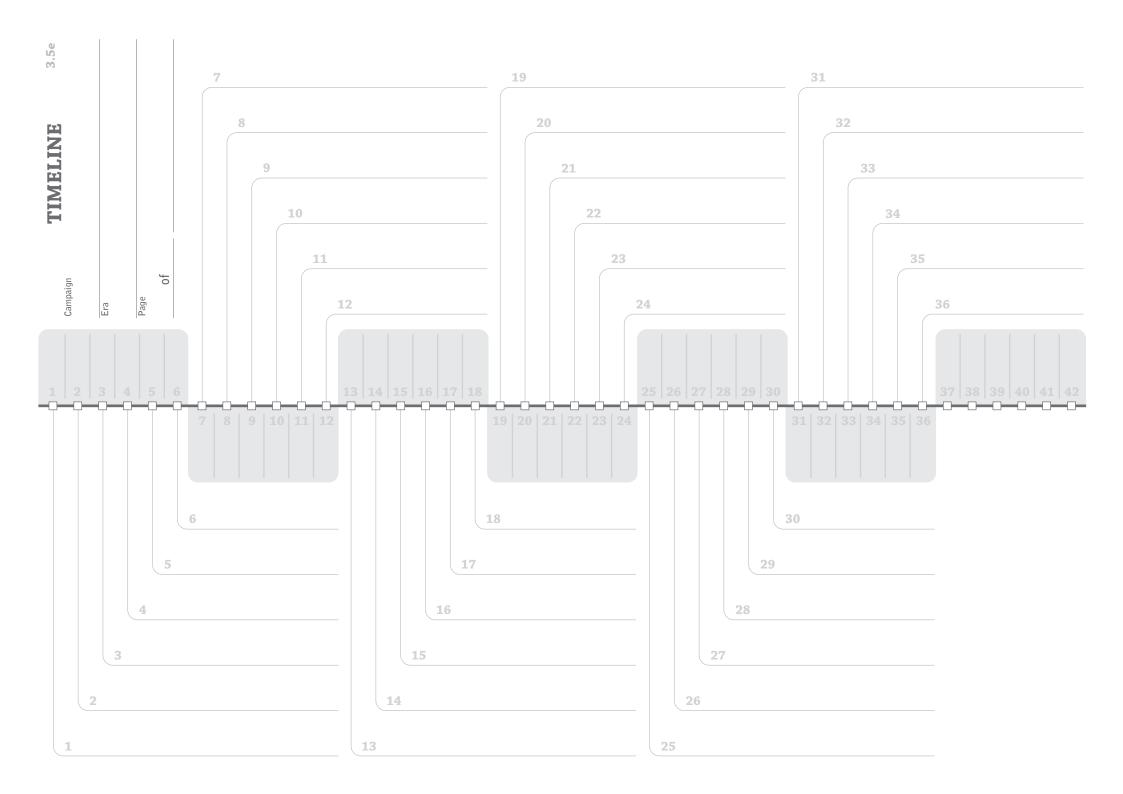
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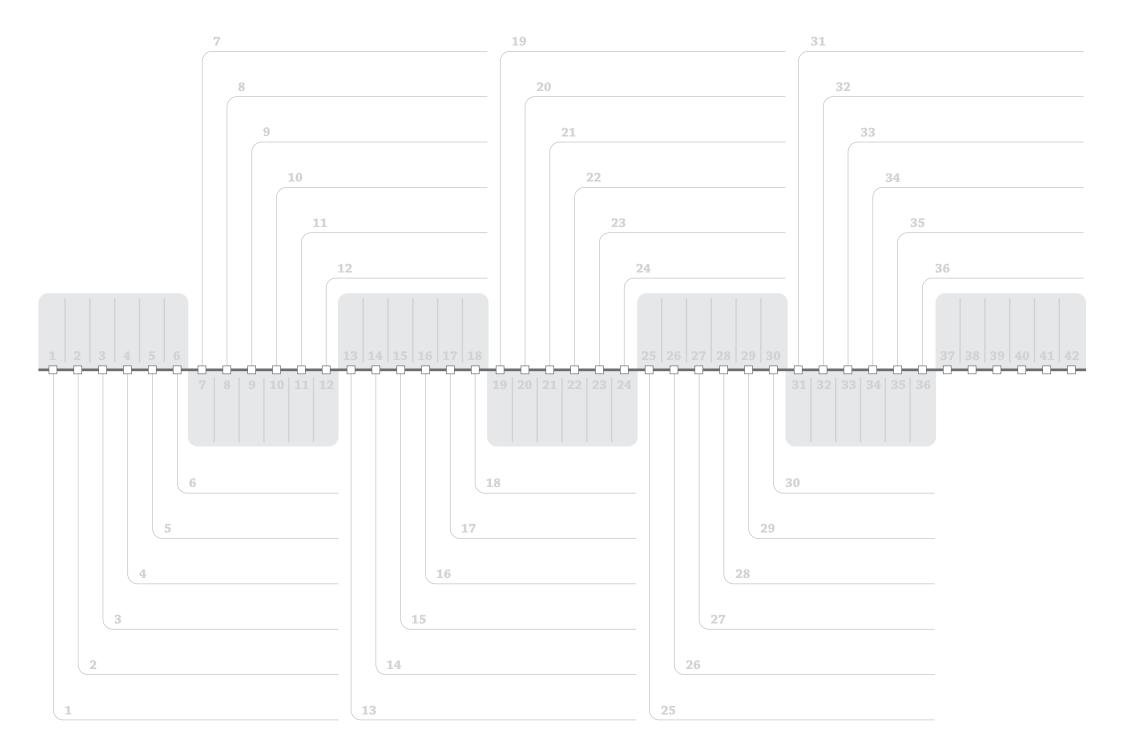
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	C	eature Type		Subtype	VA/-:I-4	Hatala			hp			hp		hp
⁶⁰⁰	AMAZ.	eature Type		Subtype	Weight	Height Ib	t HIT DICE	d	COMBAT	*	``	ATTACKS		*
0,1		3	4		×	SKILLS		-	INITIATIVE BONUS Misc					
****	× 1	l'il'	— <u> </u>					Racial, Feats	INIT = DEX +	-	Range	Attack Bonus	Damage	Critical
XP					Acrobatics	DEX			BASE ATTACK Temp Attack Temp	mp Damage	ft	sq		
	_	ABILITI	TEC		Climb	STI			[+][+		34		
	Ability	Item	Ability	Temp	Escape Artist	DEX			BASIC SPEED Swim Speed Fly	y Speed		Attack Danie		0.44
	Score	Bonus	Modifier	Bonus	Fly	DEX			ft sq ft sq	ft sq	Range	Attack Bonus	Damage	Critical
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DEX			DEX		Sense Motive	WI			ft sq ft sq	ft sq				
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INT .			INT		☐ Track ☐ Trained	SURVI			BONUS Modifier	r Misc	Ammo			
WIS			WIS		Swim	STI	R		$\begin{array}{c} \hline CMB = \frac{8}{8} \frac{1}{8} + STR + \end{array}$	+	,	#		
СНА			СНА					_	COMBAT MANOEUVRE	Dodge		Base Size		Morale
Ability	Modifier	= (Total Al	oility Score -	10) ÷ 2					DEFENCE	Modifie	r Modifier	Attack Bonus Modifie	er Misc	Bonus
	E	QUIPM	ENT	,				_	= 10 + STR + DEX	+	+	+ BAB + M	. +	+
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									AC = 10 + DEX +	- 1	+	FORT = CON+	+	
					TRICKS / FEA	TS / SPECIA	AL ABIL	ITIES 🗾	FLAT-FOOTED ARMOUR CLASS		···· ' ———	REFLEX SAVE	— ·—	
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•	1	PORTRA	AIT	,					AC = 10 + DEX	/ – 🖟	+	WILL = WIS +	+	
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CHAO!	<u> </u>		Acrobatics	DEX -	IVALIKS	IVIISC	√°]	COM	IBAT -	7.	ATTAC	KS	<i>y</i>
*******	% 11'	MALE DIAMA	Appraise	INT □			Î	NITIATIVE BONUS	Misc		111 1110	110	
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	Ability Item Score Bonus	Ability Temp Modifier Bonus	Climb	STR -			L			Range	Attack Bonu	S Damage	Critical
	ocore Bonas	STR	Diplomacy				E	BASE ATTACK	Temp Attack Temp Damage	ft	sq		
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			Spellcraft	DEX -				$\mathbf{CMD} = 10 + 8$	+ STR + DEX	+ +	+		+
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i ropertie.			Swim	STR □				AC = 10 + 1	DEX + -	+	FORT = CON	+ +	
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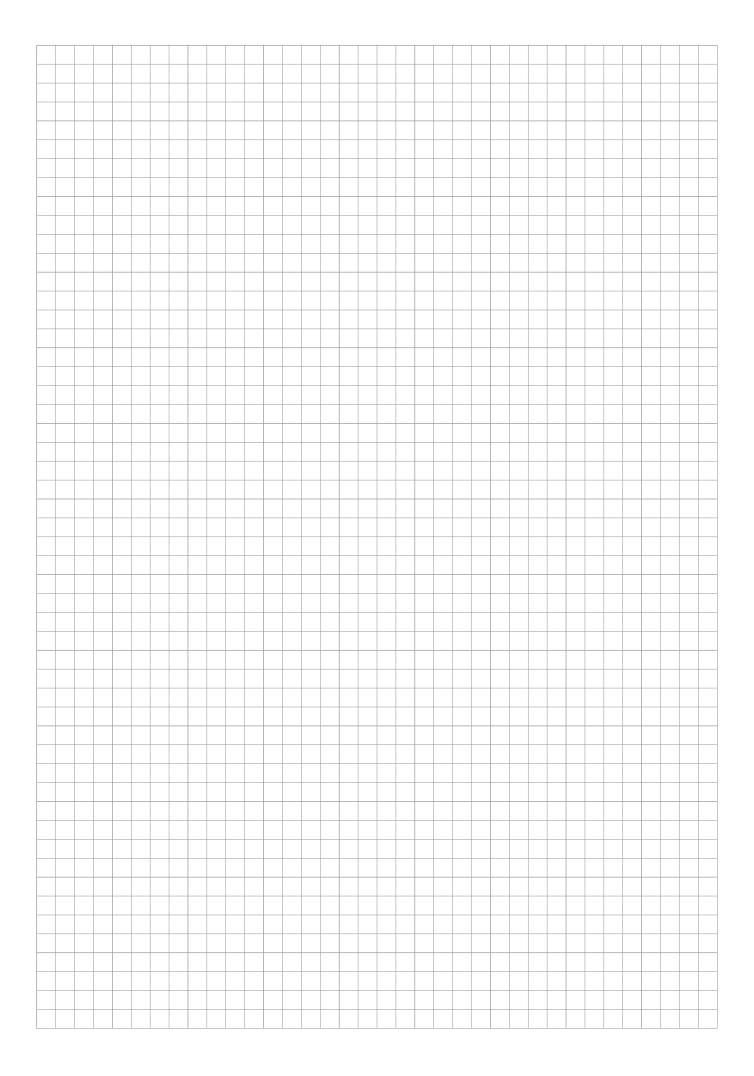
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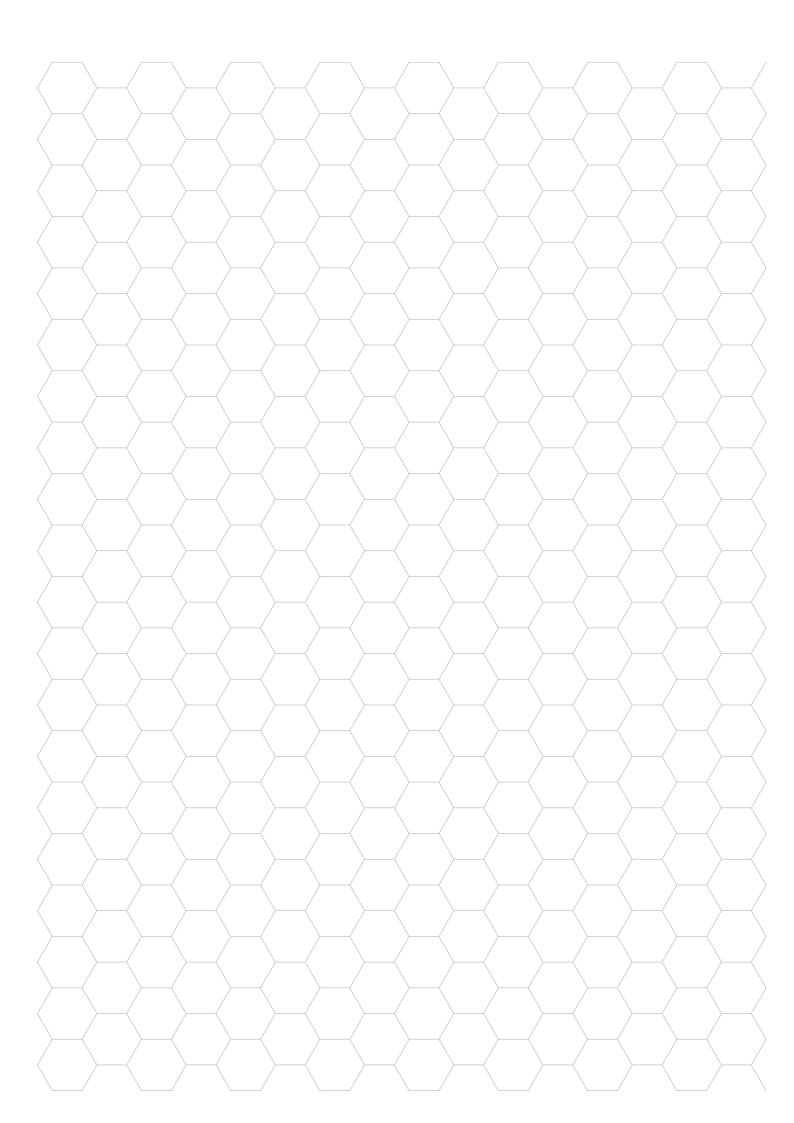


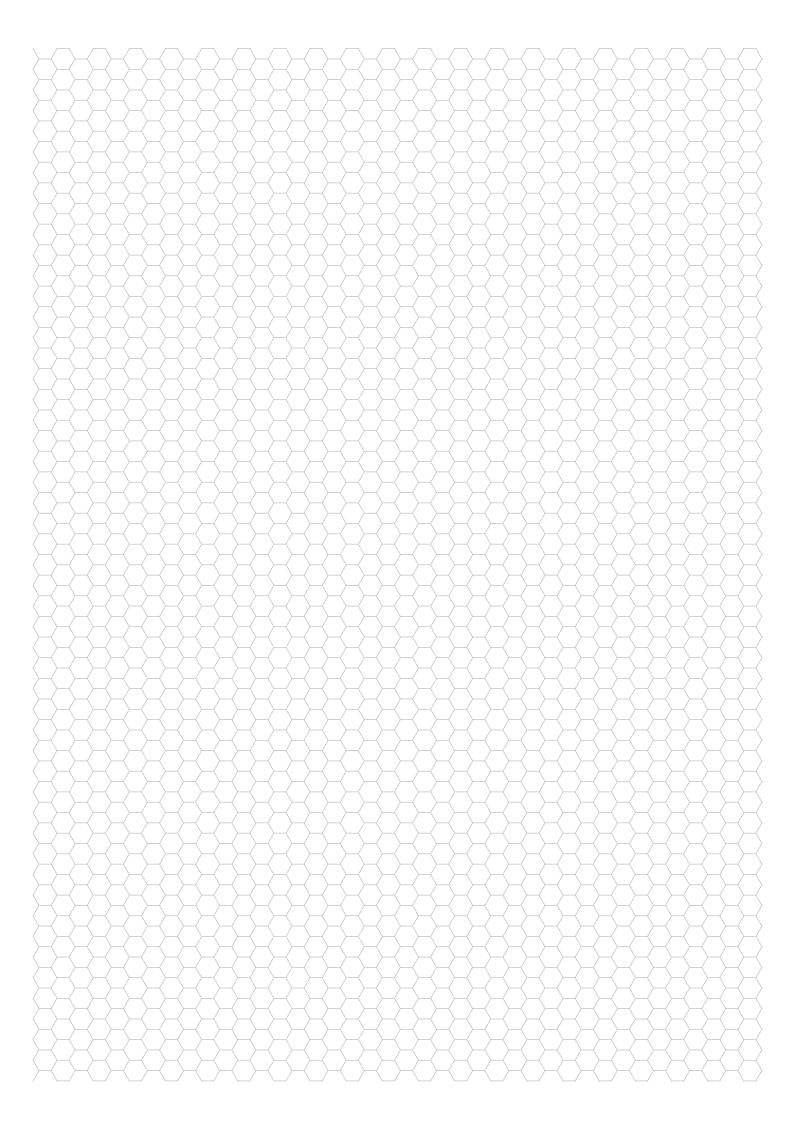


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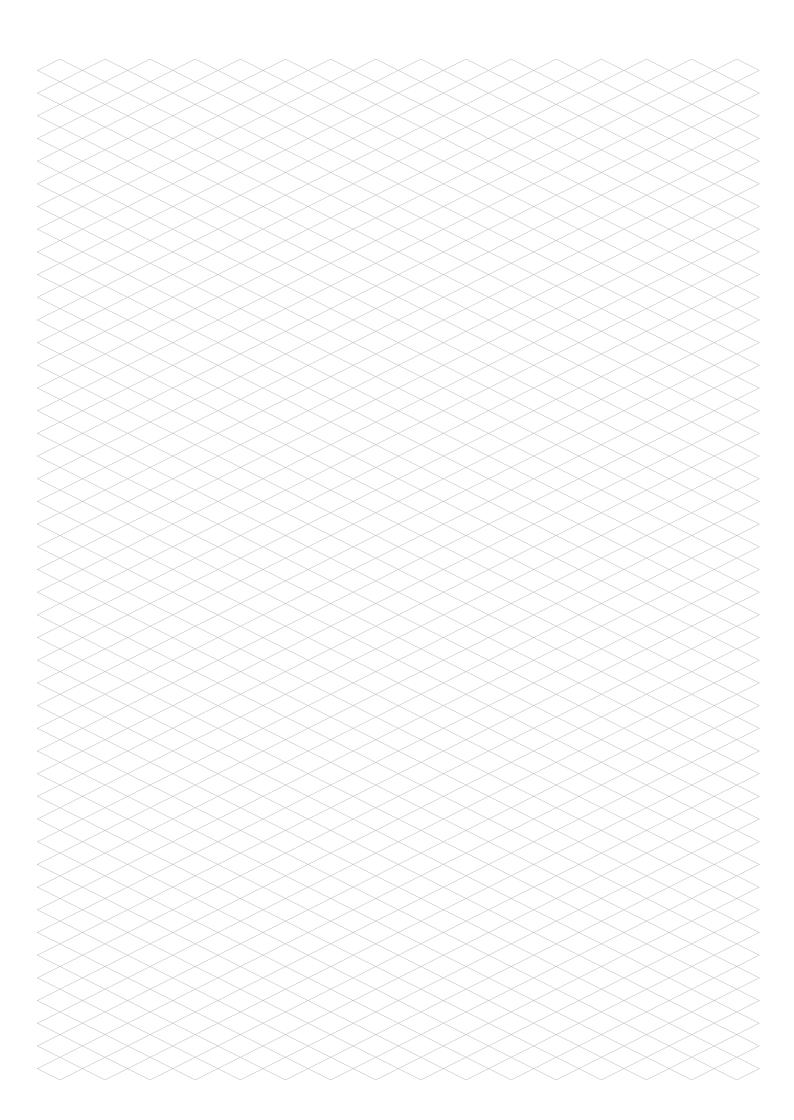
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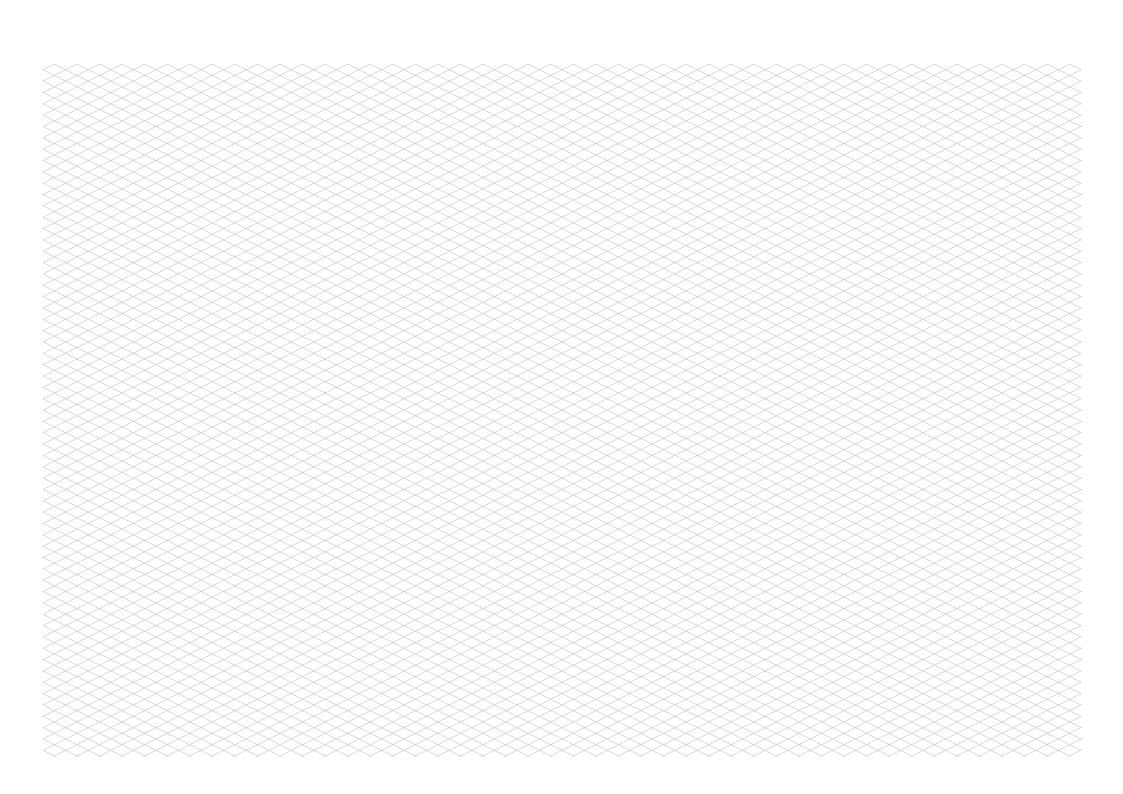


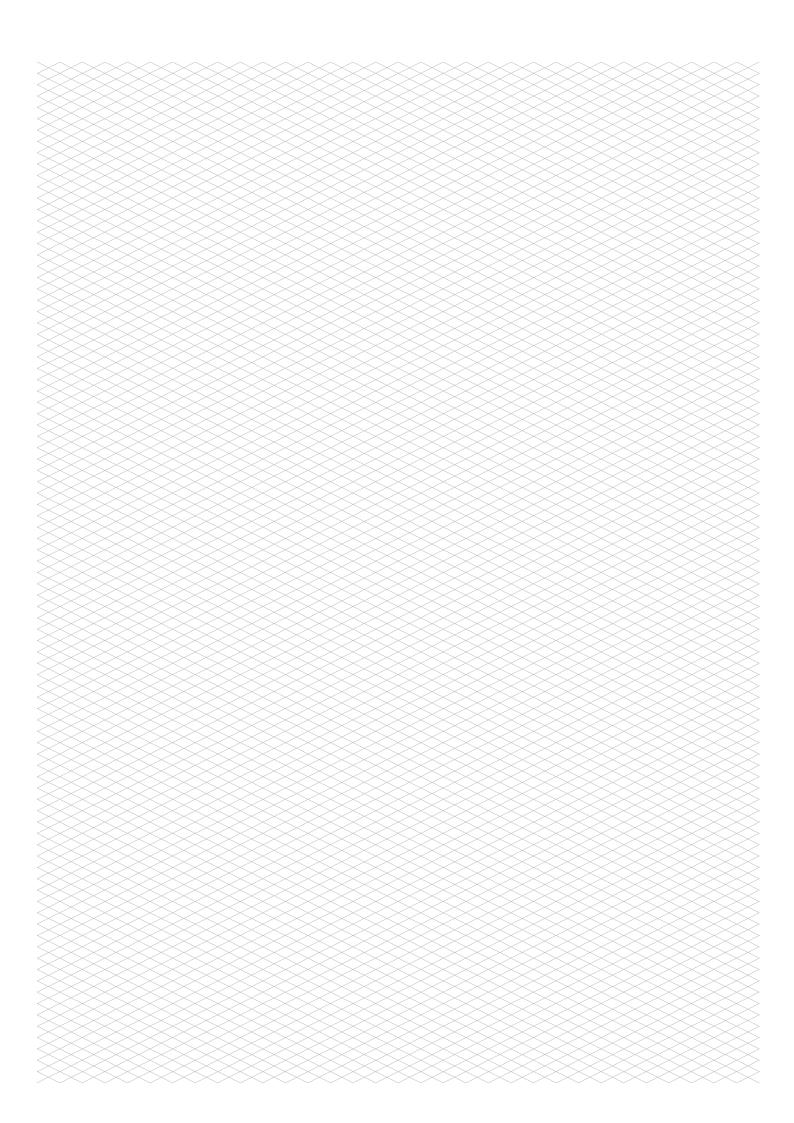












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