5	JA	THI	711	DE	R	Name		CHAR	RACTEF	₹				MALE CONTRACT OF THE CONTRACT
Player						Race				Size	<u> </u>	[	-20	Size
						***************************************							†ľ <u></u>	Modifier
Campaig	n					CLASSES				Skill Ra		Hit Die	Level	Level Adjustment
XP														]
		A DT	TITIEC		×									]
_	Ability	Item	Ability	Temp	Temp									Effective Character
	Score	Bonus	Modifier	Score	Modifier	<u> </u>								Level
STR			STR		STR	Favoured class				+ IN		+ CON		」) (
DEX			DEX		DEX	+1 per level		hp	rks ILLS	per le	vel	oer level		
			CON		-					Class		Racial,		Armour
CON			$\vdash$		CON		Untrained	Skill Bonus		Skills +3	Rank	s Feats	Misc	Check Penalty
INT			INT		INT	Acrobatics			DEX					-
WIS			WIS		WIS	Appraise			INT					
СНА			СНА		СНА	Bluff			CHA					-
	lodifier = (To	tal Ability So	core - 10) ÷ 2	(Bound o		Climb			STR			_		-
\(\)			CIAL AB			Concentration			WIS	+	Shama Level	n		_
						Diplomacy			CHA			_		
						Disable Device	_		DEX			_		- i
						Disguise Escape Artist			CHA DEX					[
						Fly			DEX			_		-
						Handle Animal	_		CHA			_		
						Heal			WIS			_		-
						Intimidate			СНА			_		±4 if larger/
						Linguistics			INT					_
						Perception			WIS					-
						Ride			DEX					-
						Sense Motive			WIS			_		- ,
						Sleight of Hand			DEX INT			_		-
						Spellcraft	_					_		
						Stealth Survival			DEX WIS			_		- i
						Swim			STR			_		
						Use Magic Device	_		CHA					
						Knowledge (nature)			INT					
						Knowledge (planes)			INT			_	_	_
						Knowledge (religion)			INT					
												_		
														INT
														Knowledge - INT Profession - WIS
S						-								Knov

initiative						ATTACKS
INITIATIVE BONUS Feats Training Misc						
INIT = DEX + + +						Attack Bonus Damage Critical
SPEED	Range			Type		d ×
SPEED Speed with Armour Temp Speed	Ammo	ft	sq			Special Ammo
ft sq ft sq ft sq					# 0000	
Swim Speed Fly Speed Climb Speed						
ft sq ft sq ft sq				T .		Attack Bonus Damage Critical
BASE ATTACK	Range	6.		Type		d ×
BASE MELEE RANGED		ft	sq			u ~
ATTACK BONUS ATTACK ATTACK						
	Range			Туре		Attack Bonus Damage Critical
Temp Attack Morale Power		ft	sq			d ×
Bonus Buffs Nerfs Attack						
	Range			Туре		Attack Bonus Damage Critical
Temp Damage Morale Power Bonus Buffs Nerfs Attack		ft	sq	,		( ) d   ×
+ = + - +			Ė			
Conditional Modifiers						Attack Bonus Damage Critical
	Range	0		Type		d ×
	A	ft	sq			
COMBAT MANOEUVRES  COMBAT MANOEUVRE  Base  Size	Ammo				#	Special Ammo # 000
BONUS Attack Bonus Modifier Misc	Ammo					Special Ammo
(CMB) = STR + BAB - 11 +	,				# 0000	
COMBAT MANOEUVRE Dodge Deflet		Base		Size		SAVES
DEFENCE Modifier Mod	1	ttack Bonu	S	Modifie	er Misc	FORTITUDE SAVE Base Racial Misc Temp
CMD = 10 + STR + DEX + +	+	BAB	) -	Ti'	*	FORT = CON+ + + +
FLAT-FOOTED Deflection Mod		Base attack Bonu	S	Size Modifie	er Misc	REFLEX SAVE
CMD =10 + STR / / +	+ (	BAB	-		+	REF = DEX + + + +
Temp CMB Temp CMD Conditional Modifiers			.' .			WILL SAVE WILL = WIS + + + +
+ CMB + CMD						□ Evasion □ Improved □ Endurance □ Trap
						Evasion Sense
						Conditional Modifiers
HEALTH					, (	
HIT POINTS Wounds   Dying	☐ Sta		Ion-le	ethal [	Unconscious	
hp		hp			hp	
ARMOUR CLAS  Dodge Deflection	S			Natural	Size	EFFECTS
	nour AC	Shield AC		Armour		
AC = 10 + DEX + + +	+		+		+ 1	
FLAT-FOOTED ARMOUR CLASS					2	
AC = 10 / + + +	+		+		+ 1	
TOUCH ARMOUR CLASS						
AC = 10 + DEX + +	/	/		/	+ 111	
Temp AC Spell Resistance Conditional Modifiers						
+ AC						
Damage Reduction						
Notes						

	SHA	MAN	Cas	ter vel	`	PREPA	RED	SPELLS	*
×		SPIRI'		, <u>,</u>	1		0		
						Spirit Magic +1			
U	1			6					
AGI	2			7			1		
SPIRIT MAGIC	3			8			-		
SPIR	4			9		Spirit Magic +1			
	<b>5</b> t ability								
Орин	t ability						2		
Leve 8	el Greater spirit a	bility					-		
	el True spirit abili	ity				Spirit Magic +1			
16							_		
20	el Manifestation						3		
	S	PIRIT AN	IMAL	7			_		
Level				al		Spirit Magic +1			
3	Deliver touch sp	SPELL					,		
	Spell	Spells	_ Base	Bonus			4		
Sa	ave DC	per day	Spells	Spells ~~					
	0			WIS- WIS- WIS-		Spirit Magic 🛨 1			
	1	+1	+1				_		
	2	+1	+1				5		
	3	+1	+1						
	4	+1	+1			Spirit Magic + 1			
	5	+1	+1				6		
	7	+1	+1						
	8	+1	+1						
	9	+1	+1			Spirit Magic +1	7		
Spe	ell Save DC = 10 +						_		
` .		NDERING	SPIRIT	*			- 0		
Level <b>4</b>	Spirit ability						8		
	Greater spirit ab	oility				Spirit Magic +1			
12	True spirit abilit	37					-		
20	True spirit abilit	У				0.1111	9		
	Wandering hex				- 000	Spirit Magic + 1			
6	Second wanderi	ng hex					-		
14						********			
*					KNOWN	HEXES			<b>#</b> (

×	INVENTORY	×	ARI	MOUR	*	Head (Het / Me	EQUIPMENT	*
	Value Weight					Head / Hat / Ma	SK	
		Properties				Properties		
		Туре		Max Speed	Max AC DEX			
		Check Penalty	Weight	ft sq Spell Failure	Armour AC	Headband		
			lb		AC	Properties		
		*	SH	IELD	*			
		Properties				Eyes		
		Check Penalty	Weight	Spell Failure	Shield AC	Properties		
		oncok i charty	lb		AC			
						Neck / Throat		
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	# 000000000					Belts		
						Properties		
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	# 000000000	Hands				Clothes / Body		
Light Load	Carried Items Ib	Properties				Properties		
Ib	Weapons, Ammo Ib							
Medium Load	Armour, Shield Ib	Ring				Arms / Wrists		
lb	Worn Items Ib	Properties				Properties		
Heavy Load	Scrolls, Potions, Wands, Components							
lb	Total Weight   Ib	Ring				Feet		
	MONEY	Properties				Properties		
Copper	cp							
Silver	sp	×	SCE	ROLLS	*	×	POTIONS	<b>"</b>
Gold								#
Platinum	pp							#
Total								# 0000
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## **SPELL BOOK**

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## CHARACTER BACKGROUND Name Origin Country / Region / Town FRIENDLY HOSTILE AFFILIATIONS



