

# **CONTENTS**

Dyslexic Studeos present a surprisingly complete set of **CHARACTER SHEETS** for Pathfinder<sup>™</sup> Roleplaying Game 0

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 quite satisfied with the default sheets. In investigating the other options, I found many with features that were interesting, but none entirely to my satisfaction. I found myself compiling a list of desired features, and had started designing these sheets before I realised.

The feature I was most certain of was that each class would have a sheet of their own. There are 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.

<b>INTRODUCTION</b>	
CORE PAGES	
Character Info6	
Combat7	
Inventory	
(with accessories)	
(without accessories)	
CLASSES	
Core Rulebook	
Barbarian	
Character Info 10	
Combat11	
Barbarian 12	
Bard 13	
Cleric	
Druid	
(with Animal Companion) 15	
(with Domain) 16	
Wild Shape 17	
Monk	
Paladin 19	
Ranger	
Character Info	
Combat	
Ranger	
Rogue	
Sorcerer	
Wizard	
Advanced Player's Guide	
Alchemist	
Cavalier	
Inquisitor         28           Oracle         29	
Summoner	
Eidolon	
Creature Info	
Combat	
Witch	
Ultimate Magic	
Magus	
mugus	

THIRD PARTY CLASSES	
Tome of Secrets	
Artificer	5
Priest	5
Shaman	7
Witch Hunter	8
SUPPORT PAGES	
Character Background	9
Party Funds 40	
Spell Books	
Normal 4	1
Large	
Small	
Familiar / Animal Companion /	
Summoned Creature44	4
DUNGEON MASTER	
NPC44	5
Timelines	,
Landscape	6
Portrait	
	,
Maps	1130
Grid	
Hex	
Isometric	3



## **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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#### CREDITS

Creator Marcus Downing

Contributors DrWonton

Scorpions\_\_\_\_

Soruk

Illustrations crazyred

Playtesters and suggestions Vangor Bob790

Vangor Doctor7

Darkfire Cedrass PId6 valadil DragonWraith Bakkan

Eldariel qoalabear Evil the Cat kosjsjach Cosmicnut Paul Belsey

lsfreak

Random832 Thespianus Seracain

#### 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 o. 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.

		CHARACTER								
	<b>INDER</b> TER SHEET	Corio Berengel Fudwyn								
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Campaign Kingmaker		CLASSES					Ranks Hit D			
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		+1 hp or skill rank per level		6 hp		per l			10	
DEX <u>12</u>	DH <b>1</b> K DEX	ιx.		SK	ILLS	Class		tacial,	Armour	
CON 12	GON CON			Skill		Skills		Feats Mi	sc Check	
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WIS 14	¥23 WIS	Appraise		8	2	÷.	3			
			trings 🔳	10	CSA	2	2			
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Ability Modifier = (Total Ability		Diplomacy J Strings or a	actina 🔳	9	C5A		1			
SPECIAL ABILITIES -	FEATS	Disable Device	J	/	DIX				- 1	
Obsessive: +2 Craft	Improved Initiative	Disguise 🥥 🖉	Acting 🔳	9	<b>CI5</b>		1			
Musical Instruments	Extra Performance	Escape Artist		5	DIX		2		- 1	
Low-light vision	LACIA PERFORMANCE	Fly		2	DIX			2	- 1	
	Go Unnoticed:	Handle Animal		/	CI5					
Gnome Magic 1/day:	Stealth on 1st rnd			2	W2S					
Dancing Lights,	to hide from flat-	Intimidate		11	CI5		3		+ Size diff x4	
Ghost Sound,	footed enemies	Linguistics	_	6	2		1		_	
Prestidigitation, Speak with Animals	L'IL ' Delleure	Perception Ride		11	V2S		4	2		
Speak with Animais	Lightning Reflexes	Ride Sense Motive	- 6	10	D1X		5		- 1	
+1 DC for illusion		Sleight of Hand		8	2 S D1 X		4		- 1	
+2 saves illusion		Spellcraft		6	12	÷.	1			
+2 Perception		Stealth		7	DIX		3		- 1	
+4 AC against giants		Survival		6	V2S			4		
+1 to attack reptilian		Track Trained		1	SURVIVAL		N/A		777	
& goblinoid	TRAITS:	Swim		-3	S-2R				- 1	
	110(115)	Use Magical Device		9	C5A		1			
		Knowledge: Arcana	day	10	2		1	4		
		Knowledge: Dungeoneering		10	12		1	4	_	
		Knowledge: Religion	Master 20 once a	11	12		2	4		
		Knowledge: Nature		10	2		1	4	_	
		Knowledge: The Planes	Lore take	10	12T		1	4		
		Knowledge: Nobility	- Fo	13 11	LNI 2		4	4		
		Knowledge: History	take	6	× 4	2			dic Knowledge	
		Knowledge: Anything		0	<u> </u>		-N/ A	1 Dure		
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	LANGUAGES	Perform: String 🎜 Perform: Act ©		13	CHACHA		5			
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	Sylvan	Concentration		13	¥ 5		N/A	8		
AND I		Profession: Servant		9	Ma 2		2	2	Trofession - WIS	
									owledg	
									Other skills: Craft - I NT Perform - CHA	
									Per Ott	

## **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<sup>1</sup>/<sub>2</sub> times your STR added to attack and damage.

INITIATIVE	X	ATTAC
INITIATIVE BONUS Feats Training Misc	Crossbow (masterwork s	
SPEED	Range Type	Atta
SPEED Speed with Armour Temp Speed	80 ft 16sq Piercing	
20 ft 4 sq 20 ft 4 sq ft sq	Bolts 20	
Swim Speed Fly Speed Climb Speed	Luck Blade, +2 short sv	ord G
10 ft 2 sq ft sq 5 ft 1 sq	Range Type	– Atta
BASE ATTACK	It sq Piercina	-
BASE MELEE RANGED		
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	ft sq	
Temp Attack Morale Power Bonus Bonus Buffs Nerfs Attack		
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Temp Damage         Morale         Power           Bonus         Bonus         Buffs         Nerfs         Attack	Range Type ft sq	
+ = 2 + - +	12 Oq	
Conditional Modifiers	Range Type	- Atta
+1 to attack reptilians/goblinoids	ft sq	
COMBAT MANOEUVRES		
COMBAT MANOEUVRE Base Size	# 000	
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	h	
DEFENCE Dodge Deflect Modifier Modifier		FORTITUI
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FLAT-FOOTED Deflet CMD Modi		REFLEX S
(16) = 10 + SH2 N/A N/A + 3	+ B6B - 1 +	10 =
Temp CMB Temp CMD Conditional Modifiers		
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		Conditional M
HEALTH		+2 agai
HIT POINTS Wounds	lying ∏ Stable Non-lethal ∏ Unconcious	Clash
44 hp 41 36 29 35	hp hp	_Cloak d Lightn
ARMOUR CLAS		) K
ARMOUR CLASS Dodge Deflection Modifier Modifier Arm	Natural Size our AC Shield AC Armour Modifier	
<b>A</b> (9) = <b>10</b> + D <b>1</b> X + + 3 +	4 + + + 1	
FLAT-FOOTED ARMOUR CLASS		
	4 + + + 1	
TOUCH ARMOUR CLASS $4/5$ = 10 + D1X + + 3 N	I/A N/A N/A + 1	
Temp AC Spell Resistance Conditional Modifiers	ул ма мат	
+ AC +4 dodge against g	iants	
Damage Reduction		
/ Al		
Notes		
Notes		

#### **CONDITIONAL MODIFIERS**

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

KS		*
ack Bonus	Damage	Critical
/4	d 6	19-×2
Special Ammo		# 0000
ood Fortune:	1/day rei	roll one die 0 wishes
ack Bonus	Damage	Critical
/2	d4+2	19-×2
ack Bonus	Damage	Critical
	d	×
ack Bonus	Damage	Critical
	d	×
ack Bonus	Damage	Critical
	d	×
Special Ammo	G	
89		# 0000
Special Ammo		#
SAV		×
DE SAVE Base	Racial	Misc Temp
CQN+ 2	++_	3 +
D11X + 6	++_	5 +
W2S + 6	+ +	3 +
Improved Evasion	Endurance [	□ Trap Sense
lodifiers		Sense
nst illusions		
00 11	_	
of Resistance ing Reflexes	<u>2 +3</u> +2	
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1 5 4. 1	M	
ya) min/a	(W)	

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.

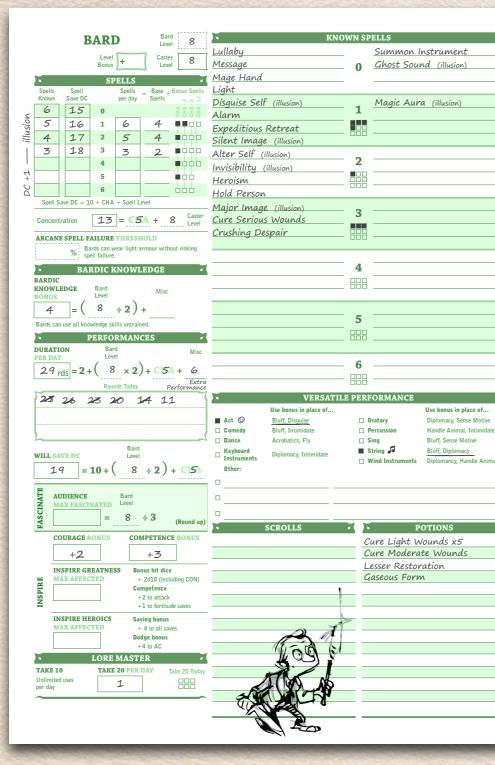
This Bard's charisma modifier is +5, so he fills in 5 boxes in the first column and only 1 in the second.

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'.

• INVENTORY	ARMOUR *	EQUIPMENT
Traveller's clothes (small) Value Weigh	Masterwork Chain Shirt	Hat / Mask
Performer's clothes (small)	Properties	Properties
Maid's uniform (small)	—	
	Type Max Speed Max AC DEX	
Cake	20ft 4 sq4	Headband
Stilts	Check Penalty Weight Spell Failure Armour AC	Headband of Alluring Cha
Mistreated Stilt Coverings	<u>-1 25 16 20 % 4</u>	+2 Charisma
Mistreated Still Coverings	SHIELD 7	+2 Charlsma
	_	-
Lye	Properties	Eyes
		Properties
	Check Penalty Weight Spell Failure Shield AC	
	lb % AC	
	_ /	Neck / Throat
		Cloak of Resistance +3
		+3 bonus to all saving the
		Chauldous
		Shoulders
		Properties
		Chest
		Properties
	- /	r rupefues
	-   .	Belts
		Dells
		Properties
	Hands	Clothes / Body
	Properties	Properties
	Ring	Arms / Wrists
	Ring of Protection +3	
	Properties	Properties
	+3 deflection bonus to AC	
	Ring	Feet
	Properties	Properties
	MONEY	VALUABLE ITEMS
	Copper     , 25 cp	The Crown of Sum'wir 1
	Silver	
	K	
The second se	Platinum $                    1 9 _{pp}$	
Carried Items		
	b 50 coins weighs 1lb coins	Te .
	lb	
Medium Load Worn Items	Debts , 2,400	
lb Scrolls, Potions,		
Heavy Load Wands, Components		Contraction of the second s
	Ib Other items	// Y
	Ib Total 14,152,65	
Iotal Weight		

## **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 and shield both contribute to your AC

Items that you wear often grant magical bonuses.

Don't forget to incorporate those elsewhere.

#### **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.



Campaign XP **ABILITIES** Ability Modifier Temp Score Temp Modifie Ability Item Score Bonus STR DEX 100 CON INT INT WIS CHA Ability Modifier = (Total Ability Score - 10)  $\div$  2 (Round do SPECIAL ABILITIES -FEATS 

LANGUAGES

	x		CHAR	ACTER					<b>"</b> (
	Name							С	
	Race				Size			i.	Size Modifier
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	□ 2					d			]
	□ 3					d			Effective
p ier	<u> </u>					d			Character Level
R	<u> </u>	]		-] ———		d	2011		
	<b>Favoured class</b> +1 hp or skill rank per level		hp		+ II per l		CON r level		
X	×		SK	ILLS	Class		Desial		Armour
N			Skill		Skills	Ranks	Racial, Feats	Misc	Check
r –	Acrobatics	Untrained	Bonus	DEV	+3				Penalty
c				DEX INT					-
2	Appraise Bluff			CHA					-
A									
own)	Climb			STR					-
-	Diplomacy			CHA					
	Disable Device	_		DEX CHA					-
	Disguise								
	Escape Artist	-		DEX					-
	Fly			DEX					-
	Handle Animal			CHA					-
	Heal			WIS					+ Size
	Intimidate			CHA					diff x4
	Linguistics			INT					-
	Perception			WIS					
	Ride			DEX					-
	Sense Motive			WIS					
	Sleight of Hand			DEX					-
	Spellcraft			INT					
	Stealth			DEX					-
	Survival			WIS					
	Track Trained			SURVIVAL		N/A			
	Swim			STR					-
	Use Magical Device			CHA					
	Knowledge: Arcana			INT					_
	Knowledge: Dungeoneering			INT					-
	Knowledge: Religion			INT					-
	Knowledge: Nature			INT					_
	Knowledge: The Planes			INT					
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									Knowledge - INT Profession - WIS
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									Other skills: Craft - INT Perform - CHA
									Other Craft Perfo

INITIATIVE	ATTACKS
INITIATIVE BONUS Feats Training Misc	
<b>INIT</b> = <b>DEX</b> + + +	
	Range Type Attack Bonus Damage Critical
SPEED Speed with Armour Temp Speed	Arms
	Ammo
ft sq ft sq ft sq	
Swim Speed Fly Speed Climb Speed	1
ft sq ft sq ft sq	Range Type Attack Bonus Damage Critical
BASE ATTACK	ft sq
BASE MELEE RANGED ATTACK BONUS ATTACK ATTACK	
	Rango Tupo Attack Bonus Damage Critical
	Indige Type
Temp AttackMoralePowerBonusBonusBuffsNerfsAttack	ft sq
+ = +	
Temp Damage Morale Power	Range Type Attack Bonus Damage Critical
Bonus Bonus Buffs Nerfs Attack	ft sq d ×
+ = + - +	
Conditional Modifiers	Range Type Attack Bonus Damage Critical
	ft sq d ×
COMBAT MANOEUVRES	
COMBAT MANOEUVRE         Base         Size           BONUS         Attack Bonus         Modifier         Misc	
CMB = STR + BAB - + +	Ammo # 0000000000000000000000000000000000
COMBAT MANOEUVRE Dodge Deflet	- SAVES
Douge Defield	difier Attack Bonus Modifier Misc FORTITUDE SAVE Base Racial Misc Temp
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FLAT-FOOTED Deflet	lection Base Size <b>REFLEX SAVE</b>
	difier Attack Bonus Modifier Misc REF = DEX + + + +
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Temp CMB Temp CMD Conditional Modifiers	WILL = WIS + + + +
+ CMB + CMD	Evasion      Improved      Endurance      Trap
	Evasion Sense Conditional Modifiers
HEALTH	Dying I Stable Non-lethal I Unconcious
hp	hp hp
ARMOUR CLAS	
Dodge Deflection ARMOUR CLASS Modifier Modifier Arm	Natural Size mour AC Shield AC Armour Modifier
AC = 10 + DEX + + +	+ + + +
FLAT-FOOTED ARMOUR CLASS	
<b>AC</b> = <b>10</b> N/A N/A + +	+ + + 📫
TOUCH ARMOUR CLASS	
AC = 10 + DEX + +	N/A N/A +
Temp AC Spell Resistance Conditional Modifiers	
+ AC	
Damage Reduction	
/	
Notes	

x	INVENTORY	Value Weight	x	ARMOUR	Hat / Mask	EQUIPMENT #
			Properties		Properties	
			Туре	Max Speed Max AC DE	X	
			Check Penalty	Weight Spell Failure Armour AC	Headband	
				lb % AC SHIELD	Properties	
			Properties		Eyes Properties	
			Check Penalty	Weight Spell Failure Shield AC		
				10 70	Neck / Throat	
					Properties	
					Shoulders	
					Properties	
					Chart	
					Chest Properties	
					Belts	
	Carried Items				Properties	
Light Load	Weapons, Ammo	lb lb				
lb Medium Load	Armour, Shield	lb	Hands		Clothes / Body	
lb	Worn Items Scrolls, Potions,	lb	Properties		Properties	
Heavy Load	Wands, Components	lb	Ring		Arms / Wrists	
	Total Weight MONEY	lb	Properties		Properties	
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Gold		gp	Properties		Properties	
Platinum		pp				
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X	WANDS	, i				
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	CHARGES					

N.	INVENTORY		<b>X</b>	ARMOUR 🗾	X	EQUIPMENT
		Value Weight			Hat / Mask	
			Properties		Properties	
			Туре	Max Speed Max AC DEX		
				ft sq	Headband	
			Check Penalty	Weight Spell Failure Armour AC	Properties	
			X	SHIELD /		
					-	
			Properties		Eyes	
			Check Penalty	Weight Spell Failure Shield AC	Properties	
				lb % <b>AC</b>		
					Neck / Throat	
					Properties	
					Shoulders	
					Properties	
					Chest	
					Properties	
					Belts	
					Properties	
			Hands		Clothes / Body	
			Properties		Properties	
			Ring		Arms / Wrists	
			Properties		Properties	
			Ring		Feet	
			Properties		Properties	
				MONEY		
			Coppor	MONEY	V V	ALUABLE ITEMS
			Copper	, cp		
			Silver	,   ,   ,   sp		
			Gold	qp		
	Constant I to a		Platinum	pp		
Light Load	Carried Items Weapons, Ammo	lb	Total			
Ib	Armour, Shield	lb	50 coins we	eighs 11b coins		
Medium Load	Worn Items	lb	Debts			
lb	Scrolls, Potions,	dl	Valuables			
Heavy Load	Wands, Components Coins	ldl	Other item	s		
lb	Total Weight	ai dl	Total			
		di .				



						×		CHARA	CTER				<b>#</b>
	DAT		710	De	R	Name						C	
<b>.</b>				SHEET									
Player						Race				Size		a di la calendaria di la c	Size Modifier
Campaign						CLASSES				Skill Ran	ks Hit Die	Level	Level
						D 1 BARBARIA	AN!				d		Adjustment
XP							-				d		1
		ADII	ITIES.								d		1
Ability	Item	Ability	RAGE!	Fatique	Temp						d		Effective Character
Score	Bonus	Modifier		Modifier	Modifier								Level
		STR	+	$\{x_i\}$	STR	<b>Favoured class</b>				+ INT	d + con		]) (
		DEX			DEX	+1 hp or skill rank per	r level	hp SKIL	rks	per level	per level		
			6773	()				SKIL.	Class		Racial,	Forbic	den Armour
		CON	2. J		CON		Untrained	Skill Bonus	Skills +3	Ranks	Feats, Synergy	Misc Duri	
		INT			INT	Acrobatics		DEX	X		Synergy	KAG	
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					СНА	Bluff		CHA	-			X	
		CHA				Climb		STR	X				=
			y Score - 10		ound down)	Diplomacy		CHA				×	
SPECI	IAL ABIL	TTIES 🖉		FEATS	× 1	Disable Device		DEX				X	=
						Disguise		CHA				×	
						Escape Artist	=	DEX				X	=
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						Handle Animal		CHA	X			X	
						Heal		WIS					
						Intimidate	-	CHA				+ Size diff x	
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						Perception	-	WIS	-				
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						Sense Motive	-	WIS DEX	-			v	
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							ained	SURVIVA		N/A		X	
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						Knowledge: Arcana		INT				×	
						Knowledge: Dungeon	eering	INT				×	
						Knowledge: Religion		INT				X	
						Knowledge: Nature		INT	X			×	
						Knowledge: The Plan	es	INT	_			X	
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													Other skills: Craft - INT Perform - CHA
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**CHARACTER** 

× INITIATIVE *					ATTACKS			-
INITIATIVE BONUS Feats Training Misc								
INIT = DEX + + +	Range			Туре	- Attack Bonus	Damage	Critical	
SPEED -	Range	ft		туре		d	×	
SPEED Speed with Armour Temp Speed	Ammo	IL	sq		L			
ft sq ft sq ft sq				$\pi$ $\Box$ $\Box$ $\Box$ $\Box$			# 000	
Swim Speed Fly Speed Climb Speed								
ft sq ft sq ft sq	Range			Туре	Attack Bonus	Damage	Critical	_
BASE ATTACK		ft	sq			d	X	
BASE MELEE RANGED ATTACK BONUS ATTACK ATTACK								
	Range			Туре	Attack Bonus	Damage	Critical	
Temp Attack		ft	sq			d	×	
Bonus Buffs Nerfs RAGE! Fatigued								
Temp Damage	Range			Туре	Attack Bonus	Damage	Critical	
Bonus Buffs Nerfs RAGE! Fatigued		ft	sq			d	X	
Conditional Modifiers	Range			Туре	Attack Bonus	Damage	Critical	
		ft	sq			d	×	
COMBAT MANOEUVRES	Ammo			# 0000	Special Ammo		# 000	
BONUS     Attack Bonus     Modifier     RAGE!       CMB     = STR +     BAB     +     +	Ammo			# 0000	Special Ammo		# 000	
COMBAT MANOEUVRE Dodge Defle		Base		Size PLOT	SAV	VES		<b>"</b>
DEFENCE Modifier Mod	ifier At	tack Bonu	is I	Modifier RAGE!	FORTITUDE SAVE Base	Misc	Temp RAGE	E!
CMD = 10 + STR + DEX ++	+	BAB	+	+	FORT = CON+	+	+ +	
FLAT-FOOTED Defie CMD Mod		Base tack Bonu		Size Modifier RAGE!	REFLEX SAVE		Fatigu	
	1				REF = DEX +	+	<u>+ in</u>	
	+	DAD	; +		WILL SAVE		RAGE	E!
Temp CMB Temp CMD Conditional Modifiers					WILL = WIS +	+	+ +	
+ CMB + CMD					Evasion Improved Evasion	Endurance	□ Trap Sense	

H H	EALTH	EFFECTS
HIT POINTS RAGE! Wounds	☐ Dying ☐ Stable Non-lethal ☐ Unconcious	
hp ( + hp	hp hp	
ARM	OUR CLASS	
	eflection Modifier Armour AC Shield AC Armour Modifier + + + + +	
FLAT-FOOTED ARMOUR CLASS		
$\mathbf{AC} = 10  \text{N/A}  \text{N/A} +$	++ <u>+ †1</u>	
TOUCH ARMOUR CLASS		
AC = 10 + DEX + +	N/A N/A N/A +	
Temp AC Spell Resistance Conditional Modi	ïers	
Damage Reductio	n	
-2 KAGE! AC Penalty /		
Notes		

Bł	١Kt	BARTAN! barbari	Barbarian Level	RAGE! DURATION PER DAY	RAGE Barbarian Level	L! Misc		RAGE! TODAY
arbaria Level	n	_		rds = <b>2</b> + <b>CON</b> +	(× 2	2)+		rd
1		Fast Movement RAGE!			SCORE	CONSTITUTION SCORE	SAVE	ARMOUR CLASS
2		Uncanny Dodge			BONUS	BONUS	BONUS	PENALTY
3		Trap Sense +1		RAGE!	4	4	2	-2
5		Improved Uncanny	Dodge	greater RAGE!	6	6	3	-2
6		Trap Sense +2		MIGHTY RAGE!	8	8	4	-2
7		Damage Reduction	1/—	Ability Modifier = (Total Ability Score - 10) ÷ 2	STR	CON		AC
9		Trap Sense +3		FATIGUED RAGE!	Strength Score			
10		Damage Reduction	2/—	DURATION Duration	Penalty: <b>-2</b>	Penalty: <b>-2</b>	Cannot rage,	run or charge
11		Greater RAGE!		rds = ÷ 2	STR	DIX	while fatigue	
12		Trap Sense +4			RAGE! PO	WERS		
13		Damage Reduction	3/—	RAGE! <b>POWERS</b> Barbarian <b>KNOWN</b> Level	Misc			
14		Indomitable Will			2)+			(Round dov
15		Trap Sense +5		1				
16		Damage Reduction	4/—	-				
17		Tireless RAGE!		2				
18		Trap Sense +6						
<b>19</b>		Damage Reduction	5/—	1				
20		Mighty RAGE!		3				
				4				
				5				

		BA	RI		Bard Level		X	К	KNOWN S	SPELLS	*
			Level Sonus	+	Caster Level						
				ELLS	Level				0		
Spell		oell	5P	Spells _	_ Base <sub>+</sub> B	onus Spells					
Know	n Sav	e DC	0	per day					- 1		
			0 1						<b>₽</b>		
			2							]	
			3								
			4						2		
			5			000					
			6							]	
Spel	I Save DO	C = 10 +	CHA	+ Spell Le	vel				0		
Conce	entratior	ı 🗌		= <b>CH</b>	A +	Caster Level			3		
ARCA	NE SPE	LL FAIL	URE	THRESH	OLD					 	
	%	Bards	can w		mour withou	ıt risking					
·					EDGE				4		
BARD		BARD	IC K	NOWL	EDGE	¥ (					
KNOV BONU	LEDGE		ard vel		Misc						
DONO	=	(		÷ 2 ) -	ŀ						
Bards		<b>`</b>		Ils untraine					5		
				RMANO		<b>"</b>					
DURA			Baro	k		Misc					
PER D		<b>2</b> +(	Leve	```	+ CHA				— <b>6</b>		
	rds =	Z+(		1	+ СПА	+				]	
			Roun	ids Today				VERSA		RFORMANCE	, (
[								Use bonus in place of		AFORMANCL	Use bonus in place of
							🗆 Act	Bluff, Disguise		Oratory	Diplomacy, Sense Motive
							Comedy Dance	Bluff, Intimidate Acrobatics, Fly		Percussion Sing	Handle Animal, Intimidate Bluff, Sense Motive
WILL	SAVE D	с		Bard Level			Keyboard	Diplomacy, Intimidate		String	Bluff, Diplomacy
	JAVL D	= 10	(	Lever	÷2)+	сна	Instruments Other:	1 37		Wind Instruments	Diplomancy, Handle Animal
		- 10	· + \	·	т <b>∠</b> )т						
ATE	AUDIEN	ICE		Bard							
FASCINATE	MAX F/	<b>SCINA</b>	red	Level	-						
FAS			=		÷ 3	(Round up)		SCROLLS		P	OTIONS
	COURA	GE BON	IUS	COM	IPETENCE	BONUS		Jene 220		-	
-	INSPIR	E GREA	TNES	S Bon	us hit dice						
RE	MAX AI	FFECTE	<b>D</b>		2d10 (incluc	ling CON)					
INSPIRE					<b>1petence</b> 2 to attack						
-					1 to fortitude	saves					
		E HERO			ing bonus 4 to all save	S					
				Dod	ge bonus						
		LC	)RE	+4 MASTE	4 to AC	<b>"</b>					
TAKE	10			20 PER I		ke 20 Today					
	ted uses	Γ			100						
	7										

		X	PREPAR	ED	SPELLS
OF					
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Domain	Domain				
Granted Powers Granted	Powers		Domain Spell +1		
				1	
1			Domain Spell <b>+ 1</b>		
2				0	
3				2	
4					
5			Domain Spell <b>+ 1</b>		
6			Domain Spen + 1		
7				3	
8					
9			Domain Spell <b>+ 1</b>		
SPELLS	#		11		
Spell Spells = Base + B Save DC per day = Spells +	onus Spells			4	
	SIW SIW SIW SIW				
			Domain Spell +1	-	
2 +1 +1				_	
3 +1 +1				5	
4 +1 +1					
5 +1 +1			Domain Spell <b>+ 1</b>		
6 +1 +1				6	
7 +1 +1				0	
8 +1 +1					
9 +1 +1			Domain Spell 🕇 🕇		
Spell Save DC = 10 + WIS + Spell Level				7	
Concentration = WIS +	Caster Level				
Light Wounds <b>1d8</b> + Level (Max 5) Moderate Wounds <b>2d8</b> + Level (Max 10)	1 _ 5		Domain Spell <b>+ 1</b>	_	
Serious Wounds 3d8 + Level (Max 15)	Spent Level           3         7           4         2           4         2           5         5           6         1           7         9           8         2			8	
Light Wounds     1d8 + Level (Max 5)       Moderate Wounds     2d8 + Level (Max 10)       Serious Wounds     3d8 + Level (Max 15)       Critical Wounds     4d8 + Level (Max 20)       Heal / Harm     10 × Level	1         Speli Level           1         2         2           1         2         3         4           1         3         5         5           1         3         5         5         5           1         3         5         5         5           1         3         5         5         5           1         4         5         5         5           1         5         5         5         5           1         5         5         5         5           1         5         5         5         5           1         5         5         5         5           2         5         5         5         5           3         5         5         5         5           3         5         5         5         5         5           3         5         5         5         5         5         5           3         5         5         5         5         5         5         5         5         5         5         5         5         5 <td< td=""><td></td><td></td><td></td><td></td></td<>				
B Heal / Harm <b>10</b> × Level	6 <sup>≥</sup> 9		Domain Spell <b>+ 1</b>	•	
CHANNEL ENERGY				9	
Good Cleric 🗆 🖌 🖉 🗆 Evil Cle			SCROLLS *		POTIONS
Channel Channe Positive Negativ			SCROLLS *		• POTIONS •
Energy 🔆 🖉 Energy					
TIMES PER DAY Misc	Today				
= <b>3</b> + CHA +					
ENERGY Cleric					
ENERGY Cleric ROLL Level	Misc				
$d6 = ( \div 2 ) +$					
	(Round up)				
WILL Cleric SAVE DC Level					
$= 10 + ( \div 2)$	+ CHA				
- 10 + (					
	(Round down)				

DRUID	Level	r P
DKUID	Level + Bonus	
DEITY	Sector Andrews	
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						AZ .	×
I K		SPEL	LS				×
Spell Save DC		Spells per day	=	Base Spells	+	Bonus S ⊲⊤∝	
	0				_	WIS- WIS-	- SIW
	1					$\Box$	9
	2				_		
	3					$\phi \phi \phi$	
	4		_			$\phi \phi \phi$	
	5		_		_	$\phi \phi c$	
	6				_		
	7		_		_	$\phi \phi c$	
	8		_		_		
	9						
Spell Save DC	c = 10 + V	VIS + Spe	II Lev	/el			
Concentration		=	WI	S +			aster .evel
•	NA	TURE	BOI	ND			, <b>"</b>
Animal Companion's Name							
Creature Type							
WILD SHAPE							
Ti	mes per d	ay		Times 1	Foda ⊒⊡	ıy	

Current Shape

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DRUID	Caster Level	
DKUID	Level +	
7		

	DROID	Level +			
		Bonus T		<b>0</b>	
DEITY		SS Caure	þ		
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	000110	** ×			
Spell	SPELLS Spells			1	
Save DC	per day	Spells + <sup>2</sup>		<b>1</b>	
	0	WIS - WIS - WIS - WIS - WIS -			
	1	 			
	2				
	3			2	
	4				
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	8			3	
	9				
Spell Save E	DC = 10 + WIS + Spell I	Level			
Concentratio		VIS + Caste			
Concentratio				<b>4</b>	
×	NATURE BO				
Domain	L COMPANION 🕱	DOMAIN			
Granted Power	rs			5	
Domain Spells					
<b>1</b>				<b>6</b>	
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8				8	
9					
X	WILD SHA	PE	1		
-	Times per day	Times Today		9	
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	WANDS		SCROLLS		POTIONS
	WANDU		Jero 110		
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WILD SHAPE Druid Level	Creature Type	Size Modifier
ABILITIES	ATTACKS	×
Ability Item Temp Ability Score Bonus Bonus Modifier		
STR STR	Range Attack Bonus	Damage Critical
DEX DEX	ft sq	
CON CON		
Ability Modifier = (Total Ability Score - 10) ÷ 2	Range Attack Bonus	Damage Critical
сомват	ft sq	
INITIATIVE BONUS Misc Initiative		
INIT = DEX+		
SPEED Temp Speed	Range Attack Bonus	Damage Critical
ft sq ft sq	ft sq	
COMBAT MANOEUVRES COMBAT MANOEUVRE BONUS	Range Attack Bonus	Damage Critical
$\begin{array}{c} \textbf{BONUS} \\ \textbf{CMB} = \underbrace{\overset{\text{Nodifier}}{\overset{\text{Top}}}{\overset{\text{Top}}{\overset{\text{Top}}}{\overset{\text{Top}}{\overset{\text{Top}}}{\overset{\text{Top}}{\overset{\text{Top}}}{\overset{\text{Top}}{\overset{\text{Top}}}{\overset{\text{Top}}}{\overset{\text{Top}}}{\overset{\text{Top}}}{\overset{Top}}{\overset{Top}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}}$	ft sq	
COMBAT MANOEUVRE Dodge DEFENCE Modifi		Morale Misc Bonus
$\overline{\text{CMD}}$ = 10 + STR + DEX +	+ + BAB +	+ +
		VES
ARMOUR CLASS		ase Misc Temp
	difier Modifier FORTITUDE SAVE	
AC = 10 + DEX + -	+ FORT =CON+	+
FLAT-FOOTED ARMOUR CLASS	REFLEX SAVE	
AC = 10 / +	+ REF = DEX +	+
TOUCH ARMOUR CLASS	PORT	TRAIT -
AC = 10 + DEX / -	+	
Temp AC Spell Resistance Damage Reduction		
AC /		
SPECIAL ABILITIES		

WILD SHAPE Druid Level	Creature Type	Size Modifier
ABILITIES	ATTACKS	· · · ·
Ability Item Temp Ability Score Bonus Bonus Modifier		
STR STR	Range Attack Bonus	Damage Critical
DEX DEX	ft sq	
CON		
Ability Modifier = (Total Ability Score - 10) ÷ 2	Range Attack Bonus	Damage Critical
COMBAT	ft sq	
INITIATIVE BONUS Misc Initiative		
SPEED Temp Speed	Attack Bonus	Damage Critical
	Kange	
ft sq ft sq	ft sq	
COMBAT MANOEUVRES		
BONUS Modifier Misc	Range Attack Bonus	Damage Critical
$CMB = \underset{a}{\overset{\text{ss}}{\underset{a}{\overset{s}}{\underset{a}{\overset{s}{\underset{a}{\overset{s}}{\underset{a}{\overset{s}}{\underset{a}{\underset{a}{\overset{s}}{\underset{a}{\underset{a}{\overset{s}}{\underset{a}{\underset{a}{\overset{s}}{\underset{a}{\underset{a}{\overset{s}}{\underset{a}{\underset{a}{\overset{s}}{\underset{a}{\underset{a}{\underset{a}{\overset{s}}{\underset{a}{\underset{a}{\atops}}{\underset{a}{\underset{a}{\underset{a}{\overset{s}}{\underset{a}{\underset{a}{\atops}}{\underset{a}{\underset{a}{\atops}}{\underset{a}{\underset{a}{\atops}}{\underset{a}{\underset{a}{\atops}}{\underset{a}{\underset{a}{\atops}}{\underset{a}{\atops}}{\underset{a}{\atops}}{\underset{a}{\atops}}{\underset{a}{\atops}}{\underset{a}{\atops}}{\underset{a}{\atops}}{\underset{a}{\atops}}{\underset{a}{\atops}}{\underset{a}{\atops}}{\underset{a}{\atops}}{\underset{a}{\atops}}{\underset{a}{\atops}}{\underset{a}{\underset{a}{\underset{a}{}}{\underset{a}{{s}}{\underset{a}{\atops}}{\underset{a}{\atops}}{\underset{a}{\atops}}{\underset{a}{\atops}}{\underset{a}{\atops}}{\underset{a}{\atops}}{\underset{a}{\atops}}{\underset{a}{\atops}}{\underset{a}{{s}}{\underset{a}{s}}{\underset{a}{\atops}}{\underset{a}{{s}}{{s}}{\underset{a}{{s}}{{s}}{{s}}{{$	ft sq	
COMBAT MANOEUVRE Dodg DEFENCE Modifi		Morale Misc Bonus
(CMD) = 10 + STR + DEX +	+ + BAB +	+ +
ARMOUR CLASS	s SA	VES
	ze Misc B lifier Modifier <b>FORTITUDE SAVE</b>	ase Misc Temp
$AC = 10 + DEX + - \phi$	+ FORT=CON+	+
FLAT-FOOTED ARMOUR CLASS	REFLEX SAVE	
AC = 10 / +	+ REF = DEX +	+
TOUCH ARMOUR CLASS	PORT	FRAIT
AC = 10 + DEX / -	+	
Temp AC Spell Resistance Damage Reduction		
AC /		
SPECIAL ABILITIES		



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

## **KI POOL**

= (

Monk Level

÷2)+

Ki Pool

50° 4 44 A	PALADIN	Paladin Level	X	PREPARE	D SPELLS
Gt V . UL -					
*****	Level - 3 =	Level			1
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		CHINOTIC ENT		,	2 000
x	<b>DIVINE BOND</b>	*		4	
SPECIAL MO	DUNT 🗆 BONI	DED WEAPON			
Name					3
Туре		□ Summoned Today			
Enhancements		iouay			
					4
				SMIT	E EVIL
Concentration	e energy uses up two of to Level	Hs + WIS	PER DAY [	aladin Level ÷ 2) + CHA	+ CHA Smiting damage bonus applies double for th first successful strike against evil outsiders, evil dragons and the undead. HANDS Misc Uses Today
WILL SAVE DC	Paladin Level	(Round up)	) = [	÷2)+	(Round down)
			SCR0	DLLS ×	POTIONS
X	WANDS	× (			
	CH ARGES				
	СН 446 ES СН 446 ES СН 446 ES				
	сн чисе es				
	CHARGES				



Campaign CLASSES □ 1 Ranger XP **ABILITIES** Ability Item Ability Temp Temp Score Bonus Modifier Score Modifier STR Favoured class +1 hp or skill rank per level DEX CON INT Acrobatics WIS Appraise Bluff CHA Climb Ability Modifier = (Total Ability Score - 10)  $\div$  2 (Round down) Diplomacy SPECIAL ABILITIES -FEATS Disable Device Disguise Escape Artist Fly Handle Animal Heal Intimidate Linguistics Perception Ride Sense Motive Sleight of Hand Spellcraft Stealth Survival Track Swim Use Magical Device Knowledge: Arcana Knowledge: Dungeoneering Knowledge: Religion Knowledge: Nature Knowledge: The Planes Knowledge: Geography

LANGUAGES

Race Size Size Skill Ranks Hit Die Level Adjustment d d d Effective Character d Level d + INT + CON hp rks per level per level SKILLS Class Racial, Favoured Armour Skill Skills Ranks Feats, Misc Enemy Check Untrained Bonus +3 Synergy O Terrain Penalty ъ + Size diff x4  $\bigcirc$ N/A Trained 1 per 5lb carried **WIS** Knowledge -Profession -- INT m - C Other s Craft -Perfori 

**CHARACTER** 

× INITIATIVE -	) 🗙					ATTACKS		<b>x</b> (
INITIATIVE BONUS Feats Training Misc								
INIT = DEX + + +	Range			Гуре		- Attack Bonus	Damage	Critical
SPEED *	Range	ft	sq	Type			d	×
SPEED Speed with Armour Temp Speed	Ammo	11	эч			Special Ammo		,
ft sq ft sq ft sq				#				# 0000
Swim Speed Fly Speed Climb Speed								
ft sq ft sq ft sq	Range		T	Гуре		Attack Bonus	Damage	Critical
BASE ATTACK		ft	sq				d	×
BASE MELEE RANGED ATTACK BONUS ATTACK ATTACK								
	Range		T	Гуре		Attack Bonus	Damage	Critical
Temp Attack Favoured Morale		ft	sq				d	×
Bonus Enemy Bonus Buffs Nerfs								
+ = + - +	Range		1	Гуре		Attack Bonus	Damage	Critical
Temp Damage Favoured Morale Bonus Faremy Bonus Buffs Nerfs	5	ft	sq	51			d	×
+ = + + -								
Conditional Modifiers	Range		T	Гуре		Attack Bonus	Damage	Critical
		ft	sq				d	×
COMBAT MANOEUVRES	Ammo			#		Special Ammo		#
BONUS     Attack Bonus     Modifier     Misc       CMB     = STR +     BAB     +     +	Ammo			#		Special Ammo		#
COMBAT MANOEUVRE Dodge Defle DEFENCE Modifier Mod		Base		Size	Min		VES	vi z
CMD = 10 + STR + DEX + +		BAB	`,	Aodifier +	Misc	FORTITUDE SAVE Base FORT = CON +	Racial I + +	Misc Temp
FLAT-FOOTED Defie		Base		Size		REFLEX SAVE		
	/*	tack Boni	`,		Misc	REF = DEX +	+ +	+
<b>CMD</b> = <b>10</b> + <b>STR</b> N/A N/A +	+	ВАВ	; <b>+</b>	+		WILL SAVE		
Temp CMB Temp CMD Conditional Modifiers						WILL = WIS +	++	+
+ CMB + CMD						Evasion     Improved     Evasion	Endurance 🗌	Trap Sense

×	HEALTH	× I	EFFECTS
HIT POINTS Wounds	☐ Dying ☐ Stat	ble Non-lethal 🗍 Unconcious	
hp	h	p hp	
T.	ARMOUR CLASS	J. J	
$\frac{\text{ARMOUR CLASS}}{\text{AC}} = 10 + \text{DEX} + 100000000000000000000000000000000000$	Dodge Deflection Modifier Modifier Armour AC Shi + + +	Natural Size eld AC Armour Modifier + +	
$\frac{\mathbf{FLAT-FOOTED ARMOUR CLASS}}{\mathbf{AC}} = 10  \text{N/A}$	S N/A + + +	+ +	
TOUCH ARMOUR CLASS AC = 10 + DEX +	+N/A N	N/A N/A +	
Temp AC Spell Resistance Cond + AC Damage Reduction	ditional Modifiers		
Notes			

RANGER Ranger Level	COMBAT STYLE					
	ARCHERY TWO-WEAPON FIGHTING					
Level + Ranger - 3 = Caster Level - 2 = Level	Ranger Select a bonus feat for your style at 2nd, 6th, 10th, 14th and 18th levels:					
FAVOURED ENEMIES	Level					
Favoured Enemy Bonus	2 Point Blank Shot Improved Shield Bash					
<b>FAVOURED ENEMY</b> 2 4 6 8 10 12	Precise Shot					
	Rapid Shot					
	6 Improved Precise Shot Improved Two-weapon Fighting Manyshot Two-weapon Defence					
	<b>10</b> 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       DURATION     Misc					
Favoured Terrain         Favoured Terrain Bonus           2         4         6	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					
WILD EMPATHY						
BONUS Ranger Level Misc						
= CHA + +	2					
TRACK						
Ranger						
Level Survival	3					
Track $= ( \div 2) + Bonus$						
SPELLS						
From Level 4 Spell Spells Base Bonus Spells	4					
Spell Save DCSpells per dayBase Spells WISBonus Spells WIS						
1						
2						
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Spell Save DC = 10 + WIS + Spell Level						
Concentration = WIS + Caster						
WANDS						
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	SCROLLS POTIONS					
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ROGUE	Rogue	ROGUE TALENTS						
	Level	TALENTS KNOWN	Rogue Level	Misc		From Jour 10 - Down		
ROGUE	r (	KNOWN		2)+		From level 10, a Rogue can take Advanced Talents		
Level				·/ '	(Round down)			
L Sneak Attack		1						
<b>2</b> Evasion								
4 🗆 Uncanny Dodge		2						
8 🔲 Improved Uncanny De	odge							
<b>10</b> Advanced Talents		3						
20 🗆 Master Strike								
TRAPS	*	4						
Percepti	Rogue on Level							
Locate Traps =	+ (÷ 2)	5						
Disabl Device	e Level	6						
Disable Traps =	+ (÷ 2)							
TRAP SENSE Rogue Level	Misc	7						
+ = (÷ 3	;)+							
SNEAK ATTA	ACK .	8						
SNEAK DAMAGE Rogue BONUS Level	Misc							
$d_{6} = ( \div 2$	2)+	9						
	(Round up)							
Sneak attack damage can be applied whe is denied their DEX bonus to AC. On ranged attacks, it only applies within	-	10						
It is not multiplied by critical hits. It cannot be non-lethal unless using a nor		11						
MASTER STR	IKE							
From level 20, a successful sneak attack • Sleep for 1d4 hours • Paralysed for 2d6 rounds	can also deliver one of:	12						
• Slain MASTER STRIKE Rogu	e	13						
FORTITUDE DC Leve	1							
= 10 + (	$\div 2) + INT$	14						
Master strike cannot be used again on the 24 hours, whether they pass the Fortitude		17						

BLOODLINE         0           String		SORCERER	Caster Level	KNOWN SPELLS	*
BLOODLINE         0           State DC         State DC           0         State DC           0         State DC           0         State DC           1         State DC           2         State DC           3         State DC <th></th> <th></th> <th>Level</th> <th></th> <th></th>			Level		
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0         0			Base Bonus Spells		
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3     4       4     0000       5     000       6     000       7     000       8     000       9     000       9     000       9     000       10     3       Set Size DC = 10 + CHA + Spell Level       Concentration     = CHA +		2			
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7       3         Spell Save DC = 10 + CHA + Spell Level       3         Concentration       = CHA + Level         90       4         90       4         90       4         90       4         90       4         90       4         90       4         90       4         90       4         90       6         90       6         90       7         90       9         90       9         90       9         90       9         90       9         90       9					
Sell Save DC = 10 + ChA + Spell Level       3         Concentration       = CHA + Caster         ARCAME SPELL FAILURE THRESHOLD       4         96       4         96       4         96       4         96       6         97       6         98       7         99       8         99       99         99       99         99       99					
Spell Save DC = 10 + CHA + Spell Level       Coster         Concentration       = CHA + Coster         %       4         %       4         %       4         %       4         %       4         %       6         %       6         %       7         %       8         %       8         %       9		8		2	
Concentration       = CHA +Level         ARCANE SPELL FAILURE THRESHOLD       4         %       4         %       6         POTIONS       6         POTIONS       7         WANDS       8         %       8         %       9					
ARCANE SPELL FAILURE THRESHOLD     4       %     4       %     4       %     6       POTIONS     6       %     7       %     8       %     8       %     9			Costor		
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### **WIZARD**

#### Level ÷ Bonus SPELL SCHOOLS SPECIALITY SCHOOL **OPPOSED SCHOOLS** Spells from your opposed schools cost two slots to prepare. **ARCANE BOND FAMILIAR** □ BONDED OBJECT

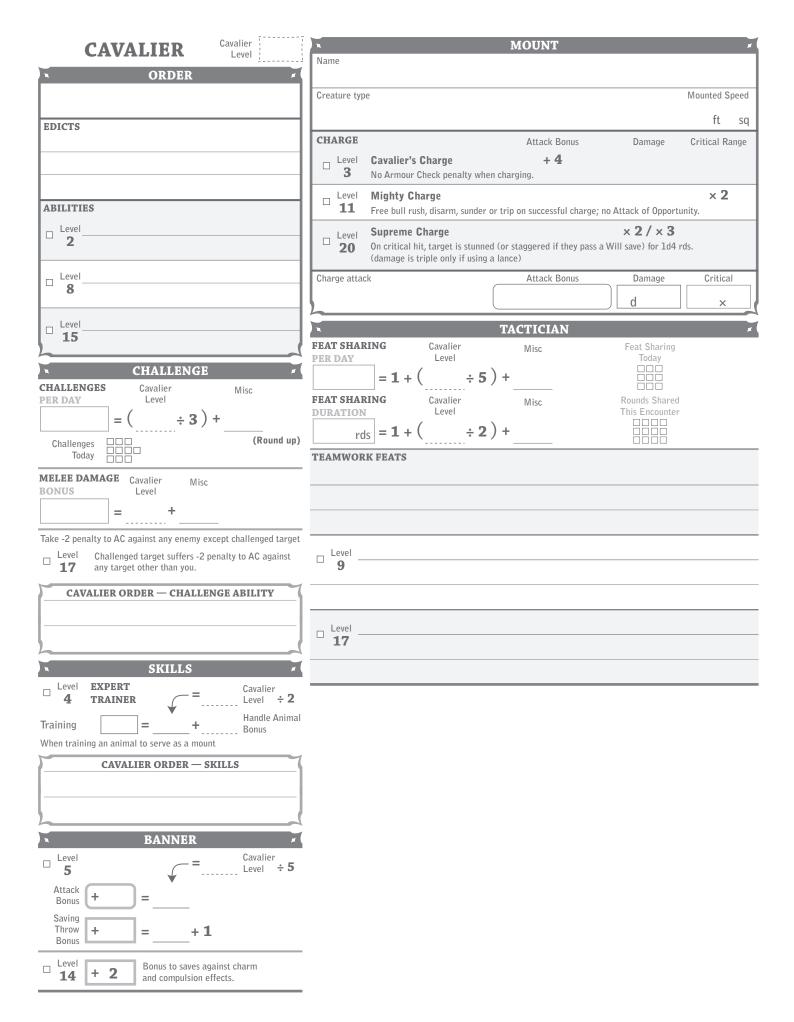
Caster

Level

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Spell		Spells	SPEI	Base		Specialist	Bonus
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Extract Save DC Extracts per day $=$ Extracts $+$ $+$ $+$ $+$ $+$ $+$ $+$ $+$ $+$ $+$				
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Extract Save DC = 10 + INT + Extract Level				
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POISON RESISTANCE	, <u> </u>			
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+		ASIC DAMAGE	DOMPO	OTHER DAMAGE Bombs Today
Level <b>10</b> Immune to all poisons	Alchemist Level			emist Misc DDDD
MUNDANE POTIONS	( ÷	+ <b>2</b> ) INT	=	+ INT +
	(Ro	und up)		
	SF	PLASH DAMAGE	SAVING THROW DC	Alchemist Level
		+	=10	
		ft Splash radius	Use this DC for Spla Discovery fortitude s	Shirtenex Saves,



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		<b>┤                                    </b>	÷ 2	JUDGE	EMENT	-
Sense N	lotive +	<u> </u>		JUDGEMENTS Inquisitor Misc PER DAY Level	Destruction Damage bonus	+ 3-Level Bonus
Level 2	Track +	_ ←		$= 1 + ( \div 3) +$	Healing	3-Level
	NG INITIATIVE	7		Judgements	Fast healing per round Justice	5-Level
Initiativ		=	-	Level Invoke one Judgement on your Today foes and recieve a bonus	Attack bonus From level 10, bonus doubles to	+ Bonus
	TEAMV current	VORK FEA		<b>1</b> foes and recieve a bonus as long as you are in combat.	Piercing	3-Level
	FEATS	Inquisitor Level	Misc	5-LEVEL Inquisitor	Overcome spell resistance Protection	+ Bonus
Э	= (	÷ ;	3)+		Armour class bonus	+ 5-Level Bonus
				······································	From level 10, bonus doubles aga Purity	ainst critical hits
				3-LEVEL Inquisitor BONUS Level	Saving throw bonus	+ Bonus
				$+ = 1 + ( \dot{\mathbf{x}} + 3)$	Resilience Damage reduction	+ 5-Level Bonus
				Level Invoke two judgements at once	<b>Resistance</b> Energy resistance bonus	+ 3-Level Bonus × 2
				• Evel	Smiting	
		BANE	r (	<b>16</b> Invoke three judgements at once	Your weapon counts as magical f bypassing damage resistance.	
Level 5	Weapon +	2 + 2 -	+ 2d6	Level <b>SLAYER</b> Select one judgement at start of combat	Level Your weapon also count 6 to an alignment that ma	
Level E	Inhancement 🔚	$\exists \vdash$	Damage	<b>17</b> Select one judgement at start of combat to apply its bonus at 5 levels higher	Level Your weapon also count for overcoming damage	
<b>12</b> BANE	L_		<b>4d6</b> Bane Rounds	TRUE JUDGEMENT	<b>10</b> for overcoming damage	resistance.
PER DA	Inquisitor Y Level	Misc	Today	InvokeTrue Judgement before one attack Level If the attack is successful, the target		+
	rds =	+		20 must pass a Fortitude save or die Whether successful or not, that target is		
		ERN LIES	· · · · ·	then immune to True Judgement for 24 hours		+
DISCER PER DA	<b>N LIES</b> Inquisitor Y Level	Misc	Discern Lies Today	FORTITUDE Inquisitor SAVE DC Level		
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		SPELLS		6		
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Known	Save DC	0	- Spells + CHA - 12 CHA - 12 CHA - 12	Level	<sup>1</sup> 2	
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		2		Level 12	5	
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		5		Level <b>16</b>	6	Final Revelation
		6 7		Level		
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		9		) x	KNOWN SPELLS	,
Spell S	ave $DC = 10 + 0$	CHA + Spell Leve	el			
Concent	ration	= CH	A + Caster Level		0	
ARCAN	E SPELL FAIL	URE THRESH	OLD		•	
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	· '	SCROLLS	<b>r</b> (		1	
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					<b>6</b>	
		CHARGES				
					7	
		CHARGES			8	
		HA DI				
		S DI			9	
		CHARGES				

S	UMMON	ER	Caster Level	KNOWN SPELLS
		MONE		
Summon	er			0
<b>1</b>	Eidolon Life Link Summon mon	ister I		
2	□ Bond Senses			1
3	Summon monst	ter II		1
4	□ Shield ally			-
5	Summon monst	ter III		1
6	□ Maker's call			2
7	Summon monst	ter IV		
8	□ Transposition			
9	Summon monst	ter V		3
10	□ Aspect			
11	Summon mons	ter VI		
12	□ Greater shield	ally		4
13	Summon mons	ter VII		
14	□ Life bond			
15	Summon monst	ter VIII		5
16	□ Merge forms			
17	Summon monst			
18	Greater aspect			6
19	Gate			
20	Twin eidolon			1
Spells	SP Spell	ELLS Spells	Base Bonus Spel	S
Known	Save DC	per day	= Base Bonus Spel	
	0		СНА СНА СНА	
	1			
	2			
	3			
	4 5			
	6			
	7			
	8			SCROLLS POTIONS
	9			
Spell Sa	ave DC = 10 + CHA -	+ Spell Lev		
ARCANE	SPELL FAILURE			
     	%			
	' W	ANDS	,	
		¥ # 🗆		
		5 LI		
		CHARGES #		
		CHAF		
		S D		
		¥ # 🗆		



		ABI	LITIES		<b>"</b> (					
	Ability Score	Item Bonus	Ability Modifier	Temp Score	Temp Modifier					
STR			STR		STR					
DEX			DEX		DEX					
CON			CON		CON					
INT			INT		INT					
WIS			WIS		WIS					
CHA			CHA		CHA					
Ability Modifier = (Total Ability Score - 10) $\div$ 2 (Round down)										
EVOLUTIONS										

	*			EIDO	LON					r (
		Name							ALE	
	SOON AND A					Size				m T
	A TO TO LAT	Base Form				Size		1		Size Modifier
_			Hit Dice	Base	Attack	Max	(	Skill		Feats
ļ		SUMMONER		В	onus	Attac	ks	Ranks		
1		LEVEL	dl	0						
	VOLUTION	I			mour	(0)	Saves	( )	Goo	d saves:
P	POOL			В	onus	(Good	d)	(Bad)		FORT REF
							/			WILL
	×			SKII	.LS					, and the second s
				Skill		Class Skills	Ranks	Evolutions	Feats	Misc
			Untrained	Bonus	1	+3		ENOLO	1 0000	
	Acrobatics				DEX					
	Appraise		-		INT					
-	Bluff				CHA					
	Climb		-		STR					
_	Diplomacy Disable Devid	20			CHA					
	Disable Devid Disguise	5C			CHA					
	Escape Artis	<del>1</del>			DEX					
	Fly	L			DEX					
	Handle Anim	ual	_		CHA					
	Heal				WIS					
	Intimidate				CHA					+ Size diff x4
	Linguistics				INT					
	Perception				WIS					
_	Ride				DEX					
5	Sense Motive	9			WIS					
5	Sleight of Ha	and			DEX					
- 5	Spellcraft				INT					
	Stealth				DEX					
	Survival				WIS					
- 7	Track	□ Trained			SURVIVAL		N/A			77
_ 5	Swim				STR					
ι	Use Magical	Device			CHA					
_	Knowledge: A				INT					
ŀ	Knowledge: [	Dungeoneering			INT					
	Knowledge: F				INT					
	Knowledge: N				INT					
ŀ	Knowledge: 1	The Planes			INT					
۰.										
-										
_										
-										
_										INT
. 1										Kndwledge - INT Profession - WIS
										Knawl Profes
										Other skills: Craft - INT Perform - CHA
										Other : Craft - Perfor

NITIATIVE	ATTACKS	<b>"</b> (
INITIATIVE BONUS Feats Training Misc		
INIT = DEX + + +	Range Type Attack Bonus Damage	Critical
SPEED ·		×
SPEED Temp Speed	ft sq	~
ft sq ft sq		
Swim Speed Fly Speed Climb Speed	Range Type Attack Bonus Damage	Critical
	ft sq	×
ft sq ft sq ft sq		
BASE ATTACK	Attack Renue Demose	Critical
BASEMELEERANGEDATTACK BONUSATTACKATTACK	inverse invers	×
	ft sq	~
Temp AttackMoralePowerBonusBonusBuffsNerfsAttack	Range Type Attack Bonus Damage	Critical
+ = +	ft sq d	×
Temp Damage Morale Power Bonus Bonus Buffs Nerfs Attack	Rango Tupo Attack Bonus Damage	Critical
+ = + - +		
	ft sq	X
COMBAT MANOEUVRE Base Size	JVRES SAVES FORTITUDE SAVE Base Racial Min	sc Temp
BONUS Attack Bonus Modifier Misc	FORT = $CON + + +$	
(CMB) = STR + BAB - 👘 +		+
COMBAT MANOEUVRE Dodge Deflec	REFLEX SAVE	
	difier Attack Bonus Modifier Misc WILL SAVE	+
[CMD] = 10 + STR + DEX + +	+ BAB - m + WILL SAVE WILL + + +	+
	lection Base Size	_
	Evasion	Sense
$\begin{array}{ c c c c c c c c c c c c c c c c c c c$	+(BAB_)+	
Temp CMB Temp CMD Conditional Modifiers	EFFECTS	<b>x</b> (
+ CMB + CMD		
HEALTH	Dying I Stable Non-lethal I Unconcious	
hp	hp hp	
ARMOUR CLASS		
	Natural Size Armour Modifier Evolutions Misc	
AC = 10 + DEX + + +	+ + + +	
FLAT-FOOTED ARMOUR CLASS	FEATS	<b>#</b>
$\mathbf{AC} = 10  \text{N/A}  \text{N/A} + +$	+ 📫 + +	
TOUCH ARMOUR CLASS		
AC = 10 + DEX + + N	N/A + 11 + +	
Temp AC Spell Resistance Conditional Modifiers		
+ AC		
Damage Reduction		
/		
Notes		

	Caster Level		× PREPA	RED	SPELLS
WITCH				- 0	
	Level Bonus				
	MILIAR	*		_	
Name				- 1	
Creature type				_	
S	PELLS			_	
Spell Sp Save DC per	ells = Base +	Bonus		- 2	
<b>O</b>		Spells			
1					
2				_	
3				- 3	
4				_	
5					
6				_	
7				- 4	
8					
9					
Spell Save DC = 10 + INT	+ Spell Level			_	
ARCANE SPELL FAILUR				- 5	
%				_	
	ON SPELLS				
Patron					
				6	
Level 2					
4					
6				7	
8					
10				8	
12					
14				_	
16				9	
18					
×			KNOWN HEXES		*

					Magus	1			W	EAP	ON				<b>"</b> (
		MA	GUS	5	Level										
					Caster Level				Enhancement	Attac	k Bonus	Da	mage	Crit	ical
		Δ	RCAN	E POOL	L		- 2	Spell Combat	+				5-		
	ANE PO		/lagus	TOOL				Attack Penalty				] d			×
	CITY		Level			Misc			DEFENS	IVE (	CASTING				<b>"</b>
	pts	] = (	*	2)+	INT +			Defensive Castin	1g			Cas		Defensive Casting	Level 8
	- p t 5		nd down, n	 nin 1)	—			Attack Penalty				Lei		Bonus	Bonus
-		(100					IN	Maximum     Penalty	Concentration		= INT	+	+		⊦ <b>2</b>
							Level			L					
Ļ						pts	14	Defensive Casting E	Bonus is double the Atta	ck Pen	alty taken				
			NI ENI	HANCEN	(ENT		Level		on casting defensively ell and attempting a melo	00 atta	ale against the s	ama taka	t choose	ono of:	
MAX	WEAP	017		IANCE	MENI		20	5 1	tack + 2		l Save	+ 2		ome target	's
	ANCEN		Vlagus Level					+ Z Bor	nus	1	Sonus	+ Z	spell res	istance	
+		=	•	4	(Deu	(a., b.a.	×		PREPA	RED	SPELLS				×
					(Rou	nd up)				-					
	Enhancement Cost	Wea	ipon enhan 1 your Arc	icements are	e powered					0					
Magus	ance t														
Level	Ent Cos	EN	HANCEN	IENT											
5	+1	🗆 Flar	ning 🗆	Frost	Keen 🗆 Sh	ock									
3	+2	🗆 Flar	ning burst	🗆 Icy bur	rst 🗆 Shockir	ıg burst				-					
9	+3	Spe	ed							1					
13	+4	🗆 Dan	cina							-					
			-							-					
17	+5	🗆 Vor													
) <b>x</b>	Spell		SPE		Popus Sr					-					
	ave DC		Spells per day	= Spell	e + Bonus Sp s + ⊲∞					2					
		0			T T NI T T NI										
		1								-					
		2													
		3								-					
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	_	5			_					3					
										_					
		6													
Spe 	II Save I			Spell Level ELL FAILU	IDE										
		0/ 1	ANE SPI		JKE					-					
		M	AGUS A	ARCANA	A	<b>"</b> (				4					
ARC			Magus							-					
KNO	WN		Level	_	Arc	ane				-					
		=	•	3	Pool										
1		_				nte				-					
						pts				5					
										-					
2						pts									
										_					
3										6					
Э						pts									
4						pts		S	SPELL RECALL /	/ KN	OWLEDGE	E POOI	,		<b>x</b> (
					L		Level	Spell Recall Reprepare any spell	already cast today		Arcane Pool Cost =	Spell Level	+ Meta	magic stment	
E							Level	Keprepare any spen	uncauy cast wudy		Arcane		Aujus	ouncill	
5						pts	7	Prepare any Magus	spell as if known		Pool Cost =	<b>1</b> pt			
								Improved Spell Re			Arcane _	( Spell	. 2).	Metamag	
6						pts	Level	Reprepare any spell			Pool Cost =	(Spell Level	÷∠)+	Adjustme	nt
					L		11	Improved Spell Red Prepare any known	call spell as a swift action		Arcane Pool Cost =	Spell Level	(canr	iot use met	amagic)

mostr on an	Artificer			ARTII	FICER	
TOME OF SECRETS ARTIFICER	Level //	Artificer Level	ŕ		Crafting Abilities	Elbow Grease
	Level	1		Jack of All Trades	Weird Science	+2
Invention Invention Level Inventions = Base	Bonus	2		Item Creation	Scribe Scroll	
Save DC per day Inventio	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	+4
Invention Save DC = 10 + INT + Spell Level Invention time = 4 hours per spell level		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 some	eone else	12		Bonus Feat	Craft Staff	
<b>DC 20</b> 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 or	псе	16		Bonus Feat		
plus the number of effects		19		Bonus Feat		
CRAFT MAGIC ITE	M 🗾	20		Exemplar		
DC 20 To create a magical item plus required caster level		5		BONUS	FEATS	
DC 20 To create magical item with metan plus 3× modified caster level	nagic			at from this list at 3rd, 8th, 12th, 16th a		
SALVAGE	r (	□ Emp		Spell +2	□ Quicken Spell +4 □ Still Sp □ Silent Spell +1 □ Widen	
Salvaging a magical item takes one day, and requal to the cost of the materials that can be		□ Exte Metamagi		ell +1	□ Skill Focus	
items. It cannot be spent. When deconstructing a wand with some spent				MATERIALS	MAGIC ITEMS	*
recovered is an equivalent fraction of the cost						
Salvage Value						
~						
WANDS	*					
H H H						
E						
¥ # □□□						
				SCROLLS	POTIONS	
g # □□□				JEROLLO	TOTIOND	
gg # □□□						
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CHA CHA						
E E E E						
CHARGES						
<u></u>						
H H H H H H H H H H H H H H H H H H H						

SBO CAMA	TOME OF SECRETS		riest _evel	PREPAR	RED	SPELLS
CH40	OF		aster	 		
*****			Level	 	0	
<b>■</b> Domain	DOMAINS		, <b>∠</b> Domain	 	Ŭ	
Domain			Domain			
Granted Powers	5		Granted Powers	Domain Spell <b>+ 1</b>		
				Domain Spell <b>+ 1</b>		
	1				1	
	2					
	3					
	4					
	5			Domain Spell <b>+ 1</b>		
	6			Domain Spell <b>+ 1</b>		
	8				2	
	9					
Domain		Ad	ditional Domain			
Granted Powers			Granted Powers			
				Domain Spell <b>+ 1</b>		
				Domain Spell <b>+ 1</b>		
	1				2	
	2				3	
	3 4					
	5					
	6			Domain Spell <b>+ 1</b>		
	7			Domain Spell <b>+ 1</b>		
	8					
	9				4	
) <b>x</b>	SPELLS					
Spell Save DC		ase pells +	Bonus Spells ∀∞ ℃			
	0	56115	WIS WIS - 4 WIS - 8 WIS - 1	Domain Spell <b>+ 1</b>		
	1 + 2	+ 2		Domain Spell <b>+ 1</b>		
	2 + 2	+ 2			5	
	3 + 2	+ 2				
	4 + 2	+ 2				
	5 + 2	+ 2		Domain Spell <b>+ 1</b>		
	6 + 2	+ 2		Domain Spell <b>+ 1</b>		
	7 + 2	+ 2			6	
	8 + 2	+ 2				
	9 + 2	+ 2				
Spell Save DC	= 10 + WIS + Spell Lev	el		Domain Spell + 1	-	
Concentration	= WI	S +	Caster Level	Domain Spell + 1	_	
	CHANNEL ENE	RGY	Ecret		7	
Channel Posi	tive Energy 🔲 🔲 Cha		egative Energy			
CHANNEL EN	ERGY PER DAY	Misc	Today	Domain Spell + 1		
	= <b>3</b> + CHA +			Domain Spell <b>+ 1</b>		
	Priest				8	
ENERGY ROL	1 (	)	Misc			
d8	] = ( ÷ 2	ノ+		Domain Spell + 1		
	Priest		(Round up)	Domain Spell + 1	_	
WILL SAVE D	c Level	÷ 2	) + сна	T I	9	
	]= 10 + (	÷ 2				
			(Round down)			

	SHAMAN Lev	el	COMPANION	ſ				CREATU	RF TV
L	SHAMAN	, , (		I				CREATO	AL III
Shaman	n	Spiritual							
Level	Communicate with spirit	significance bonus				CONTROL SPIRIT			
1	□ <b>1</b> See spirit		CONTROLLEI	D	C	ONTROLLED			Spir
2	□ Spirit companion		SPIRIT	Charisma	S	PIRITS			Char
3	□ Bonus feat		CAPACITY	Score					
4	□ Summon spirit								
5	□ Control spirit								
6	□ Bonus feat		HEALING			SPIRIT HEAL	SPIR	ГŦ	Shama
7	□ Spiritual significance (self)		PER DAY			Healing Today	HEAI		Leve
8	□ Spirit heal	+1		= CHA ·	+ 2			e6 =	
9	Bonus feat		X			SPIRIT WALK			
10	□ Spirit walk	+2	TETHER RANGE	Sha Le			BREAKING RISK	10-minute	
11	□ Spiritual significance (other)		ft	sq =	×	150 ft / 30 sq	%	1	×10
12	Bonus feat	+3		54		BONUS FEATS	/0		ΞŪ
13	□ Spirit heal, mass		METAMAGIC	FEATS	IT	EM CREATION FEATS	OTHER I	EATS	
14	□ Tether spirit	+4	□ Bouncing S			Awakened Arcane Bond	□ Alert		
15	Bonus feat		<ul> <li>Dazing Spe</li> <li>Disruptive</li> </ul>			Brew Fleshcrafting Poison Brew Potion	Anim     Decei	al Affinity tful	
16	□ Control living spirit	+5	□ Ectoplasmi			Craft Construct	□ Endu		
17	Break spirit		□ Elemental □ Empower \$			Craft Magic Arms and Armo Craft Rod	r □ Dieha □ Fleet	Ird	
18	Bonus feat		<ul> <li>Enlarge Sp</li> <li>Extend Sp</li> </ul>			Craft Staff Craft Wand		Fortitude wed Great Fo	vetitud
<b>19</b>	Bonus feat		□ Focused Sp			Craft Wondrous Item		idating Prow	
20	□ Lasting spiritual significance		<ul> <li>Heighten S</li> <li>Intensified</li> </ul>			Forge Ring Improved Arcane Bond	□ Iron \	Will oved Iron Will	1
	SEE SPIRIT		□ Lingering S	Spell +1		Scribe Scroll	□ Lead	ership	
DC 15	Knowledge (spirits) to add this bonus to ne	kt skill check	□ Maximize					ning Reflexes	
	HT BONUS		<ul> <li>Merciful S</li> <li>Persistent</li> </ul>				□ Impro	oved Lightnin Jasive	g Refle
	= CHA		Quicken Sp					Sufficient	
	SKILLS	×	Reach Spe					Penetration	
RAFT:	FOCUS		□ Selective S				□ Great	er Spell Pene	etratio
DC <b>20</b>	To give an item spiritual significance		□ Sickening Silent Spel						
	To create a tether		□ Still Spell	+1					
NOWL	.EDGE: SPIRITS		□ Thanatopic						
	To gain the insight bonus from See Spirit		□ Threatenin						
	RM: RITUAL		□ Threnodic						
	nunicate with spirits		□ Thundering						
	To persuade an indifferent or unfriendly spi to communicate, or a spirit associated with	rit	U Widen Spe	+3					
	a deity that is unfriendly to shamans								
	To persuade a hostile spirit to communicate								
	To persuade a spirit that is associated with a deity that is unfriendly to shamans to communicate.								
'o summ	non spirits								
DC 5	To summon any spirit								
	To summon an unembodied spirit of a non-particular spell effect								
	To summon an unembodied spirit of a particular spell effect								
	To summon an unfriendly deceased spirit								
DC 20	····/								
DC <b>25</b>	To summon any type of spirit associated with a deity unfriendly to shamans	:h							
DC 25 DC 30	To summon any type of spirit associated wit								

To tether spirits

DC 20 To break a tether

		OME OF SECRETS	Witch Hunter			DEVOTEE	TALENTS		
W]	11(	CH HUNTER	Level /	TALENTS KNOWN	Witch Hunter Level	Misc		Level	Advanced
		DEVOTEE TALENT	'S 🗾		_ /	2)+		10	Talents
Witch Hunter			Witch	1	`		_ (Round down)		
Level		Devoted Strike	Focus	1					
2		<b>L</b> Witch Sense		2					
3		Detect Curse							
4				3					
<sup>4</sup> 5		Devotee Talent							
6		Spellbane		4					
7		Devotee Talent							
<u> </u>		Disruptive		5					
8		Devotee Talent							
9		Cursebreaker	+1	6					
10		Advanced Talent							
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		11					
19		Uncursed		11					
20		Mystic Null Advanced Talent	ļ	12					
5		WITCH SENSE		12					
Percept	ion	Highest				DEVOTEI	) STRIKE		
Check DC	( =	<b>= 30</b> – Level or – Number Hit Dice		DEVOTED ST	TRIKES	Strik	es	DAMAGE	
		WITCH FOCUS	J.	PER DAY	= WIS + 3			BONUS	= WIS
ATTAC	K BO	NUS						+	
+			tch	SPELLBANE	SPEI or cursebreakei		URSEBREAKER		*
	LEDO	<b>JE BONUS</b> For	cus nus	PER DAY	7	Toda	ау	Level Mystic N	<b>lull</b> d spellbane
+ DISPEI	ROI				= WIS + 3			20 uses per	
+	. 501					BACK	LASH	D.4.4111	*
ARMOU	JR B	ONUS		BACKLASH WILL SAVE I	Witch Hun C Level	iter		BACKLASH DAMAGE	
+ A	C				= <b>10</b> +	+ WIS		2d6	
		—		·					

# CH BA

Name

Origin

HARACTER	) <b>x</b>		ORIGINS	# (
CKGROUND	Parents			3 <sup>25</sup> - <sup>4</sup> 44, 44
	FRIENDLY HOSTILE			
	Country	/ Region	/ Town	

x	PORTRAIT		X	AFF	ILIATIONS	¥ (
			Religion			
			FRIENDLY HOSTILE			Charles and the second s
			Employer			S
			FRIENDLY			
			Current Country	/ Region	/ Town	COB ANAL
			FRIENDLY			
			Affiliation			8 <sup>3</sup> 14.10
			FRIENDLY			
			Affiliation			COB FUEL
			FRIENDLY			
	APPEARANCE		X	FRIEN	DS AND FOES	
Race						
Age	Height	Weight	FRIENDLY			A BALLER
Eyes	Hair					SS Superior
Defining Features			FRIENDLY			CHIEF LINE
Preferred Clothing			FRIENDLY HOSTILE			
						SS States
Motivations	PERSONALITY	Y ,	FRIENDLY			and the second
						SSD Martin
Fears			FRIENDLY			
						SSS State
Likes			FRIENDLY			CALL LINE
Dislikes						est - august
			FRIENDLY			
Quirks						S. May
			FRIENDLY HOSTILE			

PARTY INVENT	Value	Weight	P	ARTY I	<b>UND</b>	S				
							Cash	2		
 			Copper			ср	Inventory	2	2	
			Silver		,     ,	sp	Debts		,	
 			Gold	2		gp	Valuables	2		<u> </u>   )
 			Platinum		<mark>,</mark>     ) p	р	Other items			
			Total				Total		,	]   )
 			) w				ITEMS			
			Item			Attained	Carried by / given t	io		
				0037747	MER			2031 <b>0</b> 1 131	7.0	
 			×	CONTAI	NER		<b>x</b>	CONTAIN	ER	×
					Value	Weight			Value	Weight
 						weight				weight
				Total Weight		lb		tal Weight _		lb
				Max Weight		lb NO	TES	ax Weight		lb r
 							120			
TT. 4 . 1.147 . 1.1										
Total Weight		lb								

# **SPELL BOOK**

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Cost	Cost		Cost	

## **SPELL BOOK**

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# **SPELL BOOK**

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School	School	School
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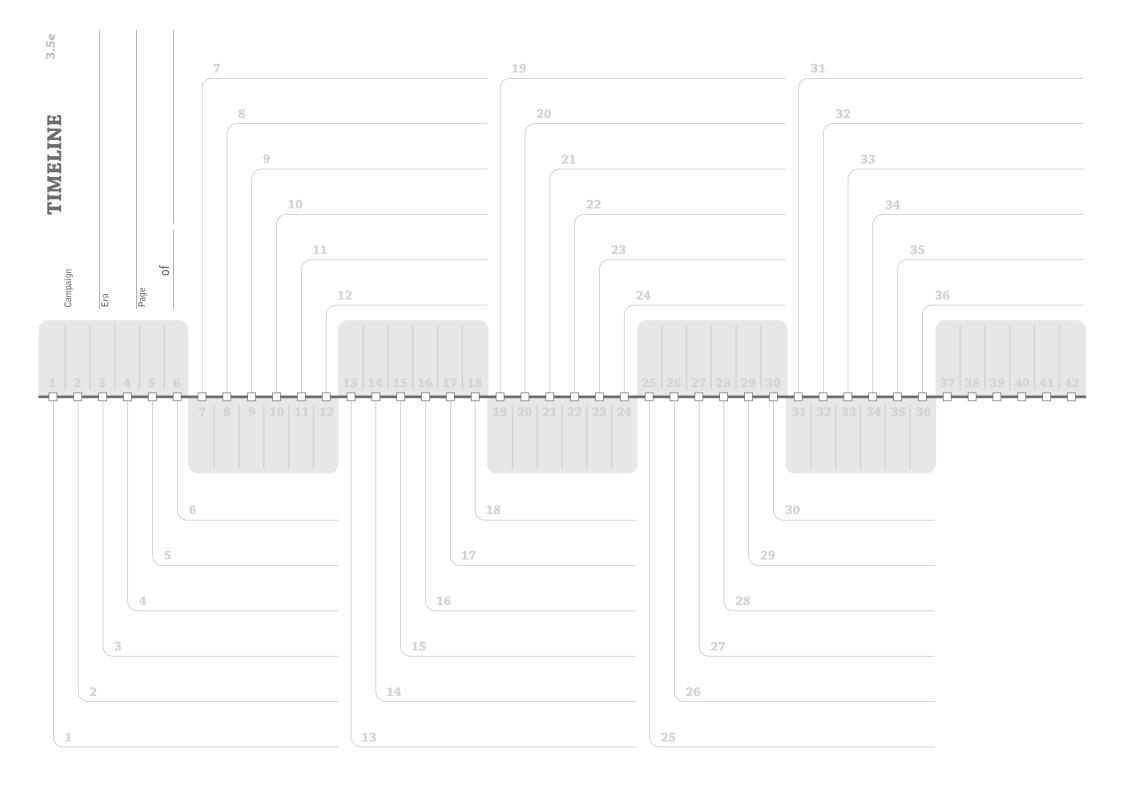
#### ☐ FAMILIAR ☐ ANIMAL COMPANION ☐ MOUNT ☐ SUMMONED CREATURE

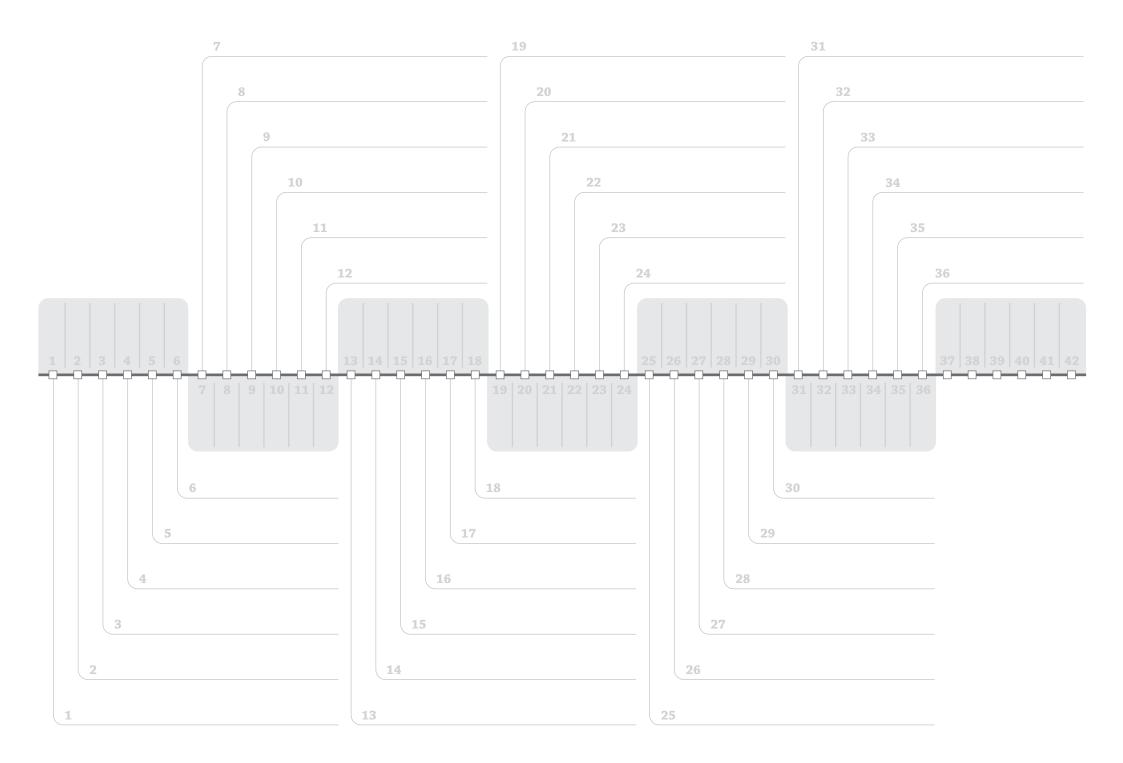
		Age	Creatu Lev	
Subtype	Weight	Height b ft	HIT DICE	d
	× :			
			Ranks	Racial, Feats
		DEX		
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ility Tomp		DEX		
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		WIS		
EX		WIS		
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JT	Track Trained	SURVIVAL	/	
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HA				
	<b>TRICKS / FEATS</b>	/ SPECIAL	ABILI	FIES 🖌
	or the second se	Acrobatics Climb Escape Artist Fly Fly Perception Sense Motive Stealth Survival Track □ Trained Swim	Subtype       Weight       Height         Ib       ft         SKILLS         Acrobatics       DEX         Climb       STR         Escape Artist       DEX         Fly       DEX         Perception       WIS         Sense Motive       WIS         Stealth       DEX         Strikt       DEX         Stealth       DEX         Strikt       Strikt         Swim       STR         Swim       STR         Image: Strikt       Image: Strikt         Image: Strikt <td>Subtype       Weight       Height       Height         Ib       ft       Height       Height         Ib       ft</td>	Subtype       Weight       Height       Height         Ib       ft       Height       Height         Ib       ft

	HEALTH
HIT POINTS Wounds	🗆 Dying 🗆 Stable 🛛 Non-lethal 🗆 Unconci
hp	hp
сомват	ATTACKS
INITIATIVE BONUS Misc	
INIT = DEX +	Range Attack Bonus Damage Critica
BASE ATTACK Temp Attack Temp Dam	ft sq
( + +	
BASIC SPEED Swim Speed Fly Speed	Attack Bonus Damage Critica
ft sq ft sq ft	q Range
Climb Speed Burrow Speed Temp Speed	ft so l
ft sq ft sq ft	q
COMBAT MANOEUVRES	Range Attack Bonus Damage Critica
COMBAT MANOEUVRE Size	ft sq
$\begin{array}{c} \textbf{BONUS} & \textbf{Modifier Mis} \\ \textbf{CMB} = \overset{\text{Wolfier Mis}}{\underset{\text{M}}{\overset{\text{Wolfier Mis}}{\underset{\text{M}}{\overset{\text{W}}{\overset{\text{W}}{\overset{\text{W}}{\underset{\text{M}}{\overset{\text{W}}{\overset{\text{W}}{\underset{\text{M}}{\overset{\text{W}}{\overset{\text{W}}{\underset{\text{M}}{\overset{\text{W}}{\overset{\text{W}}{\overset{\text{W}}{\underset{\text{M}}{\overset{\text{W}}{\overset{\text{W}}{\underset{\text{M}}{\overset{\text{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}{\overset{W}}}{\overset{W}}{\overset{W}}{\overset{W}$	Ammo # 0000000000000000000000000000000000
COMBAT MANOEUVRE Do	dge Deflection Base Size Mora
	difier Modifier Attack Bonus Modifier Misc Bonu
<b>CMD</b> = 10 + STR + DEX +	+ + BAB + + + +
<b>DEFENCE</b>	SAVING THROWS
Armour	Size Misc Base Save Misc Ter FORTITUDE SAVE
Armour	Size Misc Base Save Misc Ter
Armour ARMOUR CLASS & Shield	Size Misc Base Save Misc Ter Modifier FORTITUDE SAVE
ARMOUR CLASS & Armour & Shield AC = 10 + DEX +	Size     Misc     Base Save     Misc     Term       Modifier     FORTITUDE SAVE     FORT     FORT       +     FORT     = CON + +
Armour cLASS & Shield AC = 10 + DEX + - FLAT-FOOTED ARMOUR CLASS	Size Misc Base Save Misc Ter Modifier FORTITUDE SAVE + FORT = CON + + REFLEX SAVE
ARMOUR CLASS & Shield AC = 10 + DEX + - FLAT-FOOTED ARMOUR CLASS AC = 10 / + -	Size Modifier     Misc FORTITUDE SAVE     Base Save Misc     Misc     Ter       Image: Provide state stat
Armour cLASS & Shield AC = 10 + DEX + - FLAT-FOOTED ARMOUR CLASS AC = 10 / + - TOUCH ARMOUR CLASS	Size Modifier     Misc FORTITUDE SAVE     Base Save Misc     Misc     Ter       Image: A strain of the strain
ARMOUR CLASS & Shield AC = 10 + DEX + - FLAT-FOOTED ARMOUR CLASS AC = 10 / + - TOUCH ARMOUR CLASS AC = 10 + DEX / -	Size     Misc     Base Save     Misc     Term       Modifier     FORTITUDE SAVE     Misc     Term       PORT     = CON +     +     PORT       PORT     = CON +     +     PORT       PORT     = DEX +     +       WILL SAVE       WILL = WIS +     +
ARMOUR CLASS & Shield AC = 10 + DEX + - FLAT-FOOTED ARMOUR CLASS AC = 10 / + - TOUCH ARMOUR CLASS AC = 10 + DEX / - Temp AC Spell Resistance Damage Reduction	Size Misc Base Save Misc Term   Modifier FORTITUDE SAVE   FORT = CON + +   FORT = CON + +   REFLEX SAVE   + REF   WILL SAVE   WILL   WILL   Evasion   Endurance
ARMOUR CLASS & Shield AC = 10 + DEX + - FLAT-FOOTED ARMOUR CLASS AC = 10 / + - TOUCH ARMOUR CLASS AC = 10 + DEX / - Temp AC Spell Resistance Damage Reduction AC /	Size Misc Base Save Misc Ter FORTITUDE SAVE FORT = CON + + REFLEX SAVE WILL SAVE WILL = WIS + + Evasion © Endurance
ARMOUR CLASS & Shield AC = 10 + DEX + - FLAT-FOOTED ARMOUR CLASS AC = 10 / + - TOUCH ARMOUR CLASS AC = 10 + DEX / - Temp AC Spell Resistance Damage Reduction AC /	Size Misc Base Save Misc Term   Modifier FORTITUDE SAVE   FORT = CON + +   FORT = CON + +   REFLEX SAVE   + REF   WILL SAVE   WILL   WILL   Evasion   Endurance
ARMOUR CLASS & Shield AC = 10 + DEX + - FLAT-FOOTED ARMOUR CLASS AC = 10 / + - TOUCH ARMOUR CLASS AC = 10 + DEX / - Temp AC Spell Resistance Damage Reduction AC /	Size Misc Base Save Misc Ter FORTITUDE SAVE FORT = CON + + REFLEX SAVE WILL SAVE WILL = WIS + + Evasion © Endurance
ARMOUR CLASS & Shield AC = 10 + DEX + - FLAT-FOOTED ARMOUR CLASS AC = 10 / + - TOUCH ARMOUR CLASS AC = 10 + DEX / - Temp AC Spell Resistance Damage Reduction AC /	Size Misc Base Save Misc Ten FORTITUDE SAVE FORT = CON + + REFLEX SAVE REFLEX SAVE WILL SAVE WILL SAVE WILL = WIS + + EVASION © Endurance EFFECTS

NPC					Class		Level	CR
	Rac	e			<b>X</b>	SKILLS		
cool					Skill	+3	Ranks	Misc
HAOTIC	Hait .	1			Acrobatics	DEX 🗆		
	$\sim$	ABILIT		in +	Appraise			
	Ability	Item	Ability	Temp	Bluff	CHA 🗆		
	Score	Bonus	Modifier	Bonus	Climb	STR 🗆		
STR			STR		Diplomacy	CHA 🗆		
DEX			DEX		Disable Device	DEX 🗆		
					Disguise	CHA 🗆		
CON			CON		Escape Artist	DEX 🗆		
INT			INT		Fly	DEX 🗆		
WIS			WIS		Handle Animal	CHA 🗆		
W13			W13		Heal	WIS D		
CHA			CHA		Intimidate	CHA 🗆		
Abi	lity Modifie	er = (Total	Ability Scor	e -10)÷2	Linguistics	INT 🗆		
	E	QUIPM	ENT	<b>"</b>	Perception	WIS 🗆		
					Ride	DEX 🗆		
Proper	ties				Sense Motive	WIS 🗆		
					Sleight of Hand	DEX 🗆		
					Spellcraft	INT 🗆		
					Stealth	DEX 🗆		
					Survival	WIS 🗆		
Proper	ties				Swim	STR 🗆		
					Use Magical Device	CHA 🗆		
Proper	ties							
	IN	IVENT	ORV			NOTES		
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HIT POINTS Wounds		🗆 Dying 🗆 Stable	Non-lethal 🔲 Unconcious
hp		hp	hp
× СОМВАТ •	x	ATTACKS	
INITIATIVE BONUS Misc			
INIT = DEX +	Dongo	Attack Bonus	Damage Critical
BASE ATTACK Temp Attack Temp Damage	Range	sq	
( ) (+ ) +	10	34 <u> </u>	
SPEED with Armour Temp Speed		Attack Bonus	Damage Critical
ft sq ft sq ft sq	Range		
Swim Fly Climb	ft	sq	
ft sq ft sq ft sq			
COMBAT MANOEUVRES	Range	Attack Bonus	Damage Critical
COMBAT MANEUVRE Size	ft	sq	
BONUS     Modifier     Misc       CMB     =     Signature     +     +	Ammo	#	
COMBAT MANEUVRE	Size Defle		Morale
$\boxed{\text{CMD}} = 10 + \overset{\text{W}}{\underset{\text{CMD}}{\overset{\text{W}}{\underset{\text{CMD}}{\overset{\text{W}}{\underset{\text{CMD}}{\overset{\text{W}}{\underset{\text{CMD}}{\overset{\text{W}}{\underset{\text{CMD}}{\overset{\text{W}}{\underset{\text{CMD}}{\overset{\text{W}}{\underset{\text{CMD}}{\overset{\text{W}}{\underset{\text{CMD}}{\overset{\text{W}}{\underset{\text{CMD}}{\overset{\text{W}}{\underset{\text{CMD}}{\overset{\text{W}}{\underset{\text{CMD}}{\overset{\text{W}}{\underset{\text{CMD}}{\overset{\text{W}}{\underset{\text{CMD}}{\overset{\text{W}}{\underset{\text{CMD}}{\overset{\text{W}}{\underset{\text{CMD}}{\overset{\text{W}}{\underset{\text{CMD}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{M}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{\text{W}}{\overset{\text{W}}{\underset{W}}{\underset{W}}}{\underset{W}}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}}{\underset{W}}{\underset{W}}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}}{\underset{W}}{\underset{W}}{\underset{W}}}{\underset{W}}{\underset{W}}}{\underset{W}}{\underset{W}}{\underset{W}}{\underset{W}}}{\underset{W}}{\underset{W}}{\underset{W}}}{\underset{W}}{\underset{W}}}{\underset{W}}{\underset{W}}}{\underset{W}}{\underset{W}}{\underset{W}}}{\underset{W}}{\underset{W}}}{\underset{W}}{\underset{W}}{\underset{W}}}{\underset{W}}}{\underset{W}}{\underset{W}}}{\underset{W}}}{\underset{W}}}{\underset{W}}}{\underset$	Modifier Mod	ifier Misc +	Bonus
DEFENCE		SAVING	THROWS
Armour S	ize Misc	Ba	ase Save Misc Temp
	difier	FORTITUDE SAV	
AC = 10 + DEX + -	+	FORT = CON+	+
FLAT-FOOTED ARMOUR CLASS $ \mathbf{AC}  = 10 / + -$		REFLEX SAVE	
AC = 10 / + - TOUCH ARMOUR CLASS	+	$\mathbf{REF} = \mathbf{DEX} +$	+
$\mathbf{AC} = 10 + \mathbf{DEX} / -$	+	WILL SAVE	
Temp AC Spell Resistance Damage Reduction	····· '	WILL = WIS +	+
AC /		🗆 Evasion 🗆 Endura	nce
COMBAT ABILITIES	#		
		EFI	FECTS





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