

CAMPAIGN

3 skills per level

SKILLS

SKILL NAME	KEY ABILITY	SKILL MODIFIER	RANKS	ABILITY MODIFIER	MISC. MODIFIER
<input type="checkbox"/> APPRAISE ♦	INT				
<input type="checkbox"/> AUTOHYPNOSIS	WIS				
<input type="checkbox"/> BALANCE ♦	DEX				
<input type="checkbox"/> BLUFF ♦	CHA				
<input type="checkbox"/> CLIMB ♦	STR	2x	1/2	2	
<input checked="" type="checkbox"/> CONCENTRATION ♦	CON	10	4	2	4
<input type="checkbox"/> CRAFT () ♦	INT				
<input type="checkbox"/> CRAFT () ♦	INT	2	1	1	
<input type="checkbox"/> CRAFT () ♦	INT				
<input type="checkbox"/> DECIPHER SCRIPT	INT				
<input checked="" type="checkbox"/> DIPLOMACY ♦	CHA	7	1	5	
<input type="checkbox"/> DISABLE DEVICE	INT				
<input type="checkbox"/> DISGUISE ♦	CHA				
<input type="checkbox"/> ESCAPE ARTIST ♦	DEX				
<input type="checkbox"/> FORGERY ♦	INT				
<input type="checkbox"/> GATHER INFORMATION ♦	CHA				
<input type="checkbox"/> HANDLE ANIMAL	CHA				
<input checked="" type="checkbox"/> HEAL ♦	WIS	9	5	4	
<input type="checkbox"/> HIDE ♦	DEX				
<input type="checkbox"/> INTIMIDATE ♦	CHA	6	1	5	
<input type="checkbox"/> JUMP ♦	STR				
<input checked="" type="checkbox"/> KNOWLEDGE (arcane)	INT	3	1	1	
<input type="checkbox"/> KNOWLEDGE (arch/eng)	INT				
<input type="checkbox"/> KNOWLEDGE (dangerous)	INT				
<input type="checkbox"/> KNOWLEDGE (history)	INT				
<input type="checkbox"/> KNOWLEDGE (local)	INT				
<input type="checkbox"/> KNOWLEDGE (nature)	INT				
<input type="checkbox"/> KNOWLEDGE (nobility/royal)	INT				
<input type="checkbox"/> KNOWLEDGE (the planes)	INT				
<input type="checkbox"/> KNOWLEDGE (psionics)	INT				
<input checked="" type="checkbox"/> KNOWLEDGE (religion)	INT	10	9	1	
<input type="checkbox"/> KNOWLEDGE ()	INT				
<input type="checkbox"/> LISTEN ♦	WIS				+2
<input type="checkbox"/> MOVE SILENTLY ♦	DEX				
<input type="checkbox"/> OPEN LOCK	DEX				
<input type="checkbox"/> PERFORM (act) ♦	CHA				
<input type="checkbox"/> PERFORM (dance) ♦	CHA				
<input type="checkbox"/> PERFORM (juggle) ♦	CHA				
<input type="checkbox"/> PERFORM (juggling) ♦	CHA				
<input type="checkbox"/> PERFORM (magic) ♦	CHA				
<input type="checkbox"/> PERFORM (music) ♦	CHA				
<input type="checkbox"/> PERFORM (oratory) ♦	CHA				
<input type="checkbox"/> PERFORM (stunt) ♦	CHA				
<input type="checkbox"/> PERFORM (trick) ♦	CHA				
<input type="checkbox"/> PERFORM () ♦	CHA				
<input checked="" type="checkbox"/> PROFESSION ()	WIS				
<input checked="" type="checkbox"/> PROFESSION (Sage)	WIS	7	2	5	
<input type="checkbox"/> RIDE	DEX				
<input type="checkbox"/> SEARCH ♦	INT	3	2	1	2
<input type="checkbox"/> SENSE MOTIVE ♦	WIS				
<input type="checkbox"/> SLEIGHT OF HAND ♦	DEX				
<input type="checkbox"/> SPELLCRAFT	INT				
<input type="checkbox"/> SPOT ♦	WIS	7	1/2	5	2
<input type="checkbox"/> SURVIVAL ♦	WIS				
<input type="checkbox"/> SWIM ♦	STR	3	1	2	
<input type="checkbox"/> TUMBLE ♦	DEX				
<input type="checkbox"/> USE MAGIC DEVICE	CHA	4	1	2	
<input type="checkbox"/> USE PSIONIC DEVICE	CHA				
<input type="checkbox"/> USE ROPE ♦	DEX				

Skills in italics are psionic related.
 ♦ Multi-class with an X (if applicable) is a check-off for the character.
 ♦ Denotes a skill that can be used untrained.
 * Armor check penalty, if any, applies. (Double penalty for Brw.)

RACIAL TRAITS/CLASS FEATURES

E/P
 Low light vision
 Speed 30'
 Immune to Magic Sleep
 +2 saves Vs. Enchantment spells
 5' secret door/search check

FEATS

① Extra Turning - +4 turnings a day
 Point Blank Shot - +1 Hit, DM 30'
 Precise Shot - No -4 Hit, Shot in combat
 Rapid Shot - Extra shot 2x-2 in Highest Attack
 Dodge - +1 AC / pick opponent
 TowerShield Prof.
 Combat Casting - +4 concentration rolls
 [Flaws] Paric
 Bipolar Disorder
 Spontaneous Unholy Vists

LANGUAGES

Known languages - Common + elven + 1st bonus
 Common
 Elven

SKILL SYNERGIES

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

15

DOMAINS (CLERIC ONLY)

DOMAIN NAME Sun GRANTED POWERS Rad. 100

DOMAIN NAME Extra Greater turning GRANTED POWERS

immune to all diseases

Aura of Warding

15

TIMES PER DAY

11

TURNING CHECK

d20+4

TURNING DAMAGE

2d6+10+4

60' range

15

SKILL SAVE

[Empty box for skill save]

<input type="checkbox"/>	15	•	6	2	<input type="checkbox"/>	20	♣	2	2
<input type="checkbox"/>	16	♠	4	2	<input type="checkbox"/>		♣		
<input type="checkbox"/>	17	♠	4	2	<input type="checkbox"/>		♠		
<input type="checkbox"/>	18	♠	3	2	<input type="checkbox"/>		♠		
<input type="checkbox"/>	19	♣	3	2	<input type="checkbox"/>		♠		

Level 0 / create water

Detect Magic

Light x2

Mending x2

Read Magic

Detect Poison

Level 1 Bane

Bless

Sanctuary

Shield of faith

obscuring Mist

Remove fear

Level 2 Cure Moderate Wounds x2

Hold Person

silence

Darkness

consecrate

Level 3 Cure Serious Wounds x2

New Energy Protection

Daylight

Level 3 / searing light

Level 4 / Dimensional Anchor

cure critical wounds

Summon monster IV

Neutralize Poison

EXPERIENCE
POINTS

E GEAR

POSSESSIONS ON PERSON

ITEM	LOCATION	WEIGHT
Backpack (BK)	Back	2
2 weeks rations & water	BK	20
Holy symbol (silver)	neck	-
Holy symbol (silver)	chest armor	-
Holy symbol (silver)	BK	-
lg. knives / 40 arrows	Back left	6
Bag of caltrops	Belt	2
Flask of Holy water	BK	-
Flask of oil	BK	-
tender box	BK	
Torch	BK	1
Heavy mace (mw)	left side	12
Long sword (lw)	right side	4
5 spikes & a mallet	BK	
Blanket	BK	1

POSSESSIONS NOT ON PERSON

ITEM	LOCATION	WEIGHT

MAGIC ITEMS WORN

HEAD (HEADBAND, HAT, HELMET, OR PROTECTIVE)

HANDS (GLOVES OR GAUNTLETS)

EYES (EYE LENSES OR GOOGLES)

ARMS/WRISTS (BRACERS OR BRACELETS)

NECK (AMULET, BROOCH, MEDALLION, PERSIAPE, OR SCARF)

BODY (ROBE OR SUIT OF ARMOR)

SHOULDERS (CLOAK, Cape, OR MANTLE)

TORSO (VEST, VESTMENT, OR SHIRT)

RING #1

WAIST (BELT OR CHAIN)

RING #2

FEET (BOOTS, SHOES, OR SLIPPERS)

CARRYING
CAPACITY

LIGHT
LOAD

MEDIUM
LOAD

HEAVY
LOAD

MONEY