



# ANIMAL COMPANION

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

<b>HP</b> HIT POINTS		
TOTAL	/	
WOUNDS / CURRENT HP		
SPACE		REACH
INIT. MOD.		=
TOTAL	DEX MOD.	MISC. MOD.
<b>DAMAGE REDUCTION</b>		
<b>SPELL RESISTANCE</b>		
<b>ENERGY RESISTANCE</b>		

<b>AC</b> ARMOR CLASS		=	10	+		+		+		+		+		+	
TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MOD.	SIZE MOD.	NAT. ARMOR	DEFLECT MOD.	MISC. MOD.								
<b>TOUCH</b>	MODIFIERS														
<b>FLAT FOOTED</b>															

<b>FORTITUDE</b> CONSTITUTION		MODIFIERS	<b>B.A.B.</b>		MODIFIERS
<b>REFLEX</b> DEXTERITY			<b>CMB</b>		
<b>WILL</b> WISDOM			<b>CMD</b>		

PRIMARY ATK.		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	SPECIAL PROPERTIES		

SECONDARY ATK.		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	SPECIAL PROPERTIES		

EXTRAORDINARY ATK.

CARRYING CAPACITY					
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG

<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
⋮		⋮	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
⋮		⋮	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
⋮		⋮	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
⋮		⋮	

TYPE		SIZE		OWNER	
<b>MOVEMENT</b>					
FT.	SQ.	FT.	SQ.	FT.	
BASE SPEED		ARMOR SPEED		BURROW	
FT.		FT.		FT.	
FLY	MANUEVERABILITY	SWIM	CLIMB	TEMP. MODIFIERS	

<b>SKILLS</b>					
SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	Misc. MOD.	
<input checked="" type="checkbox"/> ACROBATICS		=DEX	+ +		
<input checked="" type="checkbox"/> CLIMB		=STR	+ +		
<input checked="" type="checkbox"/> FLY		=DEX	+ +		
<input checked="" type="checkbox"/> PERCEPTION		=WIS	+ +		
<input checked="" type="checkbox"/> STEALTH		=DEX	+ +		
<input checked="" type="checkbox"/> SWIM		=STR	+ +		
<input type="checkbox"/>			+ +		
<input type="checkbox"/>			+ +		
<input type="checkbox"/>			+ +		
<input type="checkbox"/>			+ +		

<b>TRICKS</b>			

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
CHECK PENALTY	WEIGHT	SPECIAL PROPERTIES	

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

## SPECIAL ABILITIES

ABILITIES

APPEARANCE/DESCRIPTION



**MOUNT**

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

**HP**  
HIT POINTS

TOTAL	NONLETHAL
/	

WOUNDS / CURRENT HP

SPACE      REACH

INIT. MOD.      =      +      +      +

TOTAL      DEX MOD.      MISC. MOD.

**DAMAGE REDUCTION**     

**SPELL RESISTANCE**     

**ENERGY RESISTANCE**     

**AC**  
ARMOR CLASS

**TOUCH**     

**FLAT FOOTED**     

**FORTITUDE**  
CONSTITUTION     

**REFLEX**  
DEXTERITY     

**WILL**  
WISDOM     

**B.A.B.**     

**CMB**     

**CMD**     

MODIFIERS

MODIFIERS

MODIFIERS

**AC**       = 10 +  +  +  +  +  +  +  +

TOTAL      ARMOR BONUS      SHIELD BONUS      DEX MOD.      SIZE MOD.      NAT. ARMOR      DEFLECT MOD.      MISC. MOD.

**PRIMARY ATK.**

	ATTACK BONUS	DAMAGE	CRITICAL
TYPE			
RANGE			
SPECIAL PROPERTIES			

**SECONDARY ATK.**

	ATTACK BONUS	DAMAGE	CRITICAL
TYPE			
RANGE			
SPECIAL PROPERTIES			

**EXTRAORDINARY ATK.**

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**CARRYING CAPACITY**

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
⋮		⋮	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
⋮		⋮	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
⋮		⋮	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
⋮		⋮	

**MOVEMENT**

TYPE	SIZE	OWNER
FT. SQ.	FT. SQ.	FT.
BASE SPEED	ARMOR SPEED	BURROW
FT.	FT.	FT.
FLY	MANUEVRABILITY	SWIM
		CLIMB
TEMP. MODIFIERS		

**SKILLS**

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> ACROBATICS	_____ =DEX	_____ + _____ + _____		
<input checked="" type="checkbox"/> CLIMB	_____ =STR	_____ + _____ + _____		
<input checked="" type="checkbox"/> FLY	_____ =DEX	_____ + _____ + _____		
<input checked="" type="checkbox"/> PERCEPTION	_____ =WIS	_____ + _____ + _____		
<input checked="" type="checkbox"/> STEALTH	_____ =DEX	_____ + _____ + _____		
<input checked="" type="checkbox"/> SWIM	_____ =STR	_____ + _____ + _____		
<input type="checkbox"/>		_____ + _____ + _____		
<input type="checkbox"/>		_____ + _____ + _____		
<input type="checkbox"/>		_____ + _____ + _____		
<input type="checkbox"/>		_____ + _____ + _____		

**TRICKS**


**ARMOR/PROTECTIVE ITEM**

TYPE	AC BONUS	MAX DEX
CHECK PENALTY	WEIGHT	SPECIAL PROPERTIES

**PROTECTIVE ITEM**

AC BONUS	WEIGHT	SPECIAL PROPERTIES

**SPECIAL ABILITIES**

**ABILITIES**


**APPEARANCE/DESCRIPTION**




## Familiar

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

**HP** HIT POINTS

TOTAL: [ ] NONLETHAL: [ ]

WOUNDS / CURRENT HP: [ ] / [ ]

SPACE: [ ] REACH: [ ]

INIT. MOD. [ ] = [ ] + [ ]

TOTAL: [ ] DEX MOD.: [ ] MISC. MOD.: [ ]

**DAMAGE REDUCTION** [ ]

**SPELL RESISTANCE** [ ]

**ENERGY RESISTANCE** [ ]

**AC** ARMOR CLASS = 10 + [ ] + [ ] + [ ] + [ ] + [ ] + [ ] + [ ]

TOTAL: [ ]

ARMOR BONUS [ ] SHIELD BONUS [ ] DEX MOD. [ ] SIZE MOD. [ ] NAT. ARMOR [ ] DEFLECT MOD. [ ] MISC. MOD. [ ]

**TOUCH** [ ] MODIFIERS [ ]

**FLAT FOOTED** [ ]

**FORTITUDE** CONSTITUTION [ ] MODIFIERS [ ]

**REFLEX** DEXTERITY [ ]

**WILL** WISDOM [ ]

**B.A.B.** [ ] MODIFIERS [ ]

**CMB** [ ]

**CMD** [ ]

**PRIMARY ATK.** ATTACK BONUS DAMAGE CRITICAL

TYPE	RANGE	SPECIAL PROPERTIES
[ ]	[ ]	[ ]

**SECONDARY ATK.** ATTACK BONUS DAMAGE CRITICAL

TYPE	RANGE	SPECIAL PROPERTIES
[ ]	[ ]	[ ]

**EXTRAORDINARY ATK.**

**CARRYING CAPACITY**

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
[ ]	[ ]	[ ]	[ ]	[ ]	[ ]

<b>FEAT</b> [ ]	PAGE REF. [ ]	<b>FEAT</b> [ ]	PAGE REF. [ ]
⋮		⋮	
<b>FEAT</b> [ ]	PAGE REF. [ ]	<b>FEAT</b> [ ]	PAGE REF. [ ]
⋮		⋮	
<b>FEAT</b> [ ]	PAGE REF. [ ]	<b>FEAT</b> [ ]	PAGE REF. [ ]
⋮		⋮	
<b>FEAT</b> [ ]	PAGE REF. [ ]	<b>FEAT</b> [ ]	PAGE REF. [ ]
⋮		⋮	

**MOVEMENT**

TYPE	SIZE	OWNER
FT. [ ] SQ. [ ]	FT. [ ] SQ. [ ]	FT. [ ]
BASE SPEED	ARMOR SPEED	BURROW
FT. [ ]	FT. [ ]	FT. [ ]
FLY MANEUVERABILITY	SWIM	CLIMB
		TEMP. MODIFIERS

**SKILLS**

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> ACROBATICS	[ ]	=DEX	[ ] + [ ]	[ ]
<input checked="" type="checkbox"/> CLIMB	[ ]	=STR	[ ] + [ ]	[ ]
<input checked="" type="checkbox"/> FLY	[ ]	=DEX	[ ] + [ ]	[ ]
<input checked="" type="checkbox"/> PERCEPTION	[ ]	=WIS	[ ] + [ ]	[ ]
<input checked="" type="checkbox"/> STEALTH	[ ]	=DEX	[ ] + [ ]	[ ]
<input checked="" type="checkbox"/> SWIM	[ ]	=STR	[ ] + [ ]	[ ]
<input type="checkbox"/> [ ]	[ ]		[ ] + [ ]	[ ]
<input type="checkbox"/> [ ]	[ ]		[ ] + [ ]	[ ]
<input type="checkbox"/> [ ]	[ ]		[ ] + [ ]	[ ]
<input type="checkbox"/> [ ]	[ ]		[ ] + [ ]	[ ]

**TRICKS**

[ ]
[ ]
[ ]
[ ]
[ ]

**ARMOR/PROTECTIVE ITEM** TYPE AC BONUS MAX DEX

CHECK PENALTY	WEIGHT	SPECIAL PROPERTIES
[ ]	[ ]	[ ]

**PROTECTIVE ITEM** AC BONUS WEIGHT SPECIAL PROPERTIES

[ ]	[ ]	[ ]
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**SPECIAL ABILITIES**



**ABILITIES**

[ ]
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**APPEARANCE/DESCRIPTION**

[ ]
[ ]
[ ]
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[ ]

## EIDOLON

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

**HP**  
HIT POINTS

TOTAL	NONLETHAL
/	
WOUNDS / CURRENT HP	
/	
100 - 1,000 FT.      1,000 - 10,000 FT.	
<b>INIT. MOD.</b>	TOTAL = DEX MOD. + MISC. MOD.
<b>DAMAGE REDUCTION</b>	
<b>SPELL RESISTANCE</b>	
<b>ENERGY RESISTANCE</b>	

**AC**  
ARMOR CLASS

TOTAL = 10 + ARMOR BONUS + SHIELD BONUS + DEX MOD. + SIZE MOD. + NAT. ARMOR + DEFLECT MOD. + MISC. MOD.

**TOUCH**      MODIFIERS

**FLAT FOOTED**      MODIFIERS

**FORTITUDE**  
CONSTITUTION      MODIFIERS

**REFLEX**  
DEXTERITY      MODIFIERS

**WILL**  
WISDOM      MODIFIERS

**B.A.B.**      MODIFIERS

**CMB**      MODIFIERS

**CMD**      MODIFIERS

**WEAPON**      ATTACK BONUS      DAMAGE      CRITICAL

TYPE	RANGE	SPECIAL PROPERTIES
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**WEAPON**      ATTACK BONUS      DAMAGE      CRITICAL

TYPE	RANGE	SPECIAL PROPERTIES
------	-------	--------------------

**WEAPON**      ATTACK BONUS      DAMAGE      CRITICAL

TYPE	RANGE	SPECIAL PROPERTIES
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**EXTRAORDINARY ATK.**

<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
...		...	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
...		...	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
...		...	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
...		...	

**TYPE**      **SIZE**      **SUMMONER**

**MOVEMENT**

FT.      SQ.	FT.      SQ.	FT.	
BASE SPEED	ARMOR SPEED	BURROW	
FT.      SQ.	FT.	FT.	
FLY      MANUEVERABILITY	SWIM	CLIMB	TEMP. MODIFIERS

**SKILLS**

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> <b>BLUFF</b>	_____	=CHA	____ + ____	_____
<input checked="" type="checkbox"/> <b>CRAFT</b>	_____	=INT	____ + ____	_____
<input checked="" type="checkbox"/> <b>KNOWLEDGE (PLANES)*</b>	_____	=INT	____ + ____	_____
<input checked="" type="checkbox"/> <b>PERCEPTION</b>	_____	=WIS	____ + ____	_____
<input checked="" type="checkbox"/> <b>SENSE MOTIVE</b>	_____	=WIS	____ + ____	_____
<input checked="" type="checkbox"/> <b>STEALTH</b>	_____	=DEX	____ + ____	_____
<input checked="" type="checkbox"/> _____	_____		____ + ____	_____
<input checked="" type="checkbox"/> _____	_____		____ + ____	_____
<input checked="" type="checkbox"/> _____	_____		____ + ____	_____
<input type="checkbox"/> _____	_____		____ + ____	_____
<input type="checkbox"/> _____	_____		____ + ____	_____

**CARRYING CAPACITY**

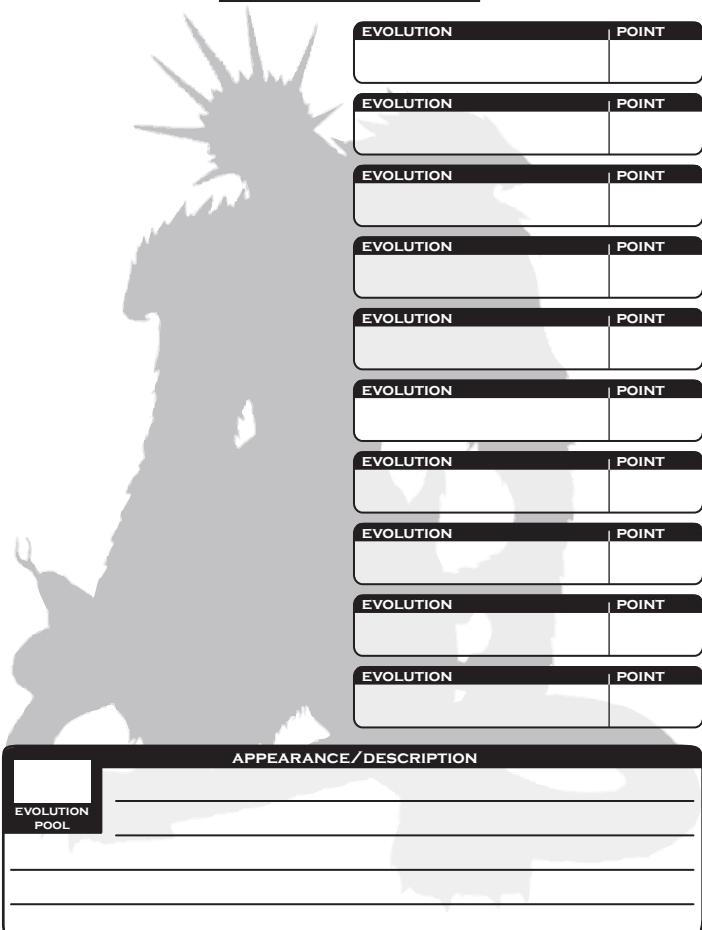
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG

**EVOLUTIONS**

EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT

**APPEARANCE/DESCRIPTION**

EVOLUTION POOL



## EIDOLON

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

**HP**  
HIT POINTS

TOTAL	NONLETHAL
/	
WOUNDS / CURRENT HP	
/	
100 - 1,000 FT.      1,000 - 10,000 FT.	
<b>INIT. MOD.</b>	TOTAL
	DEX MOD.      MISC. MOD.
<b>DAMAGE REDUCTION</b>	
<b>SPELL RESISTANCE</b>	
<b>ENERGY RESISTANCE</b>	

**AC**  
ARMOR CLASS

TOTAL = 10 +

ARMOR BONUS	SHIELD BONUS	DEX MOD.	SIZE MOD.	NAT. ARMOR	DEFLECT MOD.	MISC. MOD.
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**TOUCH**

**FLAT FOOTED**

<b>FORTITUDE</b> CONSTITUTION	MODIFIERS	<b>B.A.B.</b>	MODIFIERS
<b>REFLEX</b> DEXTERITY		<b>CMB</b>	
<b>WILL</b> WISDOM		<b>CMD</b>	

**WEAPON**

ATTACK BONUS	DAMAGE	CRITICAL
TYPE      RANGE      SPECIAL PROPERTIES		

**WEAPON**

ATTACK BONUS	DAMAGE	CRITICAL
TYPE      RANGE      SPECIAL PROPERTIES		

**WEAPON**

ATTACK BONUS	DAMAGE	CRITICAL
TYPE      RANGE      SPECIAL PROPERTIES		

**EXTRAORDINARY ATK.**

<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
...		...	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
...		...	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
...		...	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
...		...	

TYPE	SIZE	SUMMONER
<b>MOVEMENT</b>		
FT.      SQ.	FT.      SQ.	FT.
BASE SPEED	ARMOR SPEED	BURROW
FT.      SQ.	FT.	FT.
FLY      MANUEVERABILITY	SWIM	CLIMB
TEMP. MODIFIERS		

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> <b>BLUFF</b>	_____	=CHA	___ + ___	+ _____
<input checked="" type="checkbox"/> <b>CRAFT</b>	_____	=INT	___ + ___	+ _____
<input checked="" type="checkbox"/> <b>KNOWLEDGE (PLANES)*</b>	_____	=INT	___ + ___	+ _____
<input checked="" type="checkbox"/> <b>PERCEPTION</b>	_____	=WIS	___ + ___	+ _____
<input checked="" type="checkbox"/> <b>SENSE MOTIVE</b>	_____	=WIS	___ + ___	+ _____
<input checked="" type="checkbox"/> <b>STEALTH</b>	_____	=DEX	___ + ___	+ _____
<input checked="" type="checkbox"/> _____	_____		___ + ___	+ _____
<input checked="" type="checkbox"/> _____	_____		___ + ___	+ _____
<input checked="" type="checkbox"/> _____	_____		___ + ___	+ _____
<input type="checkbox"/> _____	_____		___ + ___	+ _____
<input type="checkbox"/> _____	_____		___ + ___	+ _____

**CARRYING CAPACITY**

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG

**EVOLUTIONS**

EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT

**APPEARANCE/DESCRIPTION**

EVOLUTION POOL



## EIDOLON

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

NAME \_\_\_\_\_ TYPE \_\_\_\_\_ SIZE \_\_\_\_\_ SUMMONER \_\_\_\_\_

<b>HP</b> HIT POINTS		
TOTAL		NONLETHAL
WOUNDS / CURRENT HP		
100 - 1,000 FT.		1,000 - 10,000 FT.
INIT. MOD.		TOTAL
		DEX MOD. MISC. MOD.
<b>DAMAGE REDUCTION</b>		
<b>SPELL RESISTANCE</b>		
<b>ENERGY RESISTANCE</b>		

<b>AC</b> ARMOR CLASS		=10 +									
TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MOD.	SIZE MOD.	NAT. ARMOR	DEFLECT MOD.	MISC. MOD.	MODIFIERS		
<b>TOUCH</b>											
<b>FLAT FOOTED</b>											

<b>FORTITUDE</b> CONSTITUTION		MODIFIERS	<b>B.A.B.</b>		MODIFIERS
<b>REFLEX</b> DEXTERITY			<b>CMB</b>		
<b>WILL</b> WISDOM			<b>CMD</b>		

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	SPECIAL PROPERTIES		

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	SPECIAL PROPERTIES		

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	SPECIAL PROPERTIES		

**EXTRAORDINARY ATK.**

<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
...		...	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
...		...	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
...		...	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
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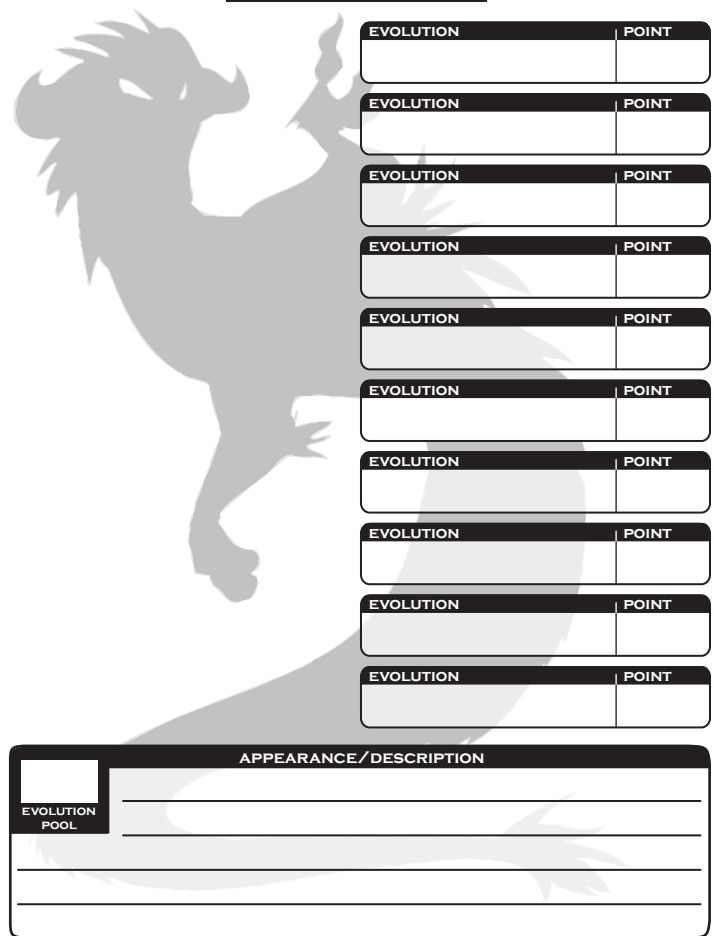
MOVEMENT		SIZE		SUMMONER	
FT.	SQ.	FT.	SQ.	FT.	
BASE SPEED		ARMOR SPEED		BURROW	
FT.		FT.		FT.	
FLY	MANUEVERABILITY	SWIM	CLIMB	TEMP. MODIFIERS	

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> <b>BLUFF</b>		=CHA		
<input checked="" type="checkbox"/> <b>CRAFT</b>		=INT		
<input checked="" type="checkbox"/> <b>KNOWLEDGE (PLANES)*</b>		=INT		
<input checked="" type="checkbox"/> <b>PERCEPTION</b>		=WIS		
<input checked="" type="checkbox"/> <b>SENSE MOTIVE</b>		=WIS		
<input checked="" type="checkbox"/> <b>STEALTH</b>		=DEX		
<input checked="" type="checkbox"/>				
<input checked="" type="checkbox"/>				
<input checked="" type="checkbox"/>				
<input type="checkbox"/>				
<input type="checkbox"/>				

CARRYING CAPACITY
LIGHT LOAD
MEDIUM LOAD
HEAVY LOAD
LIFT OVER HEAD
LIFT OFF GROUND
PUSH OR DRAG

EVOLUTIONS	
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT

EVOLUTION POOL	APPEARANCE/DESCRIPTION



## COMMON SUMMONED MONSTERS

SUMMON MONSTER		CR				
		HP / HP <small>CURRENT / MAX</small>	INIT.	FORT	REFLEX	WILL
<b>STR</b>	AC / TOUCH / FLAT <small>FOOTED</small>	SPEED	B.A.B.	CMB	CMD	
<b>DEX</b>	<b>PRIMARY ATK.</b>		ATTACK BONUS	DAMAGE	CRIT.	
<b>CON</b>	SPECIAL PROPERTIES					
<b>INT</b>	<b>SECONDARY ATK.</b>		ATTACK BONUS	DAMAGE	CRIT.	
<b>WIS</b>	SPECIAL PROPERTIES					
<b>CHA</b>	SPECIAL PROPERTIES					
SKILLS		FEATS		SPECIAL PROPERTIES AND ABILITIES		

SUMMON MONSTER		CR				
		HP / HP <small>CURRENT / MAX</small>	INIT.	FORT	REFLEX	WILL
<b>STR</b>	AC / TOUCH / FLAT <small>FOOTED</small>	SPEED	B.A.B.	CMB	CMD	
<b>DEX</b>	<b>PRIMARY ATK.</b>		ATTACK BONUS	DAMAGE	CRIT.	
<b>CON</b>	SPECIAL PROPERTIES					
<b>INT</b>	<b>SECONDARY ATK.</b>		ATTACK BONUS	DAMAGE	CRIT.	
<b>WIS</b>	SPECIAL PROPERTIES					
<b>CHA</b>	SPECIAL PROPERTIES					
SKILLS		FEATS		SPECIAL PROPERTIES AND ABILITIES		

SUMMON MONSTER		CR				
		HP / HP <small>CURRENT / MAX</small>	INIT.	FORT	REFLEX	WILL
<b>STR</b>	AC / TOUCH / FLAT <small>FOOTED</small>	SPEED	B.A.B.	CMB	CMD	
<b>DEX</b>	<b>PRIMARY ATK.</b>		ATTACK BONUS	DAMAGE	CRIT.	
<b>CON</b>	SPECIAL PROPERTIES					
<b>INT</b>	<b>SECONDARY ATK.</b>		ATTACK BONUS	DAMAGE	CRIT.	
<b>WIS</b>	SPECIAL PROPERTIES					
<b>CHA</b>	SPECIAL PROPERTIES					
SKILLS		FEATS		SPECIAL PROPERTIES AND ABILITIES		

SUMMON MONSTER		CR				
		HP / HP <small>CURRENT / MAX</small>	INIT.	FORT	REFLEX	WILL
<b>STR</b>	AC / TOUCH / FLAT <small>FOOTED</small>	SPEED	B.A.B.	CMB	CMD	
<b>DEX</b>	<b>PRIMARY ATK.</b>		ATTACK BONUS	DAMAGE	CRIT.	
<b>CON</b>	SPECIAL PROPERTIES					
<b>INT</b>	<b>SECONDARY ATK.</b>		ATTACK BONUS	DAMAGE	CRIT.	
<b>WIS</b>	SPECIAL PROPERTIES					
<b>CHA</b>	SPECIAL PROPERTIES					
SKILLS		FEATS		SPECIAL PROPERTIES AND ABILITIES		

SUMMON MONSTER		CR				
		HP / HP <small>CURRENT / MAX</small>	INIT.	FORT	REFLEX	WILL
<b>STR</b>	AC / TOUCH / FLAT <small>FOOTED</small>	SPEED	B.A.B.	CMB	CMD	
<b>DEX</b>	<b>PRIMARY ATK.</b>		ATTACK BONUS	DAMAGE	CRIT.	
<b>CON</b>	SPECIAL PROPERTIES					
<b>INT</b>	<b>SECONDARY ATK.</b>		ATTACK BONUS	DAMAGE	CRIT.	
<b>WIS</b>	SPECIAL PROPERTIES					
<b>CHA</b>	SPECIAL PROPERTIES					
SKILLS		FEATS		SPECIAL PROPERTIES AND ABILITIES		

SUMMON MONSTER		CR				
		HP / HP <small>CURRENT / MAX</small>	INIT.	FORT	REFLEX	WILL
<b>STR</b>	AC / TOUCH / FLAT <small>FOOTED</small>	SPEED	B.A.B.	CMB	CMD	
<b>DEX</b>	<b>PRIMARY ATK.</b>		ATTACK BONUS	DAMAGE	CRIT.	
<b>CON</b>	SPECIAL PROPERTIES					
<b>INT</b>	<b>SECONDARY ATK.</b>		ATTACK BONUS	DAMAGE	CRIT.	
<b>WIS</b>	SPECIAL PROPERTIES					
<b>CHA</b>	SPECIAL PROPERTIES					
SKILLS		FEATS		SPECIAL PROPERTIES AND ABILITIES		





# MAGIC ITEMS

HEAD	REF.

FACE	REF.

THROAT	REF.

SHOULDERS	REF.

BODY	REF.

ARMS	REF.

TORSO	REF.

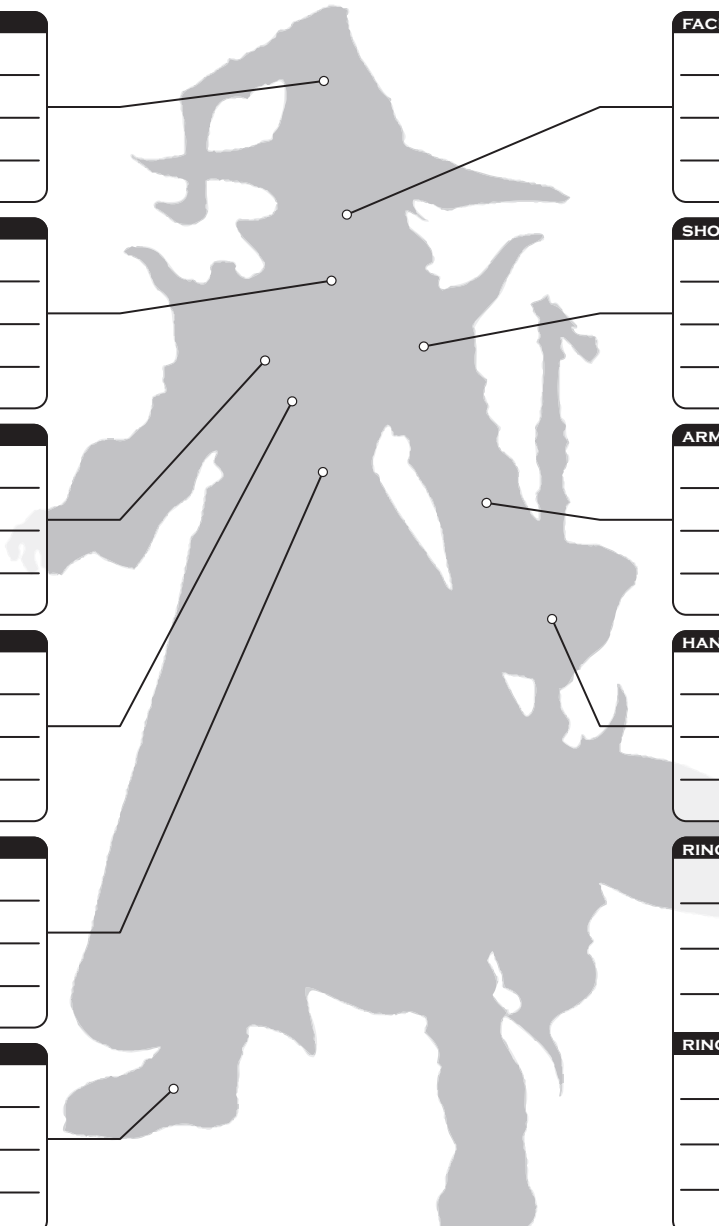
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WAIST	REF.

RING	REF.

FEET	REF.

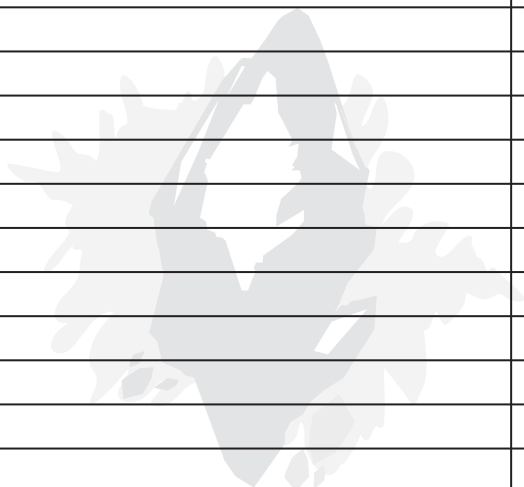
RING	REF.



WEAPONRY	REF.

WONDROUS ITEMS	REF.

ARMOR & SHIELDS	REF.



## SPELLCASTING

SPELLS PER DAY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
BONUS SPELLS	—	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>0    1ST   2ND   3RD   4TH   5TH   6TH   7TH   8TH   9TH</b>									
SPELLS KNOWN	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SAVE DC	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CONDITIONAL MODIFIERS <hr/> <hr/> <hr/> <hr/>
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	FEATURES					
/	SAVE DC	= 10 +		+		+
TIMES PER DAY		TOTAL		1/2 CLASS LEVEL	KEY STAT. MODIFIER	MISC.

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## SPELLS

KNOWN  
 PREF'D  
 SCROLL

**SPELL NAME**      **SCHOOL**      **COMP.**      **CAST TIME**      **RANGE**      **DURATION**      **SAVE**      **SR**      **EFFECT**

0 LEVEL

1ST LEVEL

2ND LEVEL

# SPELLS

KNOWN  
PREF'D  
SCROLL

SPELL NAME

SCHOOL

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

## SPELLCASTING

SPELLS PER DAY										
BONUS SPELLS	—									
	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH	9TH
SPELLS KNOWN										
SAVE DC										

CONDITIONAL MODIFIERS

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### FEATURES

/	SAVE DC		= 10 +		+		+		+	
TIMES PER DAY		TOTAL		1/2 CLASS LEVEL		KEY STAT. MODIFIER		MISC.		

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## SPELLS

KNOWN	PREF'D	SCROLL	SPELL NAME	SCHOOL	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
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# SPELLS

KNOWN  
PREF'D  
SCROLL

SPELL NAME

SCHOOL

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

0 LEVEL

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

# SPELLS

KNOWN  
PREF'D  
SCROLL

SPELL NAME

SCHOOL

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

0 LEVEL

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

**BACKGROUND**

HOMETOWN: \_\_\_\_\_

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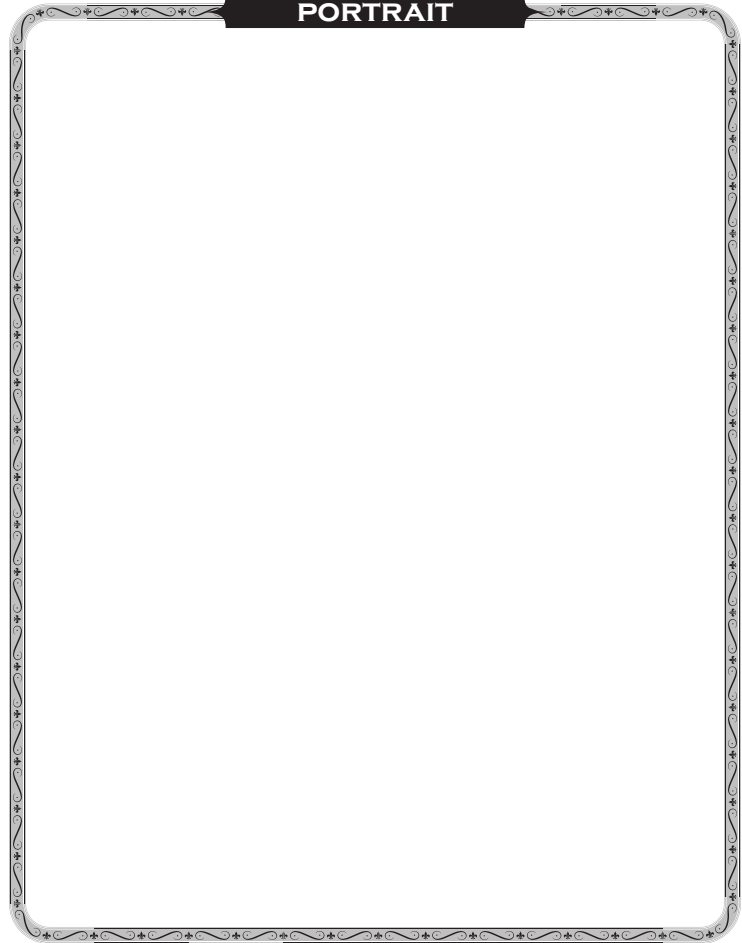
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**PORTRAIT**



**CAMPAIGN NOTES**

**PEOPLE**

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**PLACES**

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**THINGS**

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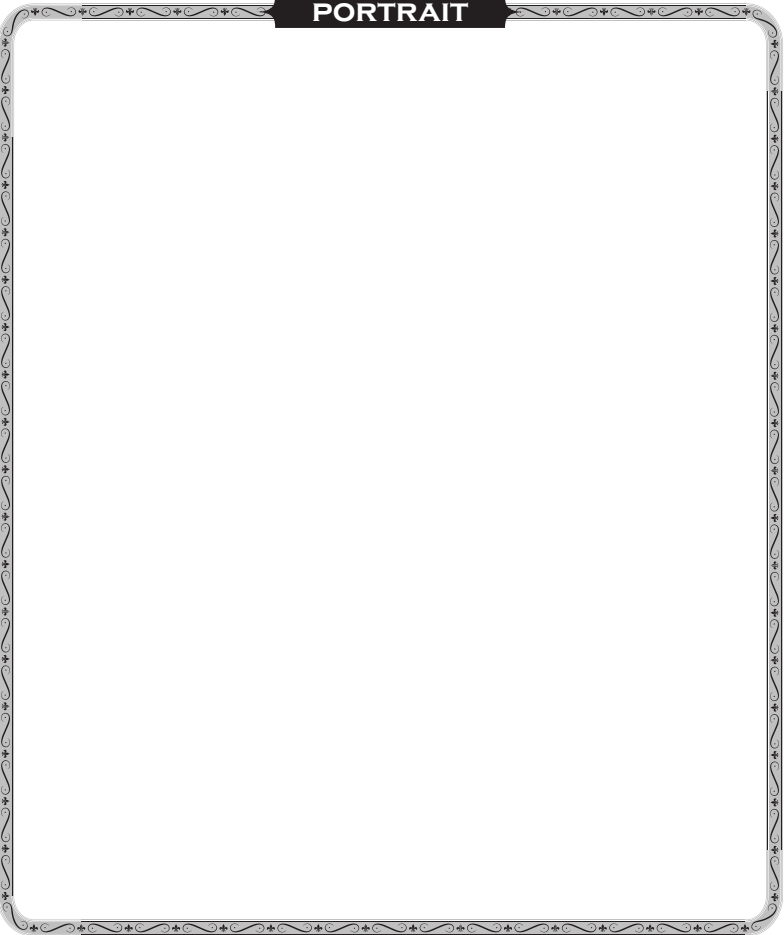




## ACTIONS IN COMBAT

## PORTRAIT

	ATTACK OF OPPORTUNITY <sup>1</sup>
<b>STANDARD ACTION</b>	
ATTACK (MELEE)	NO
ATTACK (RANGED)	YES
ATTACK (UNARMED)	YES
ACTIVATE A MAGIC ITEM OTHER THAN A POTION OR OIL	NO
AID ANOTHER	MAYBE <sup>2</sup>
CAST A SPELL (1 STANDARD ACTION CASTING TIME)	YES
CHANNEL ENERGY	NO
CONCENTRATE TO MAINTAIN AN ACTIVE SPELL	NO
DISMISS A SPELL	NO
DRAW A HIDDEN WEAPON (SEE SLIGHT OF HAND SKILL)	NO
DRINK A POTION OR APPLY AN OIL	YES
ESCAPE A GRAPPLE	NO
FEINT	NO
LIGHT A TORCH WITH A TINDERWIG	YES
LOWER SPELL RESISTANCE	NO
READ A SCROLL	YES
READY (TRIGGERS A STANDARD ACTION)	NO
STABILIZE A DYING FRIEND (SEE HEAL SKILL)	YES
TOTAL DEFENSE	NO
USE EXTRAORDINARY ABILITY	NO
USE SKILL THAT TAKES 1 ACTION	USUALLY
USE SPELL-LIKE ABILITY	YES
USE SUPERNATURAL ABILITY	NO
<b>MOVE ACTION</b>	
MOVE	YES
CONTROL A FRIGHTENED MOUNT	YES
DIRECT OR REDIRECT AN ACTIVE SPELL	NO
DRAW A WEAPON <sup>3</sup>	NO
LOAD A HAND CROSSBOW OR LIGHT CROSSBOW	YES
OPEN OR CLOSE A DOOR	NO
MOUNT/DISMOUNT A STEED	NO
MOVE A HEAVY OBJECT	YES
PICK UP AN ITEM	YES
SHEATHE A WEAPON	YES
STAND UP FROM PRONE	YES
READY OR DROP A SHIELD	NO
RETRIEVE A STORED ITEM	YES
<b>FULL-ROUND ACTION</b>	
FULL ATTACK	NO
CHARGE <sup>4</sup>	NO
DELIVER COUP DE GRACE	YES
ESCAPE FROM A NET	YES
EXTINGUSH FLAMES	NO
LIGHT A TORCH	YES
LOAD A HEAVY OR REPEATING CROSSBOW	YES
LOCK OR UNLOCK WEAPON IN LOCKED GAUNTLET	YES
PREPARE TO THROW A SPLASH WEAPON	YES
RUN	YES
USE SKILL THAT TAKES 1 ROUND	USUALLY
USE A TOUCH SPELL ON UP TO SIX FRIENDS	YES
WITHDRAW	NO
<b>FREE ACTION</b>	
CEASE CONCENTRATION ON A SPELL	NO
DROP AN ITEM	NO
DROP TO THE FLOOR	NO
PREPARE SPELL COMPONENTS TO CAST A SPELL <sup>5</sup>	NO
SPEAK	NO
<b>SWIFT ACTION</b>	
CAST A QUICKENED SPELL	NO
<b>IMMEDIATE ACTION</b>	
CAST FEATHER FALL	NO
<b>No ACTION</b>	
DELAY	NO
5-FOOT STEP	NO
<b>ACTION TYPE VARIES</b>	
PERFORM A COMBAT MANEUVER <sup>6</sup>	YES
USE FEAT <sup>7</sup>	VARIES



## BACKGROUND

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**1** REGARDLESS OF THE ACTION, IF YOU MOVE OUT OF A THREATENED SQUARE, YOU USUALLY PROVOKE AN ATTACK OF OPPORTUNITY. THIS COLUMN INDICATES WHETHER THE ACTION ITSELF, NOT MOVING, PROVOKES AN ATTACK OF OPPORTUNITY.

**2** IF YOU AID SOMEONE PERFORMING AN ACTION THAT WOULD NORMALLY PROVOKE AN ATTACK OF OPPORTUNITY, THEN THE ACT OF AIDING ANOTHER PROVOKES AN ATTACK OF OPPORTUNITY AS WELL.

**3** IF YOU HAVE A BASE ATTACK BONUS OF +1 OR HIGHER, YOU CAN COMBINE ONE OF THESE ACTION WITH A REGULAR MOVE. IF YOU HAVE THE TWO-WEAPON FIGHTING FEAT, YOU CAN DRAW TWO LIGHT OR ONE-HANDED WEAPONS IN THE TIME IT WOULD NORMALLY TAKE TO DRAW ONE.

**4** MAY BE TAKEN AS A STANDARD ACTION IF YOU ARE LIMITED TO TAKING ONLY A SINGLE ACTION IN A ROUND.

**5** UNLESS THE COMPONENT IS AN EXTREMELY LARGE OR AWKWARD ITEM.

**6** SOME COMBAT MANEUVERS SUBSTITUTE FOR A MELEE ATTACK, NOT AN ACTION. AS MELEE ATTACKS, THEY CAN BE USED ONCE IN AN ATTACK OR CHARGE ACTION, ONE OF MORE TIMES IN A FULL-ATTACK ACTION, OR EVEN AS AN ATTACK OF OPPORTUNITY. OTHER ARE USED AS A SEPARATE ACTION.

**7** THE DESCRIPTION OF A FEAT DEFINES ITS EFFECT.





## COMBAT MANEUVERS

**CMB**

$$\text{TOTAL} = \text{B.A.B.} + \text{STR MODIFIER} + \text{SIZE MODIFIER}$$

### BULL RUSH STANDARD ACTION / CHARGE

<input type="checkbox"/> <b>CMB</b> + <input type="checkbox"/> <b>Bonus</b> vs. <b>CMD</b>	<b>FAILURE</b>	YOU END YOUR MOVEMENT IN FRONT OF THE TARGET.
<input type="checkbox"/> <b>IMPROVED</b>	<b>PASS</b>	YOU PUSH THE TARGET 5 FT.
<input type="checkbox"/> <b>GREATER</b>	<b>PASS +5</b>	YOU PUSH THE TARGET +5 FT. FOR EVERY 5 YOU BEAT THE CMD, UP TO YOUR AVAILABLE MOVEMENT.

### DISARM STANDARD ACTION / MELEE

<input type="checkbox"/> <b>CMB</b> + <input type="checkbox"/> <b>Bonus</b> vs. <b>CMD</b>	<b>FAIL -10</b>	YOU DROP THE WEAPON OR ITEM YOU ATTEMPTED THE DISARM WITH.
<input type="checkbox"/> <b>IMPROVED</b>	<b>FAILURE</b>	NOTHING HAPPENS.
<input type="checkbox"/> <b>GREATER</b>	<b>PASS</b>	TARGET DROPS 1 ITEM IT CARRIES. YOU PICK WHICH ITEM.
	<b>PASS +10</b>	TARGET DROPS ITEMS CARRIED IN BOTH HANDS, MAX OF 2.

### GRAPPLE STANDARD ACTION

<input type="checkbox"/> <b>CMB</b> + <input type="checkbox"/> <b>Bonus</b> vs. <b>CMD</b>	<b>FAILURE</b>	NOTHING HAPPENS.
<input type="checkbox"/> <b>IMPROVED</b>	<b>PASS</b>	YOU AND YOUR OPPONENT ARE GRAPPLED; YOU GET +5 TO MAINTAIN THE GRAPPLE, AND YOU CAN PERFORM ANY OF THE FOLLOWING ACTIONS:

#### ACTIONS WHILE GRAPPLING

<b>MOVE</b>	MOVE BOTH YOU AND YOUR TARGET UP TO HALF YOUR SPEED. AT THE END OF YOUR MOVEMENT, YOU CAN PLACE YOUR TARGET IN ANY SQUARE ADJACENT TO YOU. PLACING HIM ON A HAZARD GIVES HIM A FREE ATTEMPT TO BREAK YOUR GRAPPLE WITH A +4 BONUS.
<b>DAMAGE</b>	INFLECT DAMAGE TO YOUR TARGET = YOUR UNARMED STRIKE, A NATURAL ATTACK, OR AN ATTACK MADE WITH ARMOR SPIKES OR A LIGHT OR ONE-HANDED WEAPON. THIS DAMAGE CAN BE EITHER LETHAL OR NON-LETHAL.
<b>PIN</b>	OPPONENT IS PINNED, WHILE PINNING, YOU ARE STILL CONSIDERED GRAPPLED, BUT YOU LOSE YOUR DEX BONUS TO AC.
<b>TIE UP</b>	WHILE OPPONENT IS PINNED OR UNCONSCIOUS, YOU CAN USE ROPE TO TIE HIM UP. THIS WORKS LIKE A PIN EFFECT, BUT THE DC TO ESCAPE = 20 + YOUR CMB. IF THE TARGET IS GRAPPLED, YOU CAN TIE HIM UP AT A -10 PENALTY.
<b>RELEASE</b>	YOU CAN RELEASE YOUR GRAPPLE AS A FREE ACTION.

### OVERRUN STANDARD / MOVE / CHARGE

<input type="checkbox"/> <b>CMB</b> + <input type="checkbox"/> <b>Bonus</b> vs. <b>CMD</b>	<b>FAILURE</b>	YOUR TARGET CAN CHOOSE TO AVOID YOU, LETTING YOU PASS. IF NOT, MAKE A COMBAT MANEUVER CHECK.
<input type="checkbox"/> <b>IMPROVED</b>	<b>FAILURE</b>	YOU STOP IN FRONT OF TARGET.
<input type="checkbox"/> <b>GREATER</b>	<b>PASS</b>	YOU MOVE THROUGH A TARGET'S SPACE.
	<b>PASS +5</b>	YOU MOVE THROUGH A TARGET'S SPACE AND THE TARGET IS KNOCKED PRONE.

### SUNDER IN PLACE OF A MELEE ATTACK

<input type="checkbox"/> <b>CMB</b> + <input type="checkbox"/> <b>Bonus</b> vs. <b>CMD</b>	<b>FAILURE</b>	NOTHING HAPPENS.
<input type="checkbox"/> <b>IMPROVED</b>	<b>PASS</b>	DEAL DAMAGE TO THE ITEM NORMALLY. HARDNESS APPLIES. AT 50% HP, THE ITEM GAINS THE BROKEN CONDITION. AT 0 HP, YOU CAN CHOOSE TO BREAK IT.

### TRIP IN PLACE OF A MELEE ATTACK

<input type="checkbox"/> <b>CMB</b> + <input type="checkbox"/> <b>Bonus</b> vs. <b>CMD</b>	<b>FAILURE</b>	IF THE TARGET HAS MORE THAN 2 LEGS, ADD +2 TO THE DC FOR EACH ADDITIONAL LEG.
<input type="checkbox"/> <b>IMPROVED</b>	<b>FAIL -10</b>	YOU ARE KNOCKED PRONE.
<input type="checkbox"/> <b>GREATER</b>	<b>FAILURE</b>	NOTHING HAPPENS.
	<b>PASS</b>	TARGET IS KNOCKED PRONE.

### FEINT STANDARD ACTION

<input type="checkbox"/> <b>CMB</b> + <input type="checkbox"/> <b>Bonus</b> vs. $10 + \text{SENSE MOTIVE OR } 10 + \text{BAB} + \text{Wis}$	<b>FAILURE</b>	NOTHING HAPPENS.
<input type="checkbox"/> <b>IMPROVED</b>	<b>PASS</b>	TARGET IS DENIED DEX BONUS TO AC FOR YOUR NEXT ATTACK.
<input type="checkbox"/> <b>GREATER</b>		VS. NON HUMANOID CREATURES = +4 PENALTY. VS. ANIMAL INT (1 OR 2) = +8 PENALTY. VS. CREATURE WITH NO INT SCORE = IMPOSSIBLE.

### DIRTY TRICK STANDARD ACTION

<input type="checkbox"/> <b>CMB</b> + <input type="checkbox"/> <b>Bonus</b> vs. <b>CMD</b>	<b>FAILURE</b>	NOTHING HAPPENS.
<input type="checkbox"/> <b>IMPROVED</b>	<b>PASS</b>	SITUATIONAL ATTACK THAT CAN MAKE THE TARGET BLINDED, DAZZLED, DEAFENED, ENTANGLED, SHAKEN, OR SICKENED FOR 1 ROUND. IT CAN BE REMOVED AS A MOVE ACTION.
<input type="checkbox"/> <b>GREATER</b>	<b>PASS +5</b>	ADD +1 ROUND TO THE DURATION FOR EVERY 5 YOU BEAT THE CMD.

### DRAG STANDARD ACTION

<input type="checkbox"/> <b>CMB</b> + <input type="checkbox"/> <b>Bonus</b> vs. <b>CMD</b>	<b>FAILURE</b>	NOTHING HAPPENS.
<input type="checkbox"/> <b>IMPROVED</b>	<b>PASS</b>	YOU DRAG THE TARGET BACK 5 FT.
<input type="checkbox"/> <b>GREATER</b>	<b>PASS +5</b>	YOU DRAG THE TARGET +5 FT. FOR EVERY 5 YOU BEAT THE CMD, UP TO YOUR REMAINING MOVEMENT. YOU MUST TRAVEL IN A STRAIGHT LINE.

### REPOSITION STANDARD ACTION

<input type="checkbox"/> <b>CMB</b> + <input type="checkbox"/> <b>Bonus</b> vs. <b>CMD</b>	<b>FAILURE</b>	NOTHING HAPPENS.
<input type="checkbox"/> <b>IMPROVED</b>	<b>PASS</b>	YOU MOVE THE TARGET 5 FT., WITHIN YOUR CURRENT REACH. THE TARGET CANNOT BE MOVED TO A SPACE THAT'S INTRINSICALLY DANGEROUS.
<input type="checkbox"/> <b>GREATER</b>	<b>PASS +5</b>	YOU MOVE THE TARGET +5 FT. FOR EVERY 5 YOU BEAT THE CMD. THE FINAL 5 FT. CAN BE A SPACE ADJACENT TO YOUR REACH.

### STEAL STANDARD ACTION

<input type="checkbox"/> <b>CMB</b> + <input type="checkbox"/> <b>Bonus</b> vs. <b>CMD</b>	<b>FAILURE</b>	YOU MUST HAVE ONE HAND FREE TO STEAL. CHOOSE A VISIBLE, UNHOLD ITEM ON YOUR TARGET. LOOSE ITEMS ARE NORMAL. FASTENED ITEMS ARE HARDER (+5 DC OR MORE), AND ANYTHING CLOSELY WORN CANNOT BE STOLEN. STEALING WITH A WHIP CAN BE DONE AT A -4 PENALTY.
<input type="checkbox"/> <b>IMPROVED</b>	<b>FAILURE</b>	NOTHING HAPPENS.
<input type="checkbox"/> <b>GREATER</b>	<b>PASS</b>	YOU STEAL THE CHOSEN ITEM FROM YOUR TARGET.

## ACTIONS IN COMBAT

### STANDARD ACTION

ATTACK (MELEE)	NO
ATTACK (RANGED)	YES
ATTACK (UNARMED)	YES
ACTIVATE A MAGIC ITEM OTHER THAN A POTION OR OIL	NO
AID ANOTHER	MAYBE <sup>2</sup>
CAST A SPELL (1 STANDARD ACTION CASTING TIME)	YES
CHANNEL ENERGY	NO
CONCENTRATE TO MAINTAIN AN ACTIVE SPELL	NO
DISMISS A SPELL	NO
DRAW A HIDDEN WEAPON (SEE SLIGHT OF HAND SKILL)	NO
DRINK A POTION OR APPLY AN OIL	YES
ESCAPE A GRAPPLE	NO
FEINT	NO
LIGHT A TORCH WITH A TINDERWIG	YES
LOWER SPELL RESISTANCE	NO
READ A SCROLL	YES
READY (TRIGGERS A STANDARD ACTION)	NO
STABILIZE A DYING FRIEND (SEE HEAL SKILL)	YES
TOTAL DEFENSE	NO
USE EXTRAORDINARY ABILITY	NO
USE SKILL THAT TAKES 1 ACTION	USUALLY
USE SPELL-LIKE ABILITY	YES
USE SUPERNATURAL ABILITY	NO

### MOVE ACTION

MOVE	YES
CONTROL A FRIGHTENED MOUNT	YES
DIRECT OR REDIRECT AN ACTIVE SPELL	NO
DRAW A WEAPON <sup>3</sup>	NO
LOAD A HAND CROSSBOW OR LIGHT CROSSBOW	YES
OPEN OR CLOSE A DOOR	NO
MOUNT/DISMOUNT A STEED	NO
MOVE A HEAVY OBJECT	YES
PICK UP AN ITEM	YES
SHEATHE A WEAPON	YES
STAND UP FROM PRONE	YES
READY OR DROP A SHIELD	NO
RETRIEVE A STORED ITEM	YES

### FULL-ROUND ACTION

FULL ATTACK	NO
CHARGE <sup>4</sup>	NO
DELIVER COUP DE GRACE	YES
ESCAPE FROM A NET	YES
EXTINGUISH FLAMES	NO
LIGHT A TORCH	YES
LOAD A HEAVY OR REPEATING CROSSBOW	YES
LOCK OR UNLOCK WEAPON IN LOCKED GAUNTLET	YES
PREPARE TO THROW A SPLASH WEAPON	YES
RUN	YES
USE SKILL THAT TAKES 1 ROUND	USUALLY
USE A TOUCH SPELL ON UP TO SIX FRIENDS	YES
WITHDRAW	NO

### FREE ACTION

CEASE CONCENTRATION ON A SPELL	NO
DROP AN ITEM	NO
DROP TO THE FLOOR	NO
PREPARE SPELL COMPONENTS TO CAST A SPELL <sup>5</sup>	NO
SPEAK	NO

### SWIFT ACTION

CAST A QUICKENED SPELL	NO
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### IMMEDIATE ACTION

CAST FEATHER FALL	NO
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### No ACTION

DELAY	NO
5-FOOT STEP	NO

### ACTION TYPE VARIES

PERFORM A COMBAT MANEUVER <sup>6</sup>	YES
USE FEAT <sup>7</sup>	VARIES

- REGARDLESS OF THE ACTION, IF YOU MOVE OUT OF A THREATENED SQUARE, YOU USUALLY PROVOKE AN ATTACK OF OPPORTUNITY. THIS COLUMN INDICATES WHETHER THE ACTION ITSELF, NOT MOVING, PROVOKES AN ATTACK OF OPPORTUNITY.
- IF YOU AID SOMEONE PERFORMING AN ACTION THAT WOULD NORMALLY PROVOKE AN ATTACK OF OPPORTUNITY, THEN THE ACT OF AIDING ANOTHER PROVOKES AN ATTACK OF OPPORTUNITY AS WELL.
- IF YOU HAVE A BASE ATTACK BONUS OF +1 OR HIGHER, YOU CAN COMBINE ONE OF THESE ACTION FIGHTING WITH A REGULAR MOVE. IF YOU HAVE THE TWO-WEAPON FIGHTING FEAT, YOU CAN DRAW TWO LIGHT OR ONE-HANDED WEAPONS IN THE TIME IT WOULD NORMALLY TAKE TO DRAW ONE.
- MAY BE TAKEN AS A STANDARD ACTION IF YOU ARE LIMITED TO TAKING ONLY A SINGLE ACTION IN A ROUND.
- UNLESS THE COMPONENT IS AN EXTREMELY LARGE OR AWKWARD ITEM.
- SOME COMBAT MANEUVERS SUBSTITUTE FOR A MELEE ATTACK, NOT AN ACTION. AS MELEE ATTACKS, THEY CAN BE USED ONCE IN AN ATTACK OR CHARGE ACTION, ONE OF MORE TIMES IN A FULL-ATTACK ACTION, OR EVEN AS AN ATTACK OF OPPORTUNITY. OTHER ARE USED AS A SEPARATE ACTION.
- THE DESCRIPTION OF A FEAT DEFINES ITS EFFECT.

REFERENCE SHEET

# SKILL DCs

## ACROBATICS

SURFACE WIDTH	DC
• >3 FEET WIDE	0*
• 1-3 FEET WIDE	5*
• 7-11 INCHES WIDE	10
• 2-6 INCHES WIDE	15
• <2 INCHES WIDE	20

\*NO CHECK IS NEEDED TO MOVE UNLESS SURFACE TYPE INCREASES DC BY 10 OR MORE.

SITUATION	DC
• TREAT A FALL AS IF IT WERE 10 FT. SHORTER THAN IT REALLY IS WHEN DETERMINING DAMAGE.	15

• MOVE AT ONE-HALF SPEED AS PART OF NORMAL MOVEMENT, PROVOKING NO ATTACKS OF OPPORTUNITY WHILE DOING SO. FAILURE MEANS YOU PROVOKE ATTACKS OF OPPORTUNITY NORMALLY. CHECK SEPERATELY FOR EACH OPPONENT YOU MOVE PAST.	OPP. CMD
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• MOVE AT ONE-HALF SPEED THROUGH AN AREA OCCUPIED BY AN ENEMY AS PART OF NORMAL MOVEMENT, PROVOKING NO ATTACKS OF OPPORTUNITY WHILE DOING SO. FAILURE MEANS YOU STOP BEFORE ENTERING THE ENEMY-OCCUPIED AREA AND PROVOKE AN ATTACK OF OPPORTUNITY FROM THAT ENEMY. CHECK SEPERATELY FOR EACH OPPONENT.	OPP. CMD+5
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\*EACH ADDITIONAL ENEMY AFTER THE FIRST ADDS +2 TO THE DC. TO MOVE AT FULL SPEED ADDS +10 TO THE DC. YOU CANNOT PERFORM THESE MANUVERS IF YOUR SPEED IS REDUCED BY LOAD SIZE OR ARMOR, UNLESS YOUR SPEED IS ENHANCED TO NORMAL LAND SPEED OF A CREATURE YOUR SIZE.

LONG JUMP DISTANCE	DC*	HIGH JUMP DISTANCE	DC*
5 FEET	5	1 FOOT	4
10 FEET	10	2 FEET	8
15 FEET	15	3 FEET	12
20 FEET	20	4 FEET	16
ETC...	ETC	ETC...	ETC

\*REQUIRES A 20-FOOT RUNNING START. IF NOT DOUBLE THE DC.

TERRAIN	DC MOD.
• SLIGHTLY OBSTRUCTED	+2
• SEVERELY OBSTRUCTED	+5
• SLIGHTLY SLIPPERY	+2
• SEVERELY SLIPPERY	+5
• SLIGHTLY SLOPED	+2
• SEVERELY SLOPED	+5
• SLIGHTLY UNSTEADY	+2
• MODERATELY UNSTEADY	+5
• SEVERELY UNSTEADY	+10
• HARD TERRAIN AT FULL SPEED	+5*

\*DOES NOT APPLY TO CHECKS MADE TO JUMP.

## BLUFF

CIRCUMSTANCES	BLUFF MOD.
• WANTS TO BELIEVE YOU	+5
• LIE IS BELIEVABLE	+0
• LIE IS UNLIKELY	-5
• LIE IS FARFETCHED	-10
• LIE IS IMPOSSIBLE	-20
• TARGET IS DRUNK/IMPAIRED	+5
• HAVE CONVINCING PROOF	UP TO +10

## CLIMB

CLIMB DC	EXAMPLE SURFACE OR ACTIVITY
0	SLOPE TOO STEEP TO WALK UP; KNOTTED ROPE WITH WALL TO BRACE UP AGAINST.
5	ROPE WITH WALL TO BRACE, OR KNOTTED ROPE, OR ROPE AFFECTED BY ROPE TRICK SPELL.
10	SURFACE WITH LEDGES, A VERY ROUGH WALL, OR SHIP'S RIGGING.
15	SURFACE WITH ADEQUATE HANDHOLDS AND FOOTHOLDS, AN UNKNOTTED ROPE, OR PULLING YOURSELF UP WHEN DANGLING BY YOUR HANDS.
20	UNEVEN SURFACE WITH SOME NARROW HANDHOLDS AND FOOTHOLDS.
25	ROUGH SURFACE, SUCH AS A NATURAL ROCK WALL.
30	AN OVERHAND OR CEILING WITH HANDHOLDS BUT NO FOOTHOLDS.
∞	A PERFECTLY SMOOTH FLAT VERTICAL SURFACE CANNOT BE CLIMBED.

DC MOD.*	EXAMPLE SURFACE OR ACTIVITY
-10	CLIMBING A CHIMNEY OR OTHER LOCATION WHERE YOU CAN BRACE AGAINST TWO OPPOSITE WALLS.
-5	CLIMBING A CORNER WHERE YOU CAN BRACE AGAINST PERPENDICULAR WALLS.
+5	SURFACE IS SLIPPERY.

\*THESE MODIFIERS STACK

## DIPLOMACY

STARTING ATTITUDE	DC
• HOSTILE	25 + TARGET'S CHA MOD.
• UNFRIENDLY	20 + TARGET'S CHA MOD.
• INDIFFERENT	15 + TARGET'S CHA MOD.
• FRIENDLY	10 + TARGET'S CHA MOD.
• HELPFUL	0 + TARGET'S CHA MOD.

REQUEST	DC MOD.
• ADVICE OR DIRECTIONS	-5
• DETAILED ADVICE	+0
• SIMPLE AID	+0
• AN UNIMPORTANT SECRET	+5
• LENGTHY OR COMPLICATED AID	+5
• DANGEROUS AID	+10
• AN IMPORTANT SECRET	+10 OR MORE
• AID THAT COULD RESULT IN PUNISHMENT	+15 OR MORE
• ADDITIONAL REQUESTS	+5 PER REQUEST

## DISABLE DEVICE

DEVICE	TIME	DC*
• SIMPLE	1 ROUND	10
• TRICKY	1d4 ROUNDS	15
• DIFFICULT	2d4 ROUNDS	20
• WICKED	2d4 ROUNDS	25

\*IF YOU ATTEMPT TO LEAVE BEHIND NO TRACE OF YOUR TAMPERING ADD 5 TO THE DC.

LOCK QUALITY	DC*
• SIMPLE	10
• AVERAGE	15
• GOOD	20
• SUPERIOR	25

\*IF YOU DO NOT HAVE A SET OF THIEVES' TOOLS, THESE DCs INCREASE BY 10.

## DISGUISE

DISGUISE	CHECK MOD.
• MINOR DETAILS ONLY	+5
• A DIFFERENT GENDER	-2
• A DIFFERENT RACE	-2
• A DIFFERENT AGE CATEGORY	-2~
• A DIFFERENT SIZE CATEGORY	-10

\*THESE MODIFIERS STACK.

~PER STEP BETWEEN ACTUAL AGE CATEGORY AND DISGUISED AGE CATEGORY.

FAMILIARITY	VIEWER BONUS
• RECOGNIZES ON SIGHT	+4
• FRIENDS OR ASSOCIATES	+6
• CLOSE FRIENDS	+8
• INTIMATE	+10

## ESCAPE ARTIST

RESTRAINT	DC
• ROPE/BINDINGS	BINDER'S CMB+20
• NET, ANIMATE ROPE, COMMAND PLANTS, CONTROL PLANTS, ENTANGLE	20
• SNARE SPELL	23
• MANACLES	30
• TIGHT SPACE	30
• MASTERWORK MANACLES	35
• GRAPPLER	GRAPPLER'S CMD

## HEAL

HEAL	DC
• STABILIZE A DYING CHARACTER	15
• LONG-TERM CARE (DAY OR MORE)	15
• TREAT WOUNDS FROM CALTROPS, SPIKE GROWTH, OR SPIKE STONES	15
• TREAT DEADLY WOUNDS (1 HOUR)	20
• TREAT POISON	POISON'S SAVE DC
• TREAT DISEASE	DISEASE'S SAVE DC

## PERCEPTION

DETAIL	DC
• HEAR THE SOUND OF BATTLE	-10
• SMELL ROTTING GARBAGE	-10
• DETECT THE SMELL OF SMOKE	0
• HEAR THE DETAILS OF A CONVERSATION	0
• NOTICE A VISIBLE CREATURE	0
• DETERMINE IF FOOD IS SPOILED	5
• HEAR A CREATURE WALKING	10
• HEAR A WHISPERED CONVERSATION	15
• FIND THE AVERAGE CONCEALED DOOR	15
• HEAR A KEY TURN IN A LOCK	20
• FIND THE AVERAGE SECRET DOOR	20
• HEAR A BOW BEING DRAWN	25
• FEEL A BURROWING CREATURE	25
• NOTICE A PICKPOCKET	OPP. SOH
• NOTICE A STEALTHED CREATURE	OPP. SLTH
• FIND A HIDDEN TRAP	VARIES
• IDENTIFY A POTION THROUGH TASTE	15+C.LVL.

## CIRCUMSTANCE

CIRCUMSTANCE	DC MOD.
• DISTANCE TO SOURCE OF CHECK	+1 / 10 FT.
• THROUGH A CLOSED DOOR	+5
• THROUGH A WALL	+10 / FT. THICK
• FAVORABLE CONDITIONS	-2
• UNFAVORABLE CONDITIONS	+2
• TERRIBLE CONDITIONS	+5
• CREATURE W/CHECK IS DISTRACTED	+5
• CREATURE W/CHECK IS ASLEEP	+10
• CREATURE OR OBJECT IS INVISIBLE	+20

## RIDE

TASK	DC
• GUIDE WITH KNEES	5
• STAY IN SADDLE	5
• FIGHT W/ COMBAT-TRAINED MOUNT	10
• COVER	15
• SOFT FALL	15
• LEAP	15
• SPUR MOUNT	15
• CONTROL MOUNT IN BATTLE	20
• FAST MOUNT OR DISMOUNT	20

## SLEIGHT OF HAND

TASK	DC
• PALM A COIN-SIZED OBJECT, MAKE A COIN DISAPPEAR.	10
• LIFT A SMALL OBJECT FROM A PERSON.	20

## SURVIVAL

TASK	DC
• GET ALONG IN THE WILD	10
• +2 TO FORT. SAVES VS. WEATHER WHILE MOVING (+4 IF STATIONARY)*	15
• AVOID GETTING LOST AND NATURAL HAZARDS.	15
• PREDICT WEATHER UP TO 24 IN ADVANCE.~	15

\*APPLIES TO ONE OTHER CHAR. FOR EVERY POINT YOUR CHECK EXCEEDS 15. ~+24 HOURS FOR EVERY FIVE POINTS YOUR CHECK EXCEEDS 15.

SURFACE	DC
• VERY SOFT GROUND	5
• SOFT GROUND	10
• FIRM GROUND	15
• HARD GROUND	20

CONDITION	DC MOD.
• PER THREE CREATURES IN GROUP	-1
• SIZE OF CREATURE BEING TRACKED	

• FINE	+8
• DIMINUTIVE	+4
• TINY	+2
• SMALL	+1
• MEDIUM	+0
• LARGE	-1
• HUGE	-2
• GARGANTUAN	-4
• COLOSSAL	-8
• PER 24 HOURS SINCE TRAIL WAS MADE.	+1
• PER HOUR OF RAIN SINCE TRAIL WAS MADE.	+1
• FRESH SNOW SINCE TRAIL WAS MADE.	+10
• POOR VISIBILITY	
• OVERCAST OR MOONLESS NIGHT	+6
• MOONLIGHT	+3
• FOG OR PRECIPITATION	+3
• TARGET HIDES TRAIL (HALF SPEED)	+5

## SPELLCRAFT

TASK	DC
• IDENTIFY A SPELL AS IT IS BEING CAST	15+SPELL LVL.
• LEARN A SPELL FROM A SPELLBOOK OR SCROLL.	15+SPELL LVL.
• PREPARE A SPELL FROM A BORROWED SPELLBOOK.	15+SPELL LVL.
• IDENTIFY PROPERTIES OF AN ITEM WITH DETECT MAGIC.	15+ITEM'S CL
• DECIPHER A SCROLL.	20+SPELL LVL.
• CRAFT A MAGIC ITEM.	VARIES BY ITEM

## USE MAGIC DEVICE

TASK	DC
• ACTIVATE BLINDLY	25
• DECIPHER A WRITTEN SPELL	25+SPELL LVL.
• USE A SCROLL	20+CASTER LVL.
• USE A WAND	20
• EMULATE A CLASS FEATURE	20
• EMULATE AN ABILITY SCORE	SPECIAL*
• EMULATE A RACE	25
• EMULATE AN ALIGNMENT	30

\*SEE CRB PG. 109

## CONCENTRATION

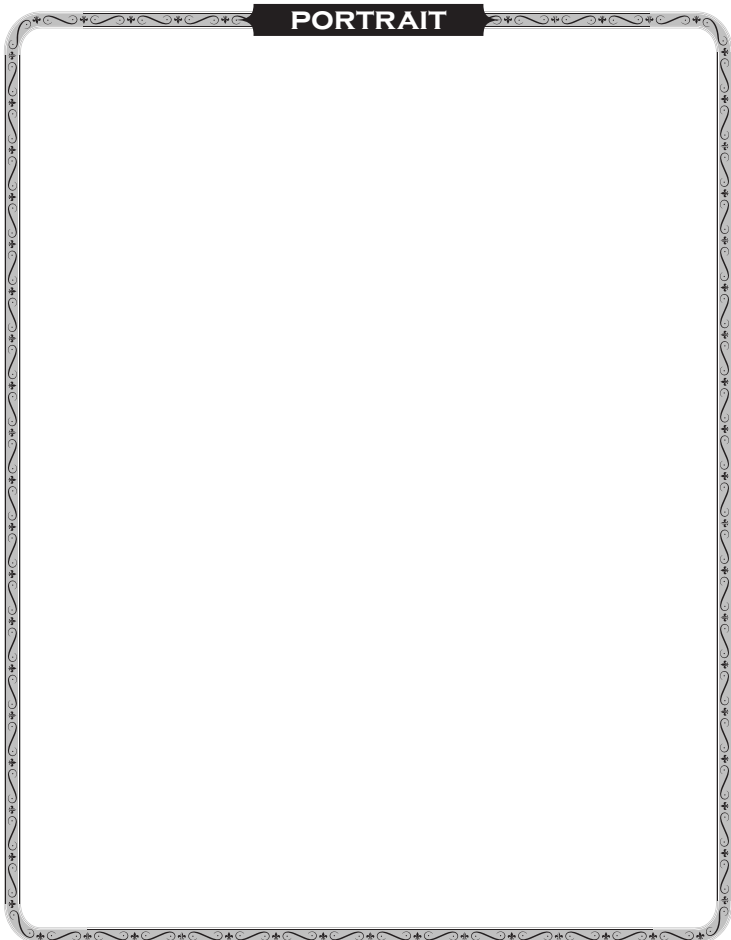
TASK	DC
• CAST DEFENSIVELY.	15 + DOUBLE SPELL LVL.
• INJURED WHILE CASTING.	10 + DMG DEALT + SPELL LVL.
• CONTINUOUS DAMAGE WHILE CASTING.	10 + 1/2 DMG DEALT + SPELL LVL.
• AFFECTED BY A NON-DMG SPELL WHILE CASTING.	DC OF THE SPELL + SPELL LVL.
• GRAPPLED OR PINNED WHILE CASTING.	10 + GRAPPLERS CMB + SPELL LVL.
• VIGOROUS MOTION WHILE CASTING.	10 + SPELL LVL.
• VIOLENT MOTION WHILE CASTING.	15 + SPELL LVL.
• EXTREMELY VIOLENT MOTION WHILE CASTING.	20 + SPELL LVL.
• WIND WITH RAIN OR SLEET WHILE CASTING.	5 + SPELL LVL.
• WIND WITH HAIL AND DEBRIS WHILE CASTING.	10 + SPELL LVL.
• WEATHER CAUSED BY SPELL.	SEE SPELL.
• ENTANGLED WHILE CASTING.	15 + SPELL LVL.





MINDBLADE		
WEAPON SPECIAL PROPERTY	ENHANCEMENT VALUE	REQUIRED LEVEL
DEFENDING	+1	5
DISTANCE	+1	5
FLAMING	+1	5
FROST	+1	5
GHOST TOUCH	+1	5
KEEN**	+1	5
LUCKY*	+1	5
MERCIFUL	+1	5
MIGHTY CLEAVING	+1	5
PSYCHOKINETIC*	+1	5
SHOCK	+1	5
SUNDERING*	+1	5
VICIOUS	+1	5
ANARCHIC	+2	7
AXIOMATIC	+2	7
COLLISION*	+2	7
FLAMING BURST	+2	7
FROST BURST	+2	7
HOLY	+2	7
MINDCRUSHER*	+2	7
PSYCHOKINETIC BURST*	+2	7
SHOCKING BURST	+2	7
SUPPRESSION*	+2	7
UNHOLY	+2	7
WOUNDING	+2	7
BODYFEEDER*	+3	9
MINDFEEDER*	+3	9
SOULBREAKER*	+3	9
BRILLIANT ENERGY	+4	12
COUP DE GRACE*	+5	15

\*OPTIONS DETAILED IN CHAPTER 7: PSIONIC ITEMS IN PSIONICS UNLEASHED  
 \*\*A KEEN MIND BLADE GAINS ITS BENEFITS NO MATTER THE ASSIGNED DAMAGE TYPE



**BACKGROUND**

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**MIND BLADE PRESETS**

ATTACK BONUS	TYPE	RANGE	DAMAGE	CRITICAL
SPECIAL PROPERTIES				

ATTACK BONUS	TYPE	RANGE	DAMAGE	CRITICAL
SPECIAL PROPERTIES				

ATTACK BONUS	TYPE	RANGE	DAMAGE	CRITICAL
SPECIAL PROPERTIES				

ATTACK BONUS	TYPE	RANGE	DAMAGE	CRITICAL
SPECIAL PROPERTIES				

ATTACK BONUS	TYPE	RANGE	DAMAGE	CRITICAL
SPECIAL PROPERTIES				





