CHARACTER NAME | PLAYER NAME

CLASS | RACE | ALIGNMENT

LEVEL | SIZE | AGE | GENDER | HEIGHT | WEIGHT | EYES | HAIR | EXPERIENCE /

LEGEND PTS.

PATRON IMMORTAL / RELIGION | LEGENDARY PATH

Ability Name	Ability Score	Ability Mod	Temp Score	Temp Mod
STR strength				
DEX dexterity				
CON constitution				
INT intelligence				
WIS wisdom				
CHA charisma				

	Total	wounds/current hp	nonlethal damage	Hit Dice	Speed
HP hit points					

AC armor class: Total = 10 + Armor Bonus + Shield Bonus + Dex Mod + Size Mod + Natural Armor + Deflect Mod + Dodge Mod + Misc Mod + Touch AC | Flat Footed | Miss Chance | Spell Resist. | Damage Reduction

Saving Throws

	Total	Class Base	Ability	Magic	Misc	Temp
FORTITUDE (constitution)	=	+	+	+	+	+
REFLEX (dexterity)	=	+	+	+	+	+
WILL (wisdom)	=	+	+	+	+	+

conditional modifiers

BASE ATTACK bonus

INITIATIVE modifier: Total = Dex + Misc

Weapon	Total Attack Bonus	Damage	Extra DMG	Critical
Range / Type / Size	**Notes**			

Weapon	Total Attack Bonus	Damage	Extra DMG	Critical
Range / Type / Size	**Notes**			

Weapon	Total Attack Bonus	Damage	Extra DMG	Critical
Range / Type / Size	**Notes**			

Weapon	Total Attack Bonus	Damage	Extra DMG	Critical
Range / Type / Size	**Notes**			

Ammunitions

_____	☐☐☐☐☐ ☐☐☐☐☐	_____	☐☐☐☐☐ ☐☐☐☐☐
	☐☐☐☐☐ ☐☐☐☐☐		☐☐☐☐☐ ☐☐☐☐☐
	☐☐☐☐☐ ☐☐☐☐☐		☐☐☐☐☐ ☐☐☐☐☐
_____	☐☐☐☐☐ ☐☐☐☐☐	_____	☐☐☐☐☐ ☐☐☐☐☐

Armor/Protective Item	Armor Bonus	Max Dex Bonus	Speed	Check Penalty	Spell Failure
Notes					

Shield/Protective Item	Armor Bonus	Check Penalty	Spell Failure	Notes

Protective Item	Armor Bonus	Check Penalty	Spell Failure	Notes

Protective Item	Armor Bonus	Check Penalty	Spell Failure	Notes

ARMOR check penalty ☐ | ARCANE spell failure ☐ %

SKILLS

class skill?	Skill Name	Key Ability	Ability Modifier	Misc Modifier	Ranks	Skill Modifier
☐ ☐ ☐	Appraise ■	int				
☐ ☐ ☐	Balance ■	dex*				
☐ ☐ ☐	Bluff ■	cha				
☐ ☐ ☐	Climb ■	str*				
☐ ☐ ☐	Concentration ■	con				
☐ ☐ ☐	Craft ■ ( )	int				
☐ ☐ ☐	Craft ■ ( )	int				
☐ ☐ ☐	Decipher Script	int				
☐ ☐ ☐	Diplomacy ■	cha				
☐ ☐ ☐	Disable Device	int				
☐ ☐ ☐	Disguise ■	cha				
☐ ☐ ☐	Escape Artist ■	dex*				
☐ ☐ ☐	Forgery ■	int				
☐ ☐ ☐	Gather Information ■	cha				
☐ ☐ ☐	Handle Animal	cha				
☐ ☐ ☐	Heal ■	wis				
☐ ☐ ☐	Hide ■	dex*				
☐ ☐ ☐	Intimidate ■	cha				
☐ ☐ ☐	Jump ■	str*				
☐ ☐ ☐	Knowledge (arcana)	int				
☐ ☐ ☐	Knowledge (architecture)	int				
☐ ☐ ☐	Knowledge (dungeoneering)	int				
☐ ☐ ☐	Knowledge (geography)	int				
☐ ☐ ☐	Knowledge (history)	int				
☐ ☐ ☐	Knowledge (nature)	int				
☐ ☐ ☐	Knowledge (nobility & royalty)	int				
☐ ☐ ☐	Knowledge (religion)	int				
☐ ☐ ☐	Knowledge (the planes)	int				
☐ ☐ ☐	Knowledge ( )	int				
☐ ☐ ☐	Knowledge ( )	int				
☐ ☐ ☐	Knowledge ( )	int				
☐ ☐ ☐	Listen ■	wis				
☐ ☐ ☐	Move Silently ■	dex*				
☐ ☐ ☐	Open Lock	dex				
☐ ☐ ☐	Perform ( )	cha				
☐ ☐ ☐	Profession ( )	wis				
☐ ☐ ☐	Profession ( )	wis				
☐ ☐ ☐	Ride ■	dex				
☐ ☐ ☐	Search ■	int				
☐ ☐ ☐	Sense Motive ■	wis				
☐ ☐ ☐	Sleight of Hand ■	dex*				
☐ ☐ ☐	Speak Language	n/a				
☐ ☐ ☐	Spellcraft	int				
☐ ☐ ☐	Spot ■	wis				
☐ ☐ ☐	Survival ■	wis				
☐ ☐ ☐	Swim	str*				
☐ ☐ ☐	Tumble	dex*				
☐ ☐ ☐	Use Magical Device	int				
☐ ☐ ☐	Use Rope ■	dex				
☐ ☐ ☐	_____	___				
☐ ☐ ☐	_____	___				

conditional modifiers

Maximum Skill Rank : class skill (level +3) _____

Maximum Skill Rank : cross - class skill (level +3 /2) _____

Skill points per Level: _____

** armor check penalty applies* ■ *can be used with 0 skill ranks*

General Feats

- ❑ Acrobatic
- ❑ Agile
- ❑ Alertness
- ❑ Animal Affinity
- ❑ Athletic
- ❑ Augment Summoning
- ❑ Blind-Fight
- ❑ Combat Casting
- ❑ Combat Expertise
  - ❑ Improved Disarm
  - ❑ Improved Feint
  - ❑ Improved Trip
  - ❑ Whirlwind Attack
- ❑ Combat Reflexes
- ❑ Deceitful
- ❑ Deft Hands
- ❑ Diligent
- ❑ Dodge
  - ❑ Mobility
    - ❑ Spring Attack
  - ❑ Giant-Fighter
- ❑ Drive it Deep
- ❑ Endurance
  - ❑ Diehard
- ❑ Eschew Materials
- ❑ Exotic Shield Proficiency
- ❑ Exotic Weapon ( )
- ❑ Exotic Weapon ( )
- ❑ Exotic Weapon ( )
- ❑ Extra Turning
- ❑ Great Fortitude
- ❑ Improved Counterspell
- ❑ Improved Critical ( )
- ❑ Improved Critical ( )
- ❑ Improved Familiar
- ❑ Improved Initiative
- ❑ Improved Unarmed Strike
  - ❑ Deflect Arrows
    - ❑ Snatch Arrows
  - ❑ Improved Grapple
  - ❑ Stunning Fist
- ❑ Investigator
- ❑ Iron Will
- ❑ Leadership
- ❑ Lightning Reflexes
- ❑ Magical Aptitude
- ❑ Mounted Combat
  - ❑ Mounted Archery
  - ❑ Ride-by Attack
    - ❑ Spirited Charge
  - ❑ Trample
- ❑ Natural Spell
- ❑ Negotiator
- ❑ Nimble Fingers
- ❑ Persuasive
- ❑ Point Blank Shot
  - ❑ Farshot
  - ❑ Precise Shot
    - ❑ Improved Precise Shot
  - ❑ Rapid Shot
    - ❑ Manyshot
  - ❑ Shot on the Run
- ❑ Power Attack
  - ❑ Cleave
    - ❑ Great Cleave
  - ❑ Improved Bull Rush
  - ❑ Improved Overrun
  - ❑ Improved Sunder
- ❑ Quick Draw
- ❑ Quickened Donning
- ❑ Rapid Reload
- ❑ Run
- ❑ Self-Sufficient
- ❑ Shield Proficiency
  - ❑ Improved Shield Bash
  - ❑ Tower Shield Proficiency
- ❑ Skill Focus ( )
- ❑ Skill Focus ( )
- ❑ Skill Focus ( )
- ❑ Spell Focus ( )
  - ❑ Greater Spell Focus
- ❑ Spell Focus ( )
  - ❑ Greater Spell Focus
- ❑ Spell Focus ( )
  - ❑ Greater Spell Focus
- ❑ Spell Penetration
  - ❑ Greater Spell Penetration
- ❑ Stealthy
- ❑ Toughness
- ❑ Tower Shield Proficiency
- ❑ Track
- ❑ Two-Weapon Fighting
  - ❑ Two-Weapon Defense
  - ❑ Improved Two-Weapon Fighting
    - ❑ Greater Two-Weapon Fighting
- ❑ Weapon Finesse
- ❑ Weapon Focus ( )
  - ❑ Greater Weapon Focus
  - ❑ Weapon Specialization ( )
    - ❑ Greater Weapon Specialization
- ❑ Weapon Focus ( )
  - ❑ Greater Weapon Focus
  - ❑ Weapon Specialization ( )
    - ❑ Greater Weapon Specialization

Metamagic Feats

- ❑ Enpower Spell
- ❑ Enlarge Spell
- ❑ Extend Spell
- ❑ Heighten Spell
- ❑ Maximise Spell
- ❑ Quicken Spell
- ❑ Silent Spell
- ❑ Still Spell
- ❑ Widen Spell

Item Creation Feats

- ❑ Brew Potion
- ❑ Craft Magic Arms and Armor
- ❑ Craft Magic Pouch
- ❑ Craft Spell Fetish
- ❑ Craft Summoning Pit
- ❑ Craft Rod
- ❑ Craft Staff
- ❑ Craft Wand
- ❑ Craft Wondrous Item
- ❑ Forge Ring
- ❑ Scribe Scroll

Cultural Feats

Stormfells

- ❑ Dream of the Dawn
- ❑ Elemental Scion
- ❑ Kingdom's Honor
- ❑ Mark of Mordrin
- ❑ Rage of Mordrin
- ❑ Red Blade
- ❑ Mountain Charge

Central Sildanyr

- ❑ Fey Racer
- ❑ Fey Rider
- ❑ Song of Stream and Stone
- ❑ Rites of the Hours
- ❑ Whisper to the Trees

Deep Sildanyr

- ❑ The Endless Dance
- ❑ By Moonlight Vision
- ❑ By Old Loyalties Bound
- ❑ Color of the Wind
- ❑ Song of the Seasons

Outskirts of Sildanyr

- ❑ Dance of Blood
- ❑ Dance of the Pine Needle
- ❑ Dance of Blades
- ❑ Display of Power
- ❑ Songs of Blood and War

Morningstar Mountains

- ❑ Dance of Fury
- ❑ Dance of Hate
- ❑ Songs of Darkness and Loss
- ❑ The Cruelest Hand
- ❑ Voice of the Dark Brothers

Anderland

- ❑ Champion's Call
- ❑ Craftman's Focus
- ❑ Farmer's Son
- ❑ Healer's Hands
- ❑ Hunter's Wealth
- ❑ Traveler's Step

Dreaming Isles

- ❑ Able-Bodied
- ❑ Bilge Rat
- ❑ Explorer
- ❑ Seer
- ❑ Tale Spinner

Durning Highlands

- ❑ Far Runner
- ❑ Honorable Duelist
- ❑ Stoneknapper
- ❑ True Speaker

Foothills

- ❑ Dream of the Dawn
- ❑ Defender's Frenzy
- ❑ Bloodlust
- ❑ Vision of Glory
- ❑ Whispers in the Dark

Icehammer Front & The Frostfells

- ❑ Corrupted Allegiance
- ❑ Dark Breath of the Mountains
- ❑ Iceforged Blood
- ❑ Iceforged Bone

Skyhome

- ❑ Cloud Born
- ❑ Great Throw
- ❑ Shattering Blow

Civilized to Savage

- ❑ Tested Awareness
- ❑ Tested Fortitude
- ❑ Tested Agility
- ❑ Tested Strength
- ❑ Tested Will

Sunset Reach

- ❑ Boundless Depths
- ❑ Eyes of the Horizon
- ❑ Touch of the Reach
- ❑ Under the Stars
- ❑ Windweaver

Tamerland

- ❑ Grim Resignation
- ❑ Strength of Illusion
- ❑ True Name
- ❑ Unspoken Wisdom

Faring Folk

- ❑ Carefree Heart
- ❑ Lay a Wreath
- ❑ Sing up a Bright Heart
- ❑ Trust in Fate

Northern Zangala

- ❑ Bandit's Touch
- ❑ Concealed Carry
- ❑ Desert Native

Valhedar Dominion

- ❑ Disabling Duelist
- ❑ Expert Duelist
- ❑ Improved Quick Draw
- ❑ Infernal Favor
- ❑ Inspiring Poet
- ❑ Lordling Reflexes
- ❑ Skilled Duelist
- ❑ Stalwart Legionnaire
- ❑ Survivor of the Pits

Kingsmarch

- ❑ Craft Greater Holy Weapon
- ❑ Innate Talent
- ❑ Skilled Prodigy
- ❑ Sprinter
- ❑ Quick Mount
- ❑ Favored Disciple
- ❑ Shield Mastery

Proficiencies

Armor: ❑ Light ❑ Medium ❑ Heavy

Weapons: ❑ Martial ❑ Simple

Misc

- ❑ _____
- ❑ _____
- ❑ _____
- ❑ _____
- ❑ _____

Racial Traits

Racial Talents

1 _____
3 _____
5 _____
7 _____
9 _____

Racial Transformations

2 _____
4 _____
6 _____
8 _____
10 _____

Class Abilities

Legendary Path Abilities

Notes

Languages

Languages spoken	Read / Write?
Anderlar	❑
Clan Speech	❑
Common	❑
Dorlian	❑
Dwarven	❑
Elven	❑
Giant	❑
Gnome	❑
Halfling	❑
King's Tongue	❑
Orc	❑
Valhedrin	❑
_____	❑
_____	❑
_____	❑
_____	❑

Gear

Item	Weight	Item	Weight

Total Weight _____

Light Load	Medium Load	Heavy Load

Lift Over Head	Lift Off Ground	Push or Drag
Max Load	2x Max Load	5x Max Load

Wealth

CP -

SP -

GP -

PP -

Other Items of Value

Notes

Spells

0:

1st:

2nd

3rd

4th:

5th:

6th:

7th:

8th:

9th:

Spell Save DC	Level	Spells Per Day	Bonus Spells
	0		0
	1st		
	2nd		
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		

number of spells known

0	1st	2nd
3rd	4th	5th
6th	7th	8th
9th		

Magic Item	Description

Magic Item	Description

Magic Item	Description

Magic Item	Description

Magic Item	Description

Magic Item	Description