

Player

Campaign

XP

ABILITIES

	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) ÷ 2 (Round down)

FEATS & SPECIAL ABILITIES

LANGUAGES

CHARACTER

Name

Race

Size

Gender

Size
Modifier

CLASSES

□ 1

□ 2

□ 3

□ 4

□ 5

Favoured class
+1 per level

Hit Die

d

d

d

d

+ CON
per level

Level

Level Adjustment

Effective
Character
Level

SKILLS

	Untrained	Skill Bonus	Class Skills +3	Ranks	Racial, Feats	Misc	Armour Check Penalty
Acrobatics	■		DEX	□			-
Appraise	■		INT	□			
Bluff	■		CHA	□			
Climb	■		STR	□			-
Concentration			WIS	+	Shaman Level		
Diplomacy	■		CHA	■			
Disable Device			DEX	□			-
Disguise	■		CHA	□			
Escape Artist	■		DEX	□			-
Fly	■		DEX	■			-
Handle Animal			CHA	■			
Heal	■		WIS	■			
Intimidate	■		CHA	□			±4 if larger/smaller
Linguistics			INT	□			
Perception	■		WIS	□			
Ride	■		DEX	■			-
Sense Motive	■		WIS	□			
Sleight of Hand			DEX	□			-
Spellcraft			INT	■			
Stealth	■		DEX	□			-
Survival	■		WIS	■			
Swim	■		STR	□			-
Use Magic Device			CHA	□			
Craft (alchemy)			INT	□			
Knowledge (arcana)			INT	□			
Knowledge (dungeoneering)			INT	□			
Knowledge (engineering)			INT	□			
Knowledge (geography)			INT	□			
Knowledge (history)			INT	□			
Knowledge (local)			INT	□			
Knowledge (martial)			INT	□			
Knowledge (nature)			INT	■			
Knowledge (nobility)			INT	□			
Knowledge (planes)			INT	■			
Knowledge (psionics)			INT	□			
Knowledge (religion)			INT	■			
Perform (act)	■		CHA	□			
Profession (architect)			WIS	□			
	□			□			Knowledge - INT
	□			□			Profession - WIS
	□			□			
	□			□			Craft - INT
	□			□			Perform - CHA

INITIATIVE

INITIATIVE BONUS Feats Training Misc

INIT = DEX + + +

SPEED

SPEED Speed with Armour Temp Speed

ft sq ft sq ft sq

Swim Speed Fly Speed Climb Speed

ft sq ft sq ft sq

BASE ATTACK

BASE ATTACK BONUS MELEE ATTACK RANGED ATTACK

Temp Attack Bonus Morale Bonus Buffs Nerfs Power Attack

+ = + - -

Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack

+ = + - +

Conditional Modifiers

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Base Attack Bonus Size Modifier Misc

CMB = STR + BAB - +

COMBAT MANOEUVRE DEFENCE

CMD = 10 + STR + DEX + + + BAB - +

FLAT-FOOTED CMD

CMD = 10 + STR / / + + BAB - +

Temp CMB Temp CMD Conditional Modifiers

+ CMB + CMD

HEALTH

HIT POINTS Wounds Dying Stable Non-lethal Unconscious

hp hp hp

ARMOUR CLASS

ARMOUR CLASS Dodge Modifier Deflection Modifier Armour AC Shield AC Natural Armour Size Modifier

AC = 10 + DEX + + + + +

FLAT-FOOTED ARMOUR CLASS

AC = 10 / / + + + + +

TOUCH ARMOUR CLASS

AC = 10 + DEX + + / / / +

Temp AC Spell Resistance Conditional Modifiers

+ AC

Damage Reduction

/

Notes

ATTACKS

Range Type Attack Bonus Damage Critical

ft sq d x

Ammo # Special Ammo #

Range Type Attack Bonus Damage Critical

ft sq d x

Range Type Attack Bonus Damage Critical

ft sq d x

Range Type Attack Bonus Damage Critical

ft sq d x

Range Type Attack Bonus Damage Critical

ft sq d x

Ammo # Special Ammo #

Ammo # Special Ammo #

SAVES

FORTITUDE SAVE Base Racial Misc Temp

FORT = CON + + + +

REFLEX SAVE

REF = DEX + + + +

WILL SAVE

WILL = WIS + + + +













Evasion Improved Evasion Endurance Trap Sense

Conditional Modifiers

EFFECTS






Effects grid

[illegible]

	#			
	#			
	#			
	#			

Light Load	Carried Items	1b
1b	Weapons, Ammo	1b
Medium Load	Armour, Shield	1b
1b	Worn Items	1b
Heavy Load	Scrolls, Potions, Wands, Components	1b
1b	Total Weight	1b

MONEY

Copper		cp
Silver		sp
Gold		gp
Platinum		pp
Total		

WANDS

CHARGES									
#	□	□	□	□	□	□	□	□	□
	□	□	□	□	□	□	□	□	□
	□	□	□	□	□	□	□	□	□

[illegible][illegible]

ARMOUR						
Properties						
Check Penalty	Type	Weight	Max Speed			
			ft	sq		
Check Penalty	Type	Weight	Spell Failure			
			lb	%		
SHIELD						
Properties						
Check Penalty	Type	Weight	Max Speed			
			ft	sq		
Check Penalty	Type	Weight	Spell Failure			
			lb	%		
AC						

Hands
Properties

Ring
Properties
Ring

Properties

SCROLLS

[illegible]

EQUIPMENT	
Head / Hat / Mask	
Properties	
Headband	
Properties	
Eyes	
Properties	
Neck / Throat	
Properties	
Shoulders	
Properties	
Chest	
Properties	

Belts
Properties

Clothes / Body

Properties

Arms / Wrists
Properties

Feet

Properties

POTIONS

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SHAMAN

Caster
Level

SPIRIT

SPIRIT MAGIC	1	6
	2	7
	3	8
	4	9
	5	

Spirit ability

Level Greater spirit ability
8

Level True spirit ability
16

Level Manifestation
20

SPIRIT ANIMAL

Level
3 Deliver touch spells through your spirit animal.

SPELLS

Spell Save DC	Spells per day	=	Base Spells	+	Bonus Spells
0					WIS - 12
1	+ 1		+ 1		WIS - 8
2	+ 1		+ 1		WIS - 4
3	+ 1		+ 1		WIS
4	+ 1		+ 1		
5	+ 1		+ 1		
6	+ 1		+ 1		
7	+ 1		+ 1		
8	+ 1		+ 1		
9	+ 1		+ 1		

Spell Save DC = 10 + WIS + Spell Level

WANDERING SPIRIT

Level Spirit ability

4

Greater spirit ability

12

True spirit ability

20

Level Wandering hex

6

Second wandering hex

14

PREPARED SPELLS

0

□ □ □

Spirit Magic + 1

□ □ □

1

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Spirit Magic + 1

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2

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Spirit Magic + 1

□ □ □

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3

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Spirit Magic + 1

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4

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Spirit Magic + 1

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Spirit Magic + 1

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Spirit Magic + 1

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9

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Spirit Magic + 1

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KNOWN HEXES

SPELL BOOK

Spell Level

Spell Level

Spell Level

	School

Components / Focus	Book	Page
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CHARACTER BACKGROUND

Name

Origin

PORTRAIT



APPEARANCE

Race



Age

Height

Weight

Eyes

Hair

Defining Features

Preferred Clothing

PERSONALITY

Motivations

Fears

Likes

Dislikes

Quirks

ORIGINS

Parents

Background

Bonus

Gifts

Insults

Events

CHA

RIVAL

Country

/ Region

/ Town

Background

Bonus

Gifts

Insults

Events

CHA

RIVAL

Religion

FRIENDLY

HOSTILE

Employer

FRIENDLY

HOSTILE

Current Country

/ Region

/ Town

FRIENDLY

HOSTILE

Affiliation

FRIENDLY

HOSTILE

Affiliation

FRIENDLY

HOSTILE

FRIENDS AND FOES

FRIENDLY

HOSTILE

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HOSTILE

STATS DISPLAY

Name

STR DEX CON INT WIS CHA

STR DEX CON INT WIS CHA

AC Touch Flat-footed

AC AC AC

CMB CMD Flat-footed

CMB CMD CMD

SAVING THROWS

Fortitude Reflex Will

FORT REF WILL

INITIATIVE

MAP FIGURE

INITIATIVE MARKER

Name

HEX TOKENS

MAP TOKEN

- Cut out carefully with a sharp knife or scissors, using the | marks as guides
- Fold along the dotted lines, making sure the hatched areas are hidden or face down
- Optionally, fix it with glue