

CHARACTER NAME

PLAYER

CLASS &amp; LEVEL

RACE

ALIGNMENT

DEITY

SIZE / TYPE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN



www.lpjdesign.com

LPJXX21



| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER |
|--------------|---------------|------------------|-----------------|--------------------|
| <b>STR</b>   |               |                  |                 |                    |
| <b>DEX</b>   |               |                  |                 |                    |
| <b>CON</b>   |               |                  |                 |                    |
| <b>INT</b>   |               |                  |                 |                    |
| <b>WIS</b>   |               |                  |                 |                    |
| <b>CHA</b>   |               |                  |                 |                    |

| HP | TOTAL | DR |
|----|-------|----|
|    |       |    |

| WOUNDS / CURRENT HP |
|---------------------|
|                     |

| NONLETHAL DAMAGE |
|------------------|
|                  |

| INITIATIVE | TOTAL | DEX MODIFIER | MISC. MODIFIER |
|------------|-------|--------------|----------------|
|            |       |              |                |

| AC | TOTAL | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR | DEFLECTION MODIFIER | MISC. MODIFIER |
|----|-------|-------------|--------------|--------------|---------------|---------------|---------------------|----------------|
|    |       |             |              |              |               |               |                     |                |

| TOUCH | FLAT-FOOTED | MODIFIER |
|-------|-------------|----------|
|       |             |          |

| SAVING THROWS    | TOTAL | BASE SCORE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMPORARY MODIFIER | MODIFIERS |
|------------------|-------|------------|------------------|----------------|----------------|--------------------|-----------|
| <b>FORTITUDE</b> |       |            |                  |                |                |                    |           |
| <b>REFLEX</b>    |       |            |                  |                |                |                    |           |
| <b>WILL</b>      |       |            |                  |                |                |                    |           |

| BASE ATTACK BONUS | SPELL RESISTANCE |
|-------------------|------------------|
|                   |                  |

| CMB | TOTAL | BASE ATTACK BONUS | STRENGTH MODIFIER | SIZE MODIFIER | MODIFIER |
|-----|-------|-------------------|-------------------|---------------|----------|
|     |       |                   |                   |               |          |

| CMD | TOTAL | BASE ATTACK BONUS | STRENGTH MODIFIER | DEX MODIFIER | SIZE MODIFIER |
|-----|-------|-------------------|-------------------|--------------|---------------|
|     |       |                   |                   |              |               |

| ATTACK       | ATTACK BONUS | DAMAGE            | CRITICAL     |
|--------------|--------------|-------------------|--------------|
|              |              |                   |              |
| <b>RANGE</b> | <b>TYPE</b>  | <b>AMMUNITION</b> | <b>NOTES</b> |
|              |              |                   |              |

| ATTACK       | ATTACK BONUS | DAMAGE            | CRITICAL     |
|--------------|--------------|-------------------|--------------|
|              |              |                   |              |
| <b>RANGE</b> | <b>TYPE</b>  | <b>AMMUNITION</b> | <b>NOTES</b> |
|              |              |                   |              |

| ATTACK       | ATTACK BONUS | DAMAGE            | CRITICAL     |
|--------------|--------------|-------------------|--------------|
|              |              |                   |              |
| <b>RANGE</b> | <b>TYPE</b>  | <b>AMMUNITION</b> | <b>NOTES</b> |
|              |              |                   |              |

| ATTACK       | ATTACK BONUS | DAMAGE            | CRITICAL     |
|--------------|--------------|-------------------|--------------|
|              |              |                   |              |
| <b>RANGE</b> | <b>TYPE</b>  | <b>AMMUNITION</b> | <b>NOTES</b> |
|              |              |                   |              |

| ATTACK       | ATTACK BONUS | DAMAGE            | CRITICAL     |
|--------------|--------------|-------------------|--------------|
|              |              |                   |              |
| <b>RANGE</b> | <b>TYPE</b>  | <b>AMMUNITION</b> | <b>NOTES</b> |
|              |              |                   |              |

| SPEED | BASE SPEED | WITH ARMOR | TEMP MODIFIERS |
|-------|------------|------------|----------------|
|       |            |            |                |

| SKILL NAMES   | TOTAL BONUS | ABILITY MOD. | RANKS | MISC. MOD. |
|---|-------------|--------------|-------|------------|
| <input type="checkbox"/> ACROBATICS                 |             |              |       |            |
| <input type="checkbox"/> APPRAISE                   |             |              |       |            |
| <input type="checkbox"/> BLUFF                      |             |              |       |            |
| <input type="checkbox"/> CLIMB                      |             |              |       |            |
| <input type="checkbox"/> CRAFT ( )                  |             |              |       |            |
| <input type="checkbox"/> CRAFT ( )                  |             |              |       |            |
| <input type="checkbox"/> CRAFT ( )                  |             |              |       |            |
| <input type="checkbox"/> DIPLOMACY                  |             |              |       |            |
| <input type="checkbox"/> DISABLE DEVICE*            |             |              |       |            |
| <input type="checkbox"/> DISGUISE                   |             |              |       |            |
| <input type="checkbox"/> ESCAPE ARTIST              |             |              |       |            |
| <input type="checkbox"/> FLY                        |             |              |       |            |
| <input type="checkbox"/> HANDLE ANIMAL*             |             |              |       |            |
| <input type="checkbox"/> HEAL                       |             |              |       |            |
| <input type="checkbox"/> INTIMIDATE                 |             |              |       |            |
| <input type="checkbox"/> KNOWLEDGE (ARCANA)*        |             |              |       |            |
| <input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)* |             |              |       |            |
| <input type="checkbox"/> KNOWLEDGE (ENGINEERING)*   |             |              |       |            |
| <input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*     |             |              |       |            |
| <input type="checkbox"/> KNOWLEDGE (HISTORY)*       |             |              |       |            |
| <input type="checkbox"/> KNOWLEDGE (LOCAL)*         |             |              |       |            |
| <input type="checkbox"/> KNOWLEDGE (NATURE)*        |             |              |       |            |
| <input type="checkbox"/> KNOWLEDGE (NOBILITY)*      |             |              |       |            |
| <input type="checkbox"/> KNOWLEDGE (PLANES)*        |             |              |       |            |
| <input type="checkbox"/> KNOWLEDGE (RELIGION)*      |             |              |       |            |
| <input type="checkbox"/> LINGUISTICS*               |             |              |       |            |
| <input type="checkbox"/> PERCEPTION                 |             |              |       |            |
| <input type="checkbox"/> PERFORM ( )                |             |              |       |            |
| <input type="checkbox"/> PERFORM ( )                |             |              |       |            |
| <input type="checkbox"/> PROFESSION* ( )            |             |              |       |            |
| <input type="checkbox"/> PROFESSION* ( )            |             |              |       |            |
| <input type="checkbox"/> RIDE                       |             |              |       |            |
| <input type="checkbox"/> SENSE MOTIVE               |             |              |       |            |
| <input type="checkbox"/> SLEIGHT OF HAND*           |             |              |       |            |
| <input type="checkbox"/> SPELLCRAFT*                |             |              |       |            |
| <input type="checkbox"/> STEALTH                    |             |              |       |            |
| <input type="checkbox"/> SURVIVAL                   |             |              |       |            |
| <input type="checkbox"/> SWIM                       |             |              |       |            |
| <input type="checkbox"/> USE MAGIC DEVICE           |             |              |       |            |
| <input type="checkbox"/> CLASS SKILL * TRAINED ONLY |             |              |       |            |

CONDITIONAL MODIFIER:

LANGUAGES:

---

**PLAYER**

**OGL**  
3.5 SYSTEM COMPATIBLE

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

RACE

## ALIGNMENT

| AC ITEMS | BONUS | TYPE | CHECK PENALTY | SPELL FAILURE | WEIGHT | PROPERTIES |
|----------|-------|------|---------------|---------------|--------|------------|
|          |       |      |               |               |        |            |
|          |       |      |               |               |        |            |
|          |       |      |               |               |        |            |
|          |       |      |               |               |        |            |
|          |       |      |               |               |        |            |
| TOTAL    |       |      |               |               |        |            |

[illegible]

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

| MONEY |  |
|-------|--|
| CP—   |  |
| SP—   |  |
| GP—   |  |
| PP—   |  |

[illegible]

| SPELLS                |                |       |                |              |
|-----------------------|----------------|-------|----------------|--------------|
| SPELLS KNOWN          | SPELLS SAVE DC | LEVEL | SPELLS PER DAY | BONUS SPELLS |
| <div></div>           | <div></div>    | 0     | <div></div>    | —            |
| <div></div>           | <div></div>    | 1ST   | <div></div>    | <div></div>  |
| <div></div>           | <div></div>    | 2ND   | <div></div>    | <div></div>  |
| <div></div>           | <div></div>    | 3RD   | <div></div>    | <div></div>  |
| <div></div>           | <div></div>    | 4TH   | <div></div>    | <div></div>  |
| <div></div>           | <div></div>    | 5TH   | <div></div>    | <div></div>  |
| <div></div>           | <div></div>    | 6TH   | <div></div>    | <div></div>  |
| <div></div>           | <div></div>    | 7TH   | <div></div>    | <div></div>  |
| <div></div>           | <div></div>    | 8TH   | <div></div>    | <div></div>  |
| <div></div>           | <div></div>    | 9TH   | <div></div>    | <div></div>  |
| CONDITIONAL MODIFIERS |                |       |                |              |

**DOMAINS/SPECIALTY SCHOOL**

0    □□□□□□□□

**1ST**    □□□□□□□□

**2ND**    □□□□□□□□

**3RD**    □□□□□□□□

**4TH** □□□□□□□□

**5TH** □□□□□□□□

[illegible]

7TH □□□□□□□□

8TH    □□□□□□□□

9TH    □□□□□□□□

Louis Porter Jr. Design, NeoExodus: A House Divided & logos are a trademark owned by Louis Porter Jr. Inc. All rights reserved. All other content is copyright 2007 Louis Porter Jr. Design Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. This book is compatible with 3rd Edition and Revised 3rd Edition rules. This edition of adventure planner is produced under version 1.0a and/or draft versions of the Open Game License and the System Reference Document by permission of Wizards of the Coast. Subsequent versions of this product will incorporate later versions of the license and document.

#### **Designation of Open Game Content:** All Text

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

## **OPEN GAME LICENSE VERSION 1.0A**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another,

independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### **15. COPYRIGHT NOTICE**

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Character Sheet: The Pathfinder Roleplaying Game Edition, Copyright 2009, Louis Porter Jr. Design, Inc.