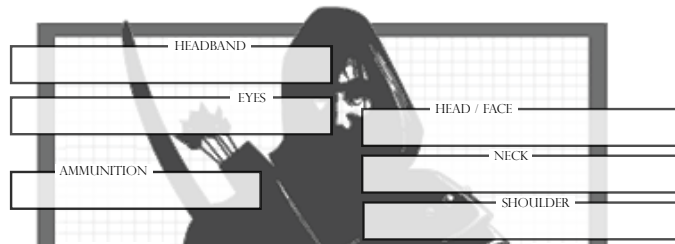


# WICKED "K" GAMES AND LOUIS PORTER JR DESIGN PRESENTS



## ADVANCED CHARACTER PORTFOLIO (PFRPG)

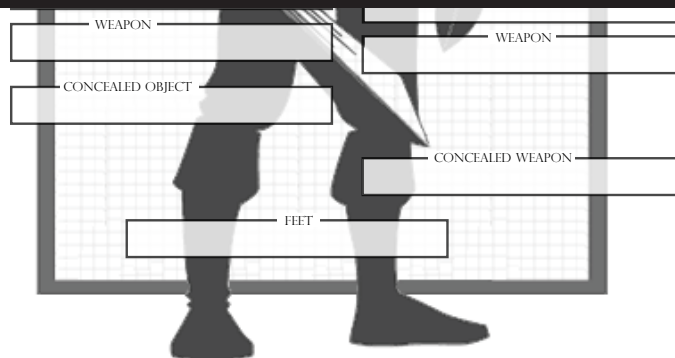


ILLUSTRATION BY: LAUREN FEEHERY



# GUIDE TO THE ADVANCED CHARACTER PORTFOLIO

THIS SET OF SHEETS EMPLOYS HALF-SHEET PRINTING AND MIX & MATCH PAIRING FOR HAVING A FLEXIBLE AND WELL-TAILORED CHARACTER SHEET FOR ALL BUILDS. AT THE BEGINNING OF EACH CHAPTER THERE IS A BRIEF GUIDE EXPLAINING SUGGESTIONS TO ATTEMPT TO MAKE THE SELECTION PROCESS AS SMOOTH AS POSSIBLE.

EVERY CHARACTER SHEET WILL NEED THE FOLLOWING TWO PAGES AND AT LEAST ONE COMBINATION OF HALF-SHEETS OR ONE FULL PAGE COMBO. USING BOOKMARKS TO NAVIGATE IS SUGGESTED AS IT MAKES QUICK WORK OF MOVING THROUGH THE MANY PAGES. PSIONICS HAVE BEEN IMPLEMENTED IN ALL SHEETS IN AN EFFORT TO REDUCE REDUNDANT PAGES.

*FRONT PAGE-  
INVENTORY -  
COMBINATIONS -*

*BASIC INFORMATION ABOUT THE CHARACTER INCLUDING ESSENTIALS.  
NECESSARY FOR TRACKING POSSESSIONS AND WEALTH.  
NEEDED TO INCLUDE RACIAL TRAITS, CLASS FEATURES, AND FEATS.*

THE FOLLOWING SHEETS AND TOOLS ARE OPTIONAL AND AVAILABLE TO MAKE BOTH GAME PLAY AND TRACKING INFORMATION EASIER.

*COMBINATIONS -  
ADVENTURE LOG -*

*GROUPED CLASS ABILITIES, CREATURES AIDING THE CHARACTERS, ETC.  
A SET OF SHEETS FOR RECORDING EVENTS, SETTING UP DEFAULT GEAR, AND  
TRACKING RELATIONSHIPS WITH NPCs.*

## RECENT UPDATES

CHANGES MADE FROM V1.25.10 TO V3.14.10 INCLUDE:

*SPLIT CHAPTERS INTO INDIVIDUAL FILES WHILE FORMS BEING COMPLETED.  
ALTERED WEAPONS BARS IN THE ALTERNATIVE SETUP SUMMARY TO INCLUDE PROPERTIES.  
CHANGED O-LEVEL BONUS SPELLS FROM "O" TO A DARK BOX FOR HOMEBREWS.*

- *LABELED FRONT PAGES WITH PAGE NAME.*
- *COMPLETELY FILLABLE ADVENTURE LOG*
- *FIRST SET OF FILLABLE, AUTOCALCULATING SHEETS (MORE FEATURES TO COME).*
- *STRIPING FRONT PAGE SKILLS FOR EASIER READING.*
- *ADDED MELEE, RANGED, AND OTHER BAB BARS.*
- *DAMAGE REDUCTIONS MOVED, AGAINST BAR ADDED.*
- *ADDED HP BOX TO LEVELING SHEETS.*
- *ADDED CHARACTER BOX SHEET TO INVENTORY CHAPTER, ALSO ARTLESS INVENTORY.*

## FUTURE UPDATES

THE FUTURE UPDATES NOT YET ENACTED WILL BE LISTED HERE WITH EACH AVAILABLE UPDATE. CHECK BACK IF AN EXPECTED UPDATE HAS NOT OCCURRED YET. THE FOLLOWING UPDATES ARE IN THE PROCESS OF BEING IMPLEMENTED:

*ADDED MAGIC INTELLIGENT ITEMS AND ANIMATED OBJECTS SHEETS  
SINGLE SESSION CARD FOR BUFFS, SHORT HP, AND SHORT XP  
MORE FILLABLE & SAVABLE FORMS  
MORE AUTO-CALCULATING FEATURES  
HALF-SHEET MAGIC INTELLIGENT ITEMS/PERMANENTLY ANIMATED OBJECTS  
3.5 BACKWARDS COMPATIBLE USEABLE SHEETS*

*FOR QUESTIONS, COMMENTS, CONCERNS, AND FEEDBACK:*

**CONTACT WICKED K GAMES VIA EMAIL**  
**KAKARASA AT GMAIL DOT COM**  
(MANUAL ENTRY REDUCES SPAM GREATLY, THANKS!)

# FRONT SHEETS

THERE ARE TWO TYPES OF FRONT SHEETS INCLUDED IN THIS PORTFOLIO:

- SOLITARY — THE SOLITARY SHEET IS DESIGNED TO BE THE SAME AS A TRADITIONAL CHARACTERS SHEET. A SINGLE PAGE WITH ALL THE INFO FIT IN ONE PLACE.
- PAIRED (ACTUALLY TWO SHEETS) - THE PAIRED SET IS BASED ON A DIFFERENT APPROACH: PLACING ALL THE INFORMATION THAT IS SECONDARY OR NOT NEEDED AS OFTEN ON A SECOND SHEET, THE PRIMARY SHEET HAS SPACE FOR MORE WEAPONS, MORE DETAILS, AND STREAMLINED INFORMATION.

SO HOW IS THE SPLIT CHOSEN? THE INFORMATION THAT IS USED TO ADD UP TOTALS AND FOR LEVELING UP IS MOVED ONTO THE LEVELING SHEETS. THE TOTALS, ALONG FREQUENTLY ACCESSED LINES, ARE PLACED ON THE SUMMARY SHEET. WHILE DOUBLE-SIDED PRINTING IS USEFUL, IT ISN'T RECOMMENDED TO PUT THE TWO ON THE SAME PIECE OF PAPER (LOTS OF FLIPPING OVER WHEN LEVELING).

ALTERNATIVE DESIGN FEATURES MAY BE AVAILABLE AS THE FILE EVOLVES, INCLUDING LANDSCAPE STYLES AND DIFFERENT PAGE SIZES. PLEASE REFER TO THE BOOKMARKS FOR LABELED DIFFERENCES.

- SUMMARY PAGE
- LEVELING PAGE
- SOLITARY

CHARACTER NAME

PLACE OF ORIGIN / HOMELAND

CAMPAIGN / WORLD

PLAYER NAME

WKG

RACE	ALIGNMENT	SIZE	GENDER	YEARS OLD	HEIGHT	WEIGHT	HAIR	EYES	SKIN	DEITY / PANTHEON
STR	CURRENT SCORE	CURRENT MODIFIER	BASE SCORE	BUFFING AMOUNT	BUFFING TIME LEFT	EQUIPMENT BONUS	INHERENT BONUS	CHANGES		
DEX										
CON										
INT										
WIS										
CHA										
TOTAL BUFF TIME BASE STAT EQUIP CLASS MISC TEMPORARY MODIFIER										
FORTITUDE (CONSTITUTION)										
REFLEX (DEXTERITY)										
WILL (WISDOM)										

## INITIATIVE

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CURRENT	TEMP	DEX	FEAT	CLASS	MISC
CLASSES					
FAVORED CLASS					

VARIOUS  
SPEED TYPES

GROUND ARMORED

FT	
----	--

BURROW CLIMB

FT	FT
----	----

SNEAK SWIM

FT	FT
----	----

FLY FLIGHT

FT	CONTROL
----	---------

NOTES:

## HIT POINTS

## MAX HP

## COMBAT MANEUVER BASE

CURRENT	TEMP	BAB	STAT	FEAT	SIZE	MISC

## DR

## COMBAT MANEUVER DEFENSE

CURRENT	TEMP	BAB	STR	DEX	SIZE

## ELEMENTAL RESISTANCES

ACID	COLD	ELEC.	FIRE	SONIC

BAB TOTAL	BAB BONUS	STAT	SIZE	FEAT	MISC

MELEE	RANGE	OTHER

ARMOR	SPELL RESIST [DC]	ARCANE SPELL FAILURE

FULL AC	CURRENT	TEMP	ARMOR	SHIELD	NATURAL	SIZE	DEX	DODGE	DEFLECT	CLASS	MISC

TOUCH											

FLATFOOT											

ARMOR	ACP BASE	ASF %

ENHANCED	TYPE	HP	HARDNESS	MAX DEX

DEFENSIVE	ACP MOD	ASF %

ENHANCED	TYPE	HP	HARDNESS	MAX DEX

AMMO TYPE	MW / ENCH	PROPERTIES

WEAPON	AMMO / USE	RANGE

DMG TYPE	SIZE	HP	HARDNESS	REACH

ATTACK	DAMAGE	CRITICAL

WEAPON	AMMO / USE	RANGE

DMG TYPE	SIZE	HP	HARDNESS	REACH

ATTACK	DAMAGE	CRITICAL

WEAPON	AMMO / USE	RANGE

DMG TYPE	SIZE	HP	HARDNESS	REACH

ATTACK	DAMAGE	CRITICAL

## SKILL NAMES

CLASS SKILL	TOTAL BONUS	ABILITY USED	SCORE MOD	TOTAL RANKS	RACE OR FEAT	CLASS SKILL TRAINED	MISC MOD
O AUTOHYPNOSIS		= WIS			+	+	+
O ACROBATICS		= DEX			+	+	+
O APPRAISE		= INT			+	+	+
O BLUFF		= CHA			+	+	+
O CLIMB		= STR			+	+	+
O CRAFT		= INT			+	+	+
O CRAFT		= INT			+	+	+
O DIPLOMACY		= CHA			+	+	+
O DISABLE DEVICE		= DEX			+	+	+
O DISGUISE		= CHA			+	+	+
O ESCAPE ARTIST		= DEX			+	+	+
O FLY		= DEX			+	+	+
O HANDLE ANIMAL		= CHA			+	+	+
O HEAL		= WIS			+	+	+
O INTIMIDATE		= CHA			+	+	+
O KNOWLEDGE [ARCANA]		= INT			+	+	+
O KNOWLEDGE [DUNGEONEERING]		= INT			+	+	+
O KNOWLEDGE [ENGINEERING]		= INT			+	+	+
O KNOWLEDGE [GEOGRAPHY]		= INT			+	+	+
O KNOWLEDGE [HISTORY]		= INT			+	+	+
O KNOWLEDGE [LOCAL]		= INT			+	+	+
O KNOWLEDGE [NATURE]		= INT			+	+	+
O KNOWLEDGE [NOBILITY]		= INT			+	+	+
O KNOWLEDGE [PLANES, THE]		= INT			+	+	+
O KNOWLEDGE [PSIONICS]		= INT			+	+	+
O KNOWLEDGE [RELIGION]		= INT			+	+	+
O LINGUISTICS		= INT			+	+	+
O PERCEPTION		= WIS			+	+	+
O PERFORM		= CHA			+	+	+
O PERFORM		= CHA			+	+	+
O PROFESSION		= WIS			+	+	+
O PSICRAFT		= WIS			+	+	+
O RIDE		= DEX			+	+	+
O SENSE MOTIVE		= WIS			+	+	+
O SLEIGHT OF HAND		= DEX			+	+	+
O SPELLCRAFT		= INT			+	+	+
O STEALTH		= DEX			+	+	+
O SURVIVAL		= WIS			+	+	+
O SWIM		= STR			+	+	+
O USE MAGIC DEVICE		= CHA			+	+	+
O USE PSIONIC DEVICE		= CHA			+	+	+
O		=			+	+	+
O		=			+	+	+
O		=			+	+	+
O		=			+	+	+

## FRONT SUMMARY PAGE - 1 OF 2 / \* USE WITH LEVELING PAGE\*

CHARACTER NAME				PLACE OF ORIGIN / HOMELAND				CAMPAIGN / WORLD				PLAYER NAME											
RACE		ALIGNMENT		SIZE		GENDER		YEARS OLD		HEIGHT		WEIGHT		HAIR		EYES		SKIN		DEITY / PANTHEON			
FAVORED CLASS		LEVEL TOTAL		RACIAL HD		BASE ATK MODIFIERS		INITIATIVE TOTAL		INITIATIVE DELAY		ABILITY SCORE		CURRENT SCORE		CURRENT MODIFIER		BUFFING AMOUNT		BUFFING TIME LEFT		TEMPORARY CHANGES	
NEXT LEVEL CLASS CHOICE		BASE ATTACK BONUS TOTAL				MELEE		HIT POINTS		MAX HP		STR		DEX		CON		INT		WIS		CHA	
						RANGE						DR											
						OTHER						AGAINST											
FORTITUDE (CONSTITUTION)		TOTAL		BUFF		TIME		TEMPORARY MODIFIER				BLEEDING / WOUNDS		HIT POINT LOSS		ROUNDS							
REFLEX (DEXTERITY)												ARMOR CHECK PENALTY		SPELL RESIST [DC]		ARCANE SPELL FAILURE							
WILL (WISDOM)																							
FULL AC		TOTAL		BUFF		TIME		COMBAT MANEUVER BASE / BONUS				TOTAL		BUFF		TIME							
TOUCH								COMBAT MANEUVER DEFENSE															
FLATFOOT																							
ARMOR						ACP BASE		ASF %				ENHANCED		TYPE		HP		HARDNESS		MAX DEX			
DEFENSIVE						ACP MOD		ASF %				ENHANCED		TYPE		HP		HARDNESS		MAX DEX			
DEFENSIVE						ACP MOD		ASF %				ENHANCED		TYPE		HP		HARDNESS		MAX DEX			
AMMO TYPE				MW / ENCH		PROPERTIES						AMMO TYPE				MW / ENCH		PROPERTIES					
AMMO TYPE				MW / ENCH		PROPERTIES						AMMO TYPE				MW / ENCH		PROPERTIES					
AMMO TYPE				MW / ENCH		PROPERTIES						AMMO TYPE				MW / ENCH		PROPERTIES					
AMMO TYPE				MW / ENCH		PROPERTIES						AMMO TYPE				MW / ENCH		PROPERTIES					
AMMO TYPE				MW / ENCH		PROPERTIES						AMMO TYPE				MW / ENCH		PROPERTIES					
WEAPON						AMMO / USE		RANGE				DMG TYPE		SIZE		HP		HARDNESS		REACH			
ATTACK						DAMAGE		CRITICAL				ATTACK				DAMAGE		CRITICAL					
WEAPON						AMMO / USE		RANGE				DMG TYPE		SIZE		HP		HARDNESS		REACH			
ATTACK						DAMAGE		CRITICAL				ATTACK				DAMAGE		CRITICAL					
WEAPON						AMMO / USE		RANGE				DMG TYPE		SIZE		HP		HARDNESS		REACH			
ATTACK						DAMAGE		CRITICAL				ATTACK				DAMAGE		CRITICAL					
WEAPON						AMMO / USE		RANGE				DMG TYPE		SIZE		HP		HARDNESS		REACH			
ATTACK						DAMAGE		CRITICAL				ATTACK				DAMAGE		CRITICAL					
WEAPON						AMMO / USE		RANGE				DMG TYPE		SIZE		HP		HARDNESS		REACH			
ATTACK						DAMAGE		CRITICAL				ATTACK				DAMAGE		CRITICAL					



## VARIOUS SPEED TYPES

GROUND		ARMORED	
FT		FT	
BURROW		CLIMB	
FT		FT	
SNEAK		SWIM	
FT		FT	
FLY		FLIGHT	
FT		CONTROL	

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IMMUNITIES / RESISTANCES	
ACID	COLD
ELEC.	FIRE
POISON	SONIC

## SKILL NAMES

TRAINED SKILL	SKILL NAMES	TOTAL BONUS	ABILITY USED	CIRCUMSTANCIAL MODIFIER / CONDITIONS
<input type="radio"/>	AUTOHYPNOSIS		= WIS	
<input type="radio"/>	ACROBATICS		= DEX	
<input type="radio"/>	APPRAISE		= INT	
<input type="radio"/>	BLUFF		= CHA	
<input type="radio"/>	CLIMB		= STR	
<input type="radio"/>	CRAFT		= INT	
<input type="radio"/>	CRAFT		= INT	
<input type="radio"/>	DIPLOMACY		= CHA	
<input type="radio"/>	DISABLE DEVICE		= DEX	
<input type="radio"/>	DISGUISE		= CHA	
<input type="radio"/>	ESCAPE ARTIST		= DEX	
<input type="radio"/>	FLY		= DEX	
<input type="radio"/>	HANDLE ANIMAL		= CHA	
<input type="radio"/>	HEAL		= WIS	
<input type="radio"/>	INTIMIDATE		= CHA	
<input type="radio"/>	KNOWLEDGE [ARCANA]		= INT	
<input type="radio"/>	KNOWLEDGE [DUNGEONEERING]		= INT	
<input type="radio"/>	KNOWLEDGE [ENGINEERING]		= INT	
<input type="radio"/>	KNOWLEDGE [GEOGRAPHY]		= INT	
<input type="radio"/>	KNOWLEDGE [HISTORY]		= INT	
<input type="radio"/>	KNOWLEDGE [LOCAL]		= INT	
<input type="radio"/>	KNOWLEDGE [NATURE]		= INT	
<input type="radio"/>	KNOWLEDGE [NOBILITY]		= INT	
<input type="radio"/>	KNOWLEDGE [PLANES, THE]		= INT	
<input type="radio"/>	KNOWLEDGE [PSIONICS]		= INT	
<input type="radio"/>	KNOWLEDGE [RELIGION]		= INT	
<input type="radio"/>	LINGUISTICS		= INT	
<input type="radio"/>	PERCEPTION		= WIS	
<input type="radio"/>	PERFORM		= CHA	
<input type="radio"/>	PERFORM		= CHA	
<input type="radio"/>	PROFESSION		= WIS	
<input type="radio"/>	PSICRAFT		= WIS	
<input type="radio"/>	RIDE		= DEX	
<input type="radio"/>	SENSE MOTIVE		= WIS	
<input type="radio"/>	SLEIGHT OF HAND		= DEX	
<input type="radio"/>	SPELLCRAFT		= INT	
<input type="radio"/>	STEALTH		= DEX	
<input type="radio"/>	SURVIVAL		= WIS	
<input type="radio"/>	SWIM		= STR	
<input type="radio"/>	USE MAGIC DEVICE		= CHA	
<input type="radio"/>	USE PSIONIC DEVICE		= CHA	
<input type="radio"/>			=	
<input type="radio"/>			=	
<input type="radio"/>			=	
<input type="radio"/>			=	

CHARACTER NAME

CAMPAIGN / WORLD

CLASSES	LEVEL	BAB	RANK	HIT DIE	FORT	REF	WILL

FAVORED CLASS

LEVEL TOTAL

BAB TOTAL

RANKS TOTAL

RACIAL HD

FORT BASE

REF BASE

WILL BASE

--	--	--	--	--	--	--	--

INITIATIVE TOTALS

CURRENT	TEMP	DEX	FEAT	CLASS	MISC

FORTITUDE  
(CONSTITUTION)

REFLEX  
(DEXTERITY)

WILL  
(WISDOM)


NOTES:

COMBAT MANEUVER BASE

TOTAL	BAB	STR	FEAT	SIZE	MISC

COMBAT MANEUVER DEFENSE

TOTAL	BAB	STR	DEX	SIZE

WEAPON

MARKET STATISTICS

SPECIAL POWERS

SALE PRICE AT MARKET	BONUS COST	ATTACK	DAMAGE	BAB / DICE	STAT	ITEM	FEAT	SIZE	MISC.

WEAPON

MARKET STATISTICS

SPECIAL POWERS

SALE PRICE AT MARKET	BONUS COST	ATTACK	DAMAGE	BAB / DICE	STAT	ITEM	FEAT	SIZE	MISC.

WEAPON

MARKET STATISTICS

SPECIAL POWERS

SALE PRICE AT MARKET	BONUS COST	ATTACK	DAMAGE	BAB / DICE	STAT	ITEM	FEAT	SIZE	MISC.

WEAPON

MARKET STATISTICS

SPECIAL POWERS

SALE PRICE AT MARKET	BONUS COST	ATTACK	DAMAGE	BAB / DICE	STAT	ITEM	FEAT	SIZE	MISC.

WEAPON

MARKET STATISTICS

SPECIAL POWERS

SALE PRICE AT MARKET	BONUS COST	ATTACK	DAMAGE	BAB / DICE	STAT	ITEM	FEAT	SIZE	MISC.

HIT POINTS

FRONT LEVELING  
PART 2 OF 2 PAGES  
\* FOR USE WITH \*  
FRONT SUMMARY

WKG

	ORIGINAL SCORE	ORIGINAL MODIFIER	EQUIPMENT BONUS	INHERENT BONUS	CHANGES	CHANGES
STR						
DEX						
CON						
INT						
WIS						
CHA						

CLASS SKILL	SKILL NAMES	TOTAL BONUS	ABILITY USED	SCORE MOD	TOTAL RANKS	RACE OR FEAT	CLASS SKILL TRAINED	MISC MOD
<input type="radio"/>	AUTOHYPNOSIS		= WIS		+	+	+	+
<input type="radio"/>	ACROBATICS		= DEX		+	+	+	+
<input type="radio"/>	APPRAISE		= INT		+	+	+	+
<input type="radio"/>	BLUFF		= CHA		+	+	+	+
<input type="radio"/>	CLIMB		= STR		+	+	+	+
<input type="radio"/>	CRAFT		= INT		+	+	+	+
<input type="radio"/>	CRAFT		= INT		+	+	+	+
<input type="radio"/>	DIPLOMACY		= CHA		+	+	+	+
<input type="radio"/>	DISABLE DEVICE		= DEX		+	+	+	+
<input type="radio"/>	DISGUISE		= CHA		+	+	+	+
<input type="radio"/>	ESCAPE ARTIST		= DEX		+	+	+	+
<input type="radio"/>	FLY		= DEX		+	+	+	+
<input type="radio"/>	HANDLE ANIMAL		= CHA		+	+	+	+
<input type="radio"/>	HEAL		= WIS		+	+	+	+
<input type="radio"/>	INTIMIDATE		= CHA		+	+	+	+
<input type="radio"/>	KNOWLEDGE [ARCANA]		= INT		+	+	+	+
<input type="radio"/>	KNOWLEDGE [DUNGEONEERING]		= INT		+	+	+	+
<input type="radio"/>	KNOWLEDGE [ENGINEERING]		= INT		+	+	+	+
<input type="radio"/>	KNOWLEDGE [GEOGRAPHY]		= INT		+	+	+	+
<input type="radio"/>	KNOWLEDGE [HISTORY]		= INT		+	+	+	+
<input type="radio"/>	KNOWLEDGE [LOCAL]		= INT		+	+	+	+
<input type="radio"/>	KNOWLEDGE [NATURE]		= INT		+	+	+	+
<input type="radio"/>	KNOWLEDGE [NOBILITY]		= INT		+	+	+	+
<input type="radio"/>	KNOWLEDGE [PLANES, THE]		= INT		+	+	+	+
<input type="radio"/>	KNOWLEDGE [PSIONICS]		= INT		+	+	+	+
<input type="radio"/>	KNOWLEDGE [RELIGION]		= INT		+	+	+	+
<input type="radio"/>	LINGUISTICS		= INT		+	+	+	+
<input type="radio"/>	PERCEPTION		= WIS		+	+	+	+
<input type="radio"/>	PERFORM		= CHA		+	+	+	+
<input type="radio"/>	PERFORM		= CHA		+	+	+	+
<input type="radio"/>	PROFESSION		= WIS		+	+	+	+
<input type="radio"/>	PSICRAFT		= WIS		+	+	+	+
<input type="radio"/>	RIDE		= DEX		+	+	+	+
<input type="radio"/>	SENSE MOTIVE		= WIS		+	+	+	+
<input type="radio"/>	SLEIGHT OF HAND		= DEX		+	+	+	+
<input type="radio"/>	SPELLCRAFT		= INT		+	+	+	+
<input type="radio"/>	STEALTH		= DEX		+	+	+	+
<input type="radio"/>	SURVIVAL		= WIS		+	+	+	+
<input type="radio"/>	SWIM		= STR		+	+	+	+
<input type="radio"/>	USE MAGIC DEVICE		= CHA		+	+	+	+
<input type="radio"/>	USE PSIONIC DEVICE		= CHA		+	+	+	+
<input type="radio"/>			=		+	+	+	+
<input type="radio"/>			=		+	+	+	+
<input type="radio"/>			=		+	+	+	+

CHARACTER NAME

PLACE OF ORIGIN / HOMELAND

CAMPAIGN / WORLD

PLAYER NAME

INITIATIVE

CURRENT

TEMP

DEX

FEAT

CLASS

MISC

RACE

ALIGNMENT

SIZE

GENDER

YEARS OLD

HEIGHT

WEIGHT

HAIR

EYES

SKIN

DEITY / PANTHEON

STR

DEX

CON

INT

WIS

CHA

CURRENT SCORE

CURRENT MODIFIER

BUFFING AMOUNT

BUFFING TIME LEFT

EQUIPMENT BONUS

INHERENT BONUS

CHANGES

TEMPORARY CHANGES

WKG

VARIOUS SPEED TYPES

GROUND

ARMORED

BURROW

CLIMB

SNEAK

SWIM

FLY

FLIGHT CONTROL

HIT POINTS

MAX HP

DR

AGAINST

BLEEDING / WOUNDS

HIT POINT LOSS

ROUNDS

ARMOR CHECK PENALTY

SPELL RESIST [DC]

ARCANE SPELL FAILURE

COMBAT MANEUVER BASE

CURRENT

TEMP

BAB

STR

FEAT

SIZE

MISC

COMBAT MANEUVER DEFENSE

CURRENT

TEMP

BAB

STR

DEX

SIZE

ELEMENTAL RESISTANCES

ACID

COLD

ELEC.

FIRE

SONIC

BAB TOTAL

BAB BONUS

STAT

SIZE

FEAT

MISC

MELEE

RANGE

OTHER

CLASSES

LEVEL

BAB

RANKS

HIT DIE

FORT

REF

WILL

FAVORED

LEVEL TOTAL

BAB TOTAL

RANKS TOTAL

RACIAL HD

FORT BASE

REF BASE

WILL BASE

CLASS SKILL

SKILL NAMES

TOTAL BONUS

ABILITY USED

SCORE MOD

TOTAL RANKS

RACE OR FEAT

CLASS SKILL TRAINED

MISC MOD

O AUTOHYPNOSIS

O ACROBATICS

O APPRAISE

O BLUFF

O CLIMB

O CRAFT

O CRAFT

O DIPLOMACY

O DISABLE DEVICE

O DISGUISE

O ESCAPE ARTIST

O FLY

O HANDLE ANIMAL

O HEAL

O INTIMIDATE

O KNOWLEDGE [ARCANA]

O KNOWLEDGE [DUNGEONEERING]

O KNOWLEDGE [ENGINEERING]

O KNOWLEDGE [GEOGRAPHY]

O KNOWLEDGE [HISTORY]

O KNOWLEDGE [LOCAL]

O KNOWLEDGE [NATURE]

O KNOWLEDGE [NOBILITY]

O KNOWLEDGE [PLANES, THE]

O KNOWLEDGE [PSIONICS]

O KNOWLEDGE [RELIGION]

O LINGUISTICS

O PERCEPTION

O PERFORM

O PERFORM

O PROFESSION

O PSICRAFT

O RIDE

O SENSE MOTIVE

O SLEIGHT OF HAND

O SPELLCRAFT

O STEALTH

O SURVIVAL

O SWIM

O USE MAGIC DEVICE

O USE PSIONIC DEVICE

O

O

O

O

ABILITY SCORE

STR	CURRENT SCORE	CURRENT MODIFIER	BUFFING AMOUNT	BUFFING TIME LEFT	TEMPERARY CHANGES
DEX					
CON					
INT					
WIS					
CHA					

FRONT SUMMARY - PAGE 1 OF 2  
\* USE WITH LEVELING PAGE \*

FULL AC	TOTAL	+	BUFF	TIME
TOUCH		+		
FLATFOOT		+		

ARMOR	ACP BASE	ASF %
ENHANCED	TYPE	HP
DEFENSIVE	ACP MOD	ASF %
ENHANCED	TYPE	HP
DEFENSIVE	ACP MOD	ASF %
ENHANCED	TYPE	HP

WEAPON	AMMO / USE	RANGE
DMG TYPE	SIZE	HP
ATTACK	DAMAGE	CRITICAL

WEAPON	AMMO / USE	RANGE
DMG TYPE	SIZE	HP
ATTACK	DAMAGE	CRITICAL

WEAPON	AMMO / USE	RANGE
DMG TYPE	SIZE	HP
ATTACK	DAMAGE	CRITICAL

WEAPON	AMMO / USE	RANGE
DMG TYPE	SIZE	HP
ATTACK	DAMAGE	CRITICAL

WEAPON	AMMO / USE	RANGE
DMG TYPE	SIZE	HP
ATTACK	DAMAGE	CRITICAL

WEAPON	AMMO / USE	RANGE
DMG TYPE	SIZE	HP
ATTACK	DAMAGE	CRITICAL

WEAPON	AMMO / USE	RANGE
DMG TYPE	SIZE	HP
ATTACK	DAMAGE	CRITICAL

WEAPON	AMMO / USE	RANGE
DMG TYPE	SIZE	HP
ATTACK	DAMAGE	CRITICAL

WEAPON	AMMO / USE	RANGE
DMG TYPE	SIZE	HP
ATTACK	DAMAGE	CRITICAL

CHARACTER NAME	PLACE OF ORIGIN / HOMELAND	CAMPAIGN / WORLD	PLAYER NAME
RACE	ALIGNMENT	SIZE	GENDER
FAVORED CLASS	LEVEL TOTAL	RACIAL HD	YEARS OLD
NEXT LEVEL CLASS CHOICE	BASE ATTACK BONUS TOTAL	HEIGHT	
		WEIGHT	HAIR
		EYES	SKIN
		DEITY / PANTHEON	

BASE ATTACK MODIFIERS

MELEE	
RANGE	
OTHER	

INITIATIVE

TOTAL	DELAY

HIT POINTS

MAX HP
DR
AGAINST

VARIOUS SPEED TYPES

GROUND	ARMORED
FL	FT
BURROW	CLIMB
FT	FT
SNEAK	SWIM
FT	FT
FLY	FLIGHT CONTROL
FT	

BLEEDING / WOUNDS

HIT POINT LOSS	ROUNDS

ARMOR CHECK PENALTY

SPELL RESIST [ DC ]	ARCANE SPELL FAILURE

FORTITUDE (CONSTITUTION)

TOTAL	+	BUFF	TIME	TEMP MODIFIER

REFLEX (DEXTERITY)

	+			
--	---	--	--	--

WILL (WISDOM)

	+			
--	---	--	--	--

IMMUNITIES / RESISTANCES

ACID	COLD	ELEC.	FIRE	POISON	SONIC
AMMO TYPE	MW / ENCH				
PROPERTIES					
AMMO TYPE	MW / ENCH				
PROPERTIES					
AMMO TYPE	MW / ENCH				
PROPERTIES					
AMMO TYPE	MW / ENCH				
PROPERTIES					
AMMO TYPE	MW / ENCH				
PROPERTIES					

SKILL NAMES

TRAINED SKILL	SKILL NAMES	TOTAL BONUS	ABILITY USED	CIRCUMSTANCIAL MODIFIER / CONDITIONS
<input type="radio"/>	AUTOHYPNOSIS		= WIS	
<input type="radio"/>	ACROBATICS		= DEX	
<input type="radio"/>	APPRAISE		= INT	
<input type="radio"/>	BLUFF		= CHA	
<input type="radio"/>	CLIMB		= STR	
<input type="radio"/>	CRAFT		= INT	
<input type="radio"/>	CRAFT		= INT	
<input type="radio"/>	DIPLOMACY		= CHA	
<input type="radio"/>	DISABLE DEVICE		= DEX	
<input type="radio"/>	DISGUISE		= CHA	
<input type="radio"/>	ESCAPE ARTIST		= DEX	
<input type="radio"/>	FLY		= DEX	
<input type="radio"/>	HANDLE ANIMAL		= CHA	
<input type="radio"/>	HEAL		= WIS	
<input type="radio"/>	INTIMIDATE		= CHA	
<input type="radio"/>	KNOWLEDGE [ARCANA]		= INT	
<input type="radio"/>	KNOWLEDGE [DUNGEONEERING]		= INT	
<input type="radio"/>	KNOWLEDGE [ENGINEERING]		= INT	
<input type="radio"/>	KNOWLEDGE [GEOGRAPHY]		= INT	
<input type="radio"/>	KNOWLEDGE [HISTORY]		= INT	
<input type="radio"/>	KNOWLEDGE [LOCAL]		= INT	
<input type="radio"/>	KNOWLEDGE [NATURE]		= INT	
<input type="radio"/>	KNOWLEDGE [NOBILITY]		= INT	
<input type="radio"/>	KNOWLEDGE [PLANES, THE]		= INT	
<input type="radio"/>	KNOWLEDGE [PSIONICS]		= INT	
<input type="radio"/>	KNOWLEDGE [RELIGION]		= INT	
<input type="radio"/>	LINGUISTICS		= INT	
<input type="radio"/>	PERCEPTION		= WIS	
<input type="radio"/>	PERFORM		= CHA	
<input type="radio"/>	PERFORM		= CHA	
<input type="radio"/>	PROFESSION		= WIS	
<input type="radio"/>	PSICRAFT		= WIS	
<input type="radio"/>	RIDE		= DEX	
<input type="radio"/>	SENSE MOTIVE		= WIS	
<input type="radio"/>	SLEIGHT OF HAND		= DEX	
<input type="radio"/>	SPELLCRAFT		= INT	
<input type="radio"/>	STEALTH		= DEX	
<input type="radio"/>	SURVIVAL		= WIS	
<input type="radio"/>	SWIM		= STR	
<input type="radio"/>	USE MAGIC DEVICE		= CHA	
<input type="radio"/>	USE PSIONIC DEVICE		= CHA	
<input type="radio"/>			=	
<input type="radio"/>			=	
<input type="radio"/>			=	



CHARACTER NAME \_\_\_\_\_ CAMPAIGN / WORLD \_\_\_\_\_

	ORIGINAL SCORE	ORIGINAL MODIFIER	EQUIPMENT BONUS	INHERENT BONUS	CHANGES	CHANGES
<b>STR</b>						
<b>DEX</b>						
<b>CON</b>						
<b>INT</b>						
<b>WIS</b>						
<b>CHA</b>						

	CURRENT	ARMOR	SHIELD	NATURAL	SIZE	DEX	DODGE	DEFLECT	CLASS	MISC
<b>FULL AC</b>	<input type="text"/> = 10 +	<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"/>
<b>TOUCH</b>	<input type="text"/> = 10 +	<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"/>
<b>FLATFOOT</b>	<input type="text"/> = 10 +	<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"/>

WEAPON	SALE PRICE AT MARKET	BONUS COST	ATTACK	BAB / DICE	STAT	ITEM	FEAT	SIZE	MISC.
MARKET STATISTICS	<input type="text"/>	<input type="text"/>	DAMAGE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL POWERS									

WEAPON	SALE PRICE AT MARKET	BONUS COST	ATTACK	BAB / DICE	STAT	ITEM	FEAT	SIZE	MISC.
MARKET STATISTICS	<input type="text"/>	<input type="text"/>	DAMAGE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL POWERS									

WEAPON	SALE PRICE AT MARKET	BONUS COST	ATTACK	BAB / DICE	STAT	ITEM	FEAT	SIZE	MISC.
MARKET STATISTICS	<input type="text"/>	<input type="text"/>	DAMAGE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL POWERS									

WEAPON	SALE PRICE AT MARKET	BONUS COST	ATTACK	BAB / DICE	STAT	ITEM	FEAT	SIZE	MISC.
MARKET STATISTICS	<input type="text"/>	<input type="text"/>	DAMAGE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL POWERS									

WEAPON	SALE PRICE AT MARKET	BONUS COST	ATTACK	BAB / DICE	STAT	ITEM	FEAT	SIZE	MISC.
MARKET STATISTICS	<input type="text"/>	<input type="text"/>	DAMAGE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL POWERS									

WEAPON	SALE PRICE AT MARKET	BONUS COST	ATTACK	BAB / DICE	STAT	ITEM	FEAT	SIZE	MISC.
MARKET STATISTICS	<input type="text"/>	<input type="text"/>	DAMAGE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
SPECIAL POWERS									

FORTITUDE (CONSTITUTION)	REFLEX (DEXTERITY)	WILL (WISDOM)
<input type="text"/> MISC <input type="text"/>	<input type="text"/> MISC <input type="text"/>	<input type="text"/>
<input type="text"/> CLASS <input type="text"/>	<input type="text"/> CLASS <input type="text"/>	<input type="text"/>
<input type="text"/> EQUIP <input type="text"/>	<input type="text"/> EQUIP <input type="text"/>	<input type="text"/>
<input type="text"/> STAT <input type="text"/>	<input type="text"/> STAT <input type="text"/>	<input type="text"/>
<input type="text"/> BASE <input type="text"/>	<input type="text"/> BASE <input type="text"/>	<input type="text"/>
= <input type="text"/>	= <input type="text"/>	= <input type="text"/>
<input type="text"/> TOTAL <input type="text"/>	<input type="text"/> TOTAL <input type="text"/>	<input type="text"/>

NOTES: \_\_\_\_\_

## FRONT LEVELING - PAGE 2 OF 2 \* USE WITH FRONT SUMMARY \*



### COMBAT MANEUVER BASE

CURRENT	TEMP	BAB	STR	FEAT	SIZE	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

### COMBAT MANEUVER DEFENSE

CURRENT	TEMP	BAB	STR	DEX	SIZE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

### ELEMENTAL RESISTANCES

ACID	COLD	ELEC.	FIRE	SONIC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

BAB TOTAL	BAB BONUS	STAT	SIZE	FEAT	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

MELEE	RANGE	OTHER
<input type="text"/>	<input type="text"/>	<input type="text"/>

CLASSES	LEVEL	BAB	RANKS	HIT DIE	FORT	REF	WILL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

FAVORED	LEVEL TOTAL	BAB TOTAL	RANKS TOTAL	RACIAL HD	FORT BASE	REF BASE	WILL BASE
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

### HIT POINTS

### INITIATIVE

 +  = 

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DEX	FEAT	CLASS	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

CLASS SKILL	SKILL NAMES	TOTAL BONUS	ABILITY USED	SCORE MOD	TOTAL RANKS	RACE OR FEAT	CLASS SKILL TRAINED	MISC MOD
-------------	-------------	-------------	--------------	-----------	-------------	--------------	---------------------	----------

<input type="radio"/> AUTOHYPNOSIS			= WIS	+	+	+	+	+
<input type="radio"/> ACROBATICS			= DEX	+	+	+	+	+
<input type="radio"/> APPRAISE			= INT	+	+	+	+	+
<input type="radio"/> BLUFF			= CHA	+	+	+	+	+
<input type="radio"/> CLIMB			= STR	+	+	+	+	+
<input type="radio"/> CRAFT			= INT	+	+	+	+	+
<input type="radio"/> CRAFT			= INT	+	+	+	+	+
<input type="radio"/> DIPLOMACY			= CHA	+	+	+	+	+
<input type="radio"/> DISABLE DEVICE			= DEX	+	+	+	+	+
<input type="radio"/> DISGUISE			= CHA	+	+	+	+	+
<input type="radio"/> ESCAPE ARTIST			= DEX	+	+	+	+	+
<input type="radio"/> FLY			= DEX	+	+	+	+	+
<input type="radio"/> HANDLE ANIMAL			= CHA	+	+	+	+	+
<input type="radio"/> HEAL			= WIS	+	+	+	+	+
<input type="radio"/> INTIMIDATE			= CHA	+	+	+	+	+
<input type="radio"/> KNOWLEDGE [ARCANA]			= INT	+	+	+	+	+
<input type="radio"/> KNOWLEDGE [DUNGEONEERING]			= INT	+	+	+	+	+
<input type="radio"/> KNOWLEDGE [ENGINEERING]			= INT	+	+	+	+	+
<input type="radio"/> KNOWLEDGE [GEOGRAPHY]			= INT	+	+	+	+	+
<input type="radio"/> KNOWLEDGE [HISTORY]			= INT	+	+	+	+	+
<input type="radio"/> KNOWLEDGE [LOCAL]			= INT	+	+	+	+	+
<input type="radio"/> KNOWLEDGE [NATURE]			= INT	+	+	+	+	+
<input type="radio"/> KNOWLEDGE [NOBILITY]			= INT	+	+	+	+	+
<input type="radio"/> KNOWLEDGE [PLANES, THIE]			= INT	+	+	+	+	+
<input type="radio"/> KNOWLEDGE [PSIONICS]			= INT	+	+	+	+	+
<input type="radio"/> KNOWLEDGE [RELIGION]			= INT	+	+	+	+	+
<input type="radio"/> LINGUISTICS			= INT	+	+	+	+	+
<input type="radio"/> PERCEPTION			= WIS	+	+	+	+	+
<input type="radio"/> PERFORM			= CHA	+	+	+	+	+
<input type="radio"/> PERFORM			= CHA	+	+	+	+	+
<input type="radio"/> PROFESSION			= WIS	+	+	+	+	+
<input type="radio"/> PSICRAFT			= WIS	+	+	+	+	+
<input type="radio"/> RIDE			= DEX	+	+	+	+	+
<input type="radio"/> SENSE MOTIVE			= WIS	+	+	+	+	+
<input type="radio"/> SLEIGHT OF HAND			= DEX	+	+	+	+	+
<input type="radio"/> SPELLCRAFT			= INT	+	+	+	+	+
<input type="radio"/> STEALTH			= DEX	+	+	+	+	+
<input type="radio"/> SURVIVAL			= WIS	+	+	+	+	+
<input type="radio"/> SWIM			= STR	+	+	+	+	+
<input type="radio"/> USE MAGIC DEVICE			= CHA	+	+	+	+	+
<input type="radio"/> USE PSIONIC DEVICE			= CHA	+	+	+	+	+
<input type="radio"/>			=	+	+	+	+	+
<input type="radio"/>			=	+	+	+	+	+
<input type="radio"/>			=	+	+	+	+	+

## INVENTORY

THERE ARE SEVERAL FEATURES OF THE INVENTORY SHEET THAT REMAIN CONSTANT THROUGHOUT: MAGIC ITEM SLOTS, CARRYING CAPACITIES VIA STRENGTH, GEMSTONES AND COINED WEALTH, GEAR/EQUIPMENT, AND DISPOSABLE/USABLE ITEMS.

THAT LEAVES THE BOXES FOR EXTRA WEAPONS, CONSUMABLE MAGIC ITEMS, TOOL/KIT BOXES, AND CONTAINERS. THESE VARY BY SHEETS, AND DEPENDING ON HOW FREQUENTLY YOUR CHARACTER WILL BE USING EACH OF THE DIFFERENT FEATURES, EACH SHEET WILL HAVE A VARYING DEGREE OF USEFULNESS TO YOUR BUILD. WITH ANY CLASS USING TWO WEAPON FIGHTING, THE EXTRA WEAPONS SHEET IS RECOMMENDED AS THERE IS A BOX FOR MARKING THE STATS WHEN THE WEAPONS ARE IN USE. IN THE CASE OF ALCHEMISTS AND ROGUES, THE EXTRA KIT/TOOL SLOTS IS USEFUL FOR TRACKING THE MOST COMMONLY USED OR USE LIMITED ITEMS. SPELLCASTERS MAY FIND THE EXTRA MAGIC OBJECT ESSENTIAL TO RECORDING WAND AND STAFF CHARGES.

### [PORTRAIT LAYOUT]

- ARTLESS
- BALANCED
- MAGIC OBJECTS
- SOLO ART IMAGE
- WEAPONS

### [LANDSCAPE LAYOUT]

- CONTAINERS
- MAGIC OBJECTS
- WEAPONS

## MAGIC GEAR & EQUIPMENT SLOTS

Diagram illustrating the identification of body parts and accessories on a figure. The figure is shown in a dynamic pose, holding a sword and a dagger. The labels are as follows:

- HEADBAND
- EYES
- HEAD / FACE
- NECK
- SHOULDER
- CHEST
- BODY
- SHIELD
- WRISTS
- HANDS
- WEAPON
- WEAPON
- WEAPON
- CONCEALED WEAPON
- FEET
- BELT
- RING
- RING
- WEAPON
- WEAPON
- CONCEALED OBJECT
- AMMUNITION
- ARMOR / ATTIRE

## CARRYING CAPACITY & LOADS

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

## LOOT & SINGLE USE ITEMS

[illegible]

LOOT &amp; USE ITEMS WEIGHT \_\_\_\_\_

## GEAR & EQUIPMENT

[illegible]

GEAR &amp; EQUIPMENT WEIGHT \_\_\_\_\_

## EXTRA WEAPON SLOTS / BACKUP WEAPONS

[illegible]

## CONSUMABLE & REUSABLE MAGIC OBJECTS

[illegible]

KIT / TOOL				PROPERTIES		
APPEARANCE				WEAKNESS		
HARDNESS		HP		BYPASS DC		
SKILLS MODIFIED				PREREQUISITES	USE LIMIT	USE CONSUMED

KIT / TOOL				PROPERTIES		
APPEARANCE				WEAKNESS		
HARDNESS	HP	BYPASS DC		PREREQUISITES	USE LIMIT	USE CONSUMED
SKILLS MODIFIED						

CONTAINER		PROPERTIES			
APPEARANCE		LOCK / TRAP		SYMBOL	
HARDNESS	HP	VOLUME CAPACITY	AVAILABLE %	WEIGHT LIMIT	WEIGHT HELD
OUTER SIZE					

CONTAINER		PROPERTIES			
APPEARANCE		LOCK / TRAP		SYMBOL	
HARDNESS	HP	VOLUME CAPACITY	AVAILABLE %	WEIGHT LIMIT	WEIGHT HELD
OUTER SIZE					

CONTAINER		PROPERTIES	
APPEARANCE		LOCK / TRAP	SYMBOL
HARDNESS	HP	VOLUME CAPACITY	AVAILABLE %
OUTER SIZE		WEIGHT LIMIT	WEIGHT HELD

CONTAINER		PROPERTIES	
APPEARANCE		LOCK / TRAP	SYMBOL
HARDNESS	HP	VOLUME CAPACITY	AVAILABLE %
OUTER SIZE		WEIGHT LIMIT	WEIGHT HELD

## COINAGE, GEMS, & OTHER WEALTH

_____	IGP x 1:		LOW Q. GEMS	IGP x 10:	
COPPER	IGP x .01:		SEMI-PRECIOUS	IGP x 50:	
SILVER	IGP x 0.1:		MED. Q. GEMS	IGP x 100:	
GOLD	IGP x 1:		HIGH Q. GEMS	IGP x 500:	
PLATINUM	IGP x 10:		FINE JEWELS	IGP x 1K:	
_____	IGP x 1:		GRAND JEWELS	IGP x 5K:	
FINE ARTWORK, JEWELRY, & OTHER TREASURE COMBINED TOTAL:					

## MAGIC GEAR & EQUIPMENT SLOTS

[illegible]

## CARRYING CAPACITY & LOADS

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

## LOOT & SINGLE USE ITEMS

[illegible]

LOOT &amp; USE ITEMS WEIGHT \_\_\_\_\_

## GEAR & EQUIPMENT

[illegible]

GEAR &amp; EQUIPMENT WEIGHT \_\_\_\_\_

## CONSUMABLE & REUSABLE MAGIC OBJECTS

[illegible]

KIT / TOOL		PROPERTIES	
APPEARANCE		WEAKNESS	
HARDNESS	HP	BYPASS DC	
SKILLS MODIFIED		PREREQUISITES	USE LIMIT
		USE CONSUMED	

KIT / TOOL				PROPERTIES			
APPEARANCE				WEAKNESS			
HARDNESS		HP		BYPASS DC			
SKILLS MODIFIED				PREREQUISITES	USE LIMIT	USE CONSUMED	

KIT / TOOL		PROPERTIES	
APPEARANCE		WEAKNESS	
HARDNESS	HP	BYPASS DC	
SKILLS MODIFIED		PREREQUISITES	USE LIMIT      USE CONSUMED

CONTAINER		PROPERTIES	
APPEARANCE		LOCK / TRAP	SYMBOL
HARDNESS	HP	VOLUME CAPACITY	AVAILABLE %
OUTER SIZE		WEIGHT LIMIT	WEIGHT HELD

CONTAINER		PROPERTIES			
APPEARANCE			LOCK / TRAP		SYMBOL
HARDNESS		HP		VOLUME CAPACITY	AVAILABLE %
OUTER SIZE				WEIGHT LIMIT	WEIGHT HELD

CONTAINER		PROPERTIES	
APPEARANCE		LOCK / TRAP	SYMBOL
HARDNESS	HP	VOLUME CAPACITY	AVAILABLE %
OUTER SIZE		WEIGHT LIMIT	WEIGHT HELD

## COINAGE, GEMS, & OTHER WEALTH

_____	[GP x 1]:		LOW Q. GEMS	[GP x 10]:	
COPPER	[GP x .01]:		SEMI-PRECIOUS	[GP x 50]:	
SILVER	[GP x 0.1]:		MED. Q. GEMS	[GP x 100]:	
GOLD	[GP x 1]:		HIGH Q. GEMS	[GP x 500]:	
PLATINUM	[GP x 10]:		FINE JEWELS	[GP x 1k]:	
_____	[GP x 1]:		GRAND JEWELS	[GP x 5k]:	
FINE ARTWORK, JEWELRY, & OTHER TREASURE COMBINED TOTAL:					



[illegible]

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

[illegible][illegible][illegible]

KIT/TOOL				LOCATED				
LOOKS				WEAK VS				
HARD		HP		BYPASS		PREREQ	USE LIMIT	CONSUMED
SKILL BONUS								

KIT/TOOL				LOCATED				
LOOKS				WEAK VS				
HARD		HP		BYPASS		PREREQ	USE LIMIT	CONSUMED
SKILL BONUS								

KIT/TOOL				LOCATED				
LOOKS				WEAK VS				
HARD		HP		BYPASS		PREREQ	USE LIMIT	CONSUMED
SKILL BONUS								

KIT/TOOL				LOCATED		
LOOKS				WEAK VS		
HARD	HP	BYPASS	PREREQ	USE LIMIT	CONSUMED	
SKILL BONUS						

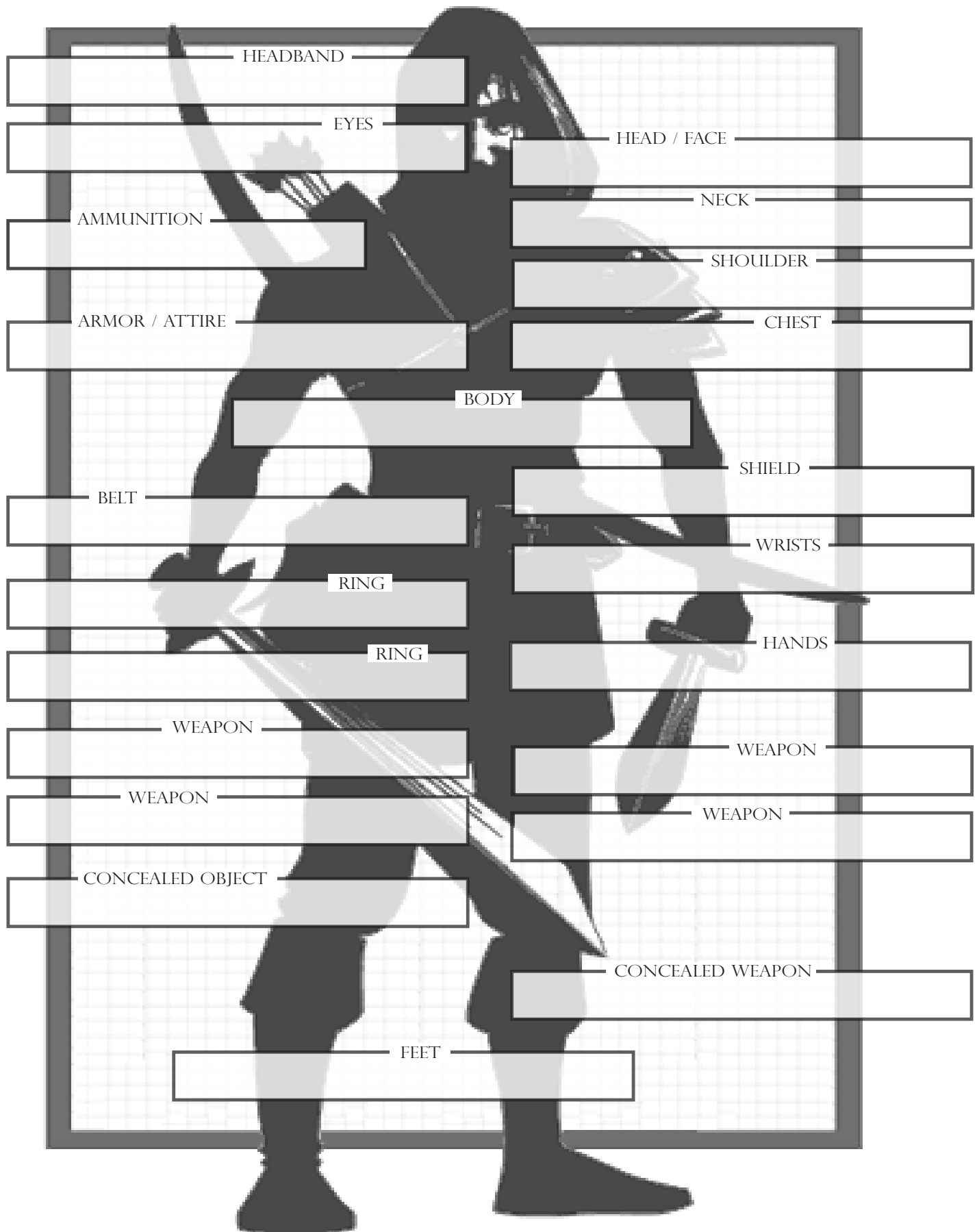
STORAGE		SPECIAL	
LOOKS		DANGER	
HARD	HP	VOLUME CAP	OPEN %
OUTER SIZE			

STORAGE		SPECIAL	
LOOKS		DANGER	
HARD	HP	VOLUME CAP	MARK
OPEN %	LBS. NOW	MAX LBS.	
OUTER SIZE			

STORAGE		SPECIAL	
LOOKS		DANGER	MARK
HARD	HP	VOLUME CAP	
OUTER SIZE		OPEN %	LBS. NOW MAX LBS.

_____	[GP x     ]:		LOW Q. GEMS	[GP x 10 ]:	
COPPER	[GP x .01]:		SEMI-PRECIOUS	[GP x 50 ]:	
SILVER	[GP x 0.1]:		MED. Q. GEMS	[GP x 100 ]:	
GOLD	[GP x 1 ]:		HIGH Q. GEMS	[GP x 500 ]:	
PLATINUM	[GP x 10 ]:		FINE JEWELS	[GP x 1K ]:	
_____	[GP x     ]:		GRAND JEWELS	[GP x 5K ]:	
FINE ARTWORK, JEWELRY, & OTHER TREASURE COMBINED TOTAL:					

# MAGIC GEAR & EQUIPMENT SLOTS



HEADBAND

EYES

HEAD / FACE

NECK

AMMUNITION

SHOULDER

ARMOR / ATTIRE

CHEST

BODY

BELT

SHIELD

RING

WRISTS

RING

HANDS

WEAPON

WEAPON

WEAPON

CONCEALED OBJECT

CONCEALED WEAPON

FEET

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

_____ [GP x    ]:		LOW Q. GEMS [GP x 10 ]:	
COPPER [GP x .01]:		SEMI-PRECIOUS [GP x 50 ]:	
SILVER [GP x 0.1]:		MED. Q. GEMS [GP x 100 ]:	
GOLD [GP x 1 ]:		HIGH Q. GEMS [GP x 500 ]:	
PLATINUM [GP x 10 ]:		FINE JEWELS [GP x 1K ]:	
_____ [GP x    ]:		GRAND JEWELS [GP x 5K ]:	
FINE ARTWORK, JEWELRY, & OTHER TREASURE COMBINED TOTAL:			

[illegible][illegible]

KIT / TOOL				PROPERTIES			
APPEARANCE				WEAKNESS			
HARDNESS		HP	BYPASS DC	PREREQUISITES	USE LIMIT	USE CONSUMED	
SKILLS MODIFIED							

KIT / TOOL			PROPERTIES		
APPEARANCE			WEAKNESS		
HARDNESS	HP	BYPASS DC	PREREQUISITES	USE LIMIT	USE CONSUMED
SKILLS MODIFIED					

KIT / TOOL				PROPERTIES			
APPEARANCE				WEAKNESS			
HARDNESS		HP	BYPASS DC	PREREQUISITES		USE LIMIT	USE CONSUMED
SKILLS MODIFIED							

CONTAINER			PROPERTIES			
APPEARANCE			LOCK / TRAP		SYMBOL	
HARDNESS		HP	VOLUME CAPACITY	AVAILABLE %	WEIGHT LIMIT	WEIGHT HELD
OUTER SIZE						

CONTAINER		PROPERTIES			
APPEARANCE			LOCK / TRAP		SYMBOL
HARDNESS		HP	VOLUME CAPACITY	AVAILABLE %	WEIGHT LIMIT
OUTER SIZE					WEIGHT HELD

CONTAINER		PROPERTIES			
APPEARANCE			LOCK / TRAP		SYMBOL
HARDNESS		HP	VOLUME CAPACITY	AVAILABLE %	WEIGHT LIMIT
OUTER SIZE					WEIGHT HELD

CONTAINER		PROPERTIES				
APPEARANCE		LOCK / TRAP		SYMBOL		
HARDNESS		HP	VOLUME CAPACITY	AVAILABLE %	WEIGHT LIMIT	WEIGHT HELD
OUTER SIZE						

[illegible]

## LOOT & SINGLE USE ITEMS

[illegible]

### LOOT & USE ITEMS WEIGHT



Diagram illustrating the identification of body parts and items on a silhouette of a person. The labels are as follows:

- HEADBAND
- EYES
- HEAD / FACE
- NECK
- SHOULDER
- CHEST
- ARMOR / ATTIRE
- BODY
- SHIELD
- BELT
- RING
- WRISTS
- RING
- HANDS
- WEAPON
- WEAPON
- WEAPON
- CONCEALED OBJECT
- CONCEALED WEAPON
- FEET

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

_____ [GP x     ]:		LOW Q. GEMS [GP x 10 ]:	
COPPER [GP x .01]:		SEMI-PRECIOUS [GP x 50 ]:	
SILVER [GP x 0.1]:		MED. Q. GEMS [GP x 100 ]:	
GOLD [GP x 1 ]:		HIGH Q. GEMS [GP x 500 ]:	
PLATINUM [GP x 10 ]:		FINE JEWELS [GP x 1K ]:	
_____ [GP x     ]:		GRAND JEWELS [GP x 5K ]:	
FINE ARTWORK, JEWELRY, & OTHER TREASURE COMBINED TOTAL:			

[illegible]

KIT / TOOL				PROPERTIES			
APPEARANCE				WEAKNESS			
HARDNESS		HP	BYPASS DC	PREREQUISITES		USE LIMIT	USE CONSUMED
SKILLS MODIFIED							

KIT / TOOL				PROPERTIES			
APPEARANCE				WEAKNESS			
HARDNESS		HP	BYPASS DC		PREREQUISITES		USE LIMIT
SKILLS MODIFIED							

KIT / TOOL				PROPERTIES			
APPEARANCE				WEAKNESS			
HARDNESS		HP	BYPASS DC	PREREQUISITES		USE LIMIT	USE CONSUMED
SKILLS MODIFIED							

CONTAINER			PROPERTIES			
APPEARANCE			LOCK / TRAP		SYMBOL	
HARDNESS		HP		VOLUME CAPACITY	AVAILABLE %	WEIGHT LIMIT
OUTER SIZE						WEIGHT HELD

CONTAINER		PROPERTIES	
APPEARANCE		LOCK / TRAP	SYMBOL
HARDNESS	HP	VOLUME CAPACITY	AVAILABLE %
OUTER SIZE		WEIGHT LIMIT	WEIGHT HELD

CONTAINER		PROPERTIES	
APPEARANCE		LOCK / TRAP	SYMBOL
HARDNESS	HP	VOLUME CAPACITY	AVAILABLE %
OUTER SIZE		WEIGHT LIMIT	WEIGHT HELD

[illegible]

## LOOT & SINGLE USE ITEMS

[illegible]

LOOT &amp; USE ITEMS WEIGHT \_\_\_\_\_

Diagram illustrating the identification of body parts and accessories for a person in a dynamic pose. The labels are as follows:

- HEADBAND
- EYES
- HEAD / FACE
- NECK
- SHOULDER
- CHEST
- ARMOR / ATTIRE
- BODY
- SHIELD
- BELT
- RING
- WRISTS
- HANDS
- RING
- WEAPON
- WEAPON
- WEAPON
- CONCEALED OBJECT
- CONCEALED WEAPON
- FEET

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

_____ [GP x 1]:		LOW Q. GEMS [GP x 10]:	
COPPER [GP x .01]:		SEMI-PRECIOUS [GP x 50]:	
SILVER [GP x 0.1]:		MED. Q. GEMS [GP x 100]:	
GOLD [GP x 1]:		HIGH Q. GEMS [GP x 500]:	
PLATINUM [GP x 10]:		FINE JEWELS [GP x 1K]:	
_____ [GP x 1]:		GRAND JEWELS [GP x 5K]:	
FINE ARTWORK, JEWELRY, & OTHER TREASURE COMBINED TOTAL:			

[illegible][illegible]

KIT / TOOL				PROPERTIES			
APPEARANCE				WEAKNESS			
HARDNESS	HP	BYPASS DC	PREREQUISITES				
SKILLS MODIFIED			USE LIMIT		USE CONSUMED		
KIT / TOOL				PROPERTIES			
APPEARANCE				WEAKNESS			
HARDNESS	HP	BYPASS DC	PREREQUISITES				
SKILLS MODIFIED			USE LIMIT		USE CONSUMED		
KIT / TOOL				PROPERTIES			
APPEARANCE				WEAKNESS			
HARDNESS	HP	BYPASS DC	PREREQUISITES				
SKILLS MODIFIED			USE LIMIT		USE CONSUMED		
CONTAINER				PROPERTIES			
APPEARANCE				LOCK / TRAP		SYMBOL	
HARDNESS	HP	VOLUME CAPACITY	AVAILABLE %	WEIGHT LIMIT	WEIGHT HELD		
OUTER SIZE							
CONTAINER				PROPERTIES			
APPEARANCE				LOCK / TRAP		SYMBOL	
HARDNESS	HP	VOLUME CAPACITY	AVAILABLE %	WEIGHT LIMIT	WEIGHT HELD		
OUTER SIZE							
CONTAINER				PROPERTIES			
APPEARANCE				LOCK / TRAP		SYMBOL	
HARDNESS	HP	VOLUME CAPACITY	AVAILABLE %	WEIGHT LIMIT	WEIGHT HELD		
OUTER SIZE							

[illegible]

### GEAR & EQUIPMENT WEIGHT

[illegible]

LOOT &amp; USE ITEMS WEIGHT \_\_\_\_\_

## HALF SHEETS

EACH HALF SHEET HAS A TOP AND BOTTOM AVAILABLE. WHEN MAKING THE CUSTOM SHEET, SIMPLE CHOOSE A TOP FOR THE FIRST PRINTING, THEN A BOTTOM FOR THE SECOND PRINTING.

THE DETAILED CLASS WITH FEATS AND RACES SHEET IS THE DEFAULT SHEET. FEAT CHAINS HAVE BEEN MADE AVAILABLE FOR CLASSES LIKE FIGHTER AND MONK THAT GAIN MANY BONUS FEATS AND FOR USE OF FEATS NEEDED TO UNLOCK OTHER FEATS. FOR SPACE REASONS IT IS RECOMMENDED THAT BONUS FEATS ARE PLACED WITH CLASS FEATURES AND FEATS BEING USED TO UNLOCK OTHER FEATS ARE THE ONLY ONES USED ON THE CHAINS. IF THE END-USER IS NOT LIMITED BY SPACE, THE ISSUE IS RESOLVED.

THE SPELLCASTER/CLASS COMBINATION IS RECOMMENDED FOR SPELLCASTERS WITHOUT AN ANIMAL COMPANION OR FAMILIAR PAIRED WITH FEATS AND RACE. WITH ANIMAL COMPANION OR FAMILIAR, THE DETAILED CLASS WITH RACE AND FEAT SHEET IS RECOMMENDED ALONG WITH A SEPARATE FAMILIAR (OR ANIMAL COMPANION) HALF COMBINED WITH THE DETAILED SPELLCASTER. ANY COMBINATION SO DESIRED IS AVAILABLE FOR CREATING ANY NECESSARY SHEETS.

FOR EXAMPLE, A RANGER WITH SPELLS MOUNTED ON A DRAGON WITH A DIRE WOLF ANIMAL COMPANION MAY WANT TO USE THE FOLLOWING: THE FEATS AND RACE HALF COMBINED WITH THE FEATS AND SPELLS HALF (FOR THE RANGER), AND TWO MOUNT HALVES TO HAVE THE DRAGON AND DIRE WOLF ON.

[PORTRAIT LAYOUT ONLY]

- DETAILED CLASS
- FEATS AND RACE
- CLASS AND 1/2 CHAIN
- CLASS AND SPELLCASTER
- DETAILED SPELLCASTER
- FAMILIAR
- COMPANION / MOUNT
- DOUBLE FEAT CHAIN
- CLASS AND MANIFESTER
- DETAILED MANIFESTER
- PSICRYSTAL

[illegible]



USES LEFT	USES TOTAL
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
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92	92
93	93
94	94
95	95
96	96
97	97
98	98
99	99
100	100




## CLASS ABILITIES & FUNCTIONS

## FEAT CHAINS

The diagram illustrates a hierarchical tree structure with 16 leaf nodes. The tree is rooted at the top and branches downwards. The root node is a single horizontal line. It branches into two nodes, each represented by a horizontal line. These two nodes each branch into two more nodes, resulting in a total of 8 nodes at the next level. This process continues, with each node branching into two more nodes, until there are 16 leaf nodes at the bottom. The nodes are represented by horizontal lines of varying lengths, with the root being the longest and the leaf nodes being the shortest. The branching pattern is consistent throughout the tree.

[illegible]

## SPELLCASTER INFORMATION

CLOSE RANGE 25 FT +5 FT PER 2 LEVELS	MEDIUM RANGE 100 FT + 10 FT PER LEVEL	LONG RANGE 400 FT +40 FT PER LEVEL
		

## CONCENTRATION MODIFIER + LEVEL

**CURRENT EFFECTIVE  
CASTER LEVEL**

[illegible]

## PERMANENT & CONTINUAL SPELLS

[illegible]

### SPELLS PER DAY / SPELLS KNOWN

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

## CONTINGENCY / GEAS / QUEST

[illegible]



CREATURE NAME

PRIMARY HABITAT / ECOLOGY

ALIGNMENT

PLAYER NAME

CREATURE RACE & ANY TEMPLATES

TYPE

WAITING TIME & REPLACEMENT COST

LEVEL TOTAL

BASE ATTACK BONUS TOTAL

RACIAL HD

CURRENT SCORE

CURRENT MODIFIER

BUFFING AMOUNT

BUFFING TIME LEFT

STR

DEX

CON

INT

WIS

CHA

CURRENT

TEMP

FULL AC

TOUCH

FLATFOOT

HP

HARDNESS

BARDING PROPERTIES

SIZE

GENDER

HEIGHT

WEIGHT

FORTITUDE (CONSTITUTION)

REFLEX (DEXTERITY)

WILL (WISDOM)

NOTES

ELEMENTAL IMMUNITIES

CMB

ACID

COLD

ELEC.

FIRE

SONIC

CURRENT

TEMP

ELEMENTAL RESISTANCES

CMD

ACID

COLD

ELEC.

FIRE

SONIC

CURRENT

TEMP

HAIR / FEATHERS

SKIN / FUR (COLOR / PATTERN)

EYES

CLASS ABILITY

GRANTED SPECIAL ABILITY

FEATS & ABILITIES

ALERTNESS

DELIVER TOUCH

EMPATHIC LINK

IMBUE WITH SPELLS

IMPROVED EVASION

IMPROVED FAMILIAR

SCRY ON FAMILIAR

SHARE SPELLS

SPEAK WITH KIND

SPEAK WITH MASTER

SPELL RESISTANCE

STORE SPELLS

SPELLS STORED

USED

STORED

HIT POINTS

MAX HP

BLEEDING / WOUNDS

HIT POINT LOSS

ROUNDS

SUB-DUAL DAMAGE

DAMAGE REDUCTION

FACE / SENSES

SPACE

REACH

VISION DISTANCE

SCENT BONUS

INITIATIVE

CURRENT

TEMP

SPEEDS

GROUND

ARMORED

BURROW

CLIMB

FLY

SWIM

FLIGHT QUALITY

PRIMARY MOVE TYPE

FL

FL

FL

FL

TRAINED SKILLS

SKILL LIST

TOTAL BONUS

ABILITY USED

ACROBATICS

CLIMB

ESCAPE ARTIST

FLY

INTIMIDATE

PERCEPTION

STEALTH

SURVIVAL

SWIM

DEX

STR

DEX

DEX

CHA

WIS

DEX

WIS

STR

[illegible]

[illegible]

USES  
LEFT

USES  
TOTAL

CLASS ABILITIES & FUNCTIONS

MAXIMUM  
POWER POINTS

CURRENT REMAINING  
POWER POINTS

MANIFESTATION  
POINT LIMIT

WILD SURGE

PSY-ENERVATION

ELUDE TOUCH

SURGING EUPHORIA

VOLATILE MIND

CLOSE RANGE  
25 FT +5 FT  
PER 2 LEVELS

MEDIUM RANGE  
100 FT + 10 FT  
PER LEVEL

LONG RANGE  
400 FT +40 FT  
PER LEVEL

CONCENTRATION  
MODIFIER + LEVEL

CURRENT EFFECTIVE  
MANIFESTER LEVEL

CHOSEN DISCIPLINE

BONUS SAVING AGAINST

BONUS TO SAVE DC

POWER  
SAVE DC

POWER  
LEVEL

POWERS  
KNOWN

POWER  
COST

0

1ST

2ND

3RD

4TH

5TH

6TH

7TH

8TH

9TH

CLARSENTIENCE

METACRATIVITY

PSY-KINESIS

PSY-METABOLISM

PSY-PORTATION

TELEPATHY

CREATURE NAME					PERSONALITY			ALIGNMENT		PLAYER NAME		FACE / SENSES							
												SPACE	REACH						
<div style="display: flex; justify-content: space-between;"> <div> <b>MODIFICATIONS / MATERIAL COMPOSITION</b>  <div style="display: flex; justify-content: space-between;"> <div>REPLACEMENT COST &amp; WAITING TIME</div> <div>MASTER LEVEL</div> <div>BASE ATTACK BONUS TOTAL</div> <div>POWER RESIST</div> </div> <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> <div></div> <div></div> </div> </div> <div> <b>TYPE</b>  <div style="display: flex; justify-content: space-between;"> <div>CURRENT SCORE</div> <div>CURRENT MODIFIER</div> <div>BUFFING AMOUNT</div> <div>BUFFING TIME LEFT</div> </div> <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> <div></div> <div></div> </div> </div> </div>					<b>SIZE</b> <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> <div></div> </div>			<b>GENDER</b> <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> </div>		<b>HEIGHT</b> <div style="display: flex; justify-content: space-between;"> <div>TOTAL</div> <div>BUFF</div> <div>TIME</div> </div> <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> <div></div> </div>		<b>WEIGHT</b> <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> </div>		<b>SHAPE / FORM</b> <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> </div>		<b>OPAQUE</b> <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> </div>		<b>COLOR / PATTERN / TEXTURE</b> <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> </div>	
<div style="display: flex; justify-content: space-between;"> <div> <b>STR</b>  <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> </div> </div> <div> <b>DEX</b>  <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> </div> </div> <div> <b>CON</b>  <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> </div> </div> <div> <b>INT</b>  <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> </div> </div> <div> <b>WIS</b>  <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> </div> </div> <div> <b>CHA</b>  <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> </div> </div> </div>					<b>Fortitude</b> (Constitution) <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> </div>			<b>Reflex</b> (Dexterity) <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> </div>		<b>Will</b> (Wisdom) <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> </div>		<b>CLASS ABILITY</b> <div style="display: flex; justify-content: space-between;"> <div> <input type="radio"/> Alertness  <input type="radio"/> Channel Power  <input type="radio"/> Deliver Touch  <input type="radio"/> Flight  <input type="radio"/> Improved Evasion  <input type="radio"/> Improved Psycrystal  <input type="radio"/> Personality  <input type="radio"/> Power Resistance  <input type="radio"/> Self-Propulsion  <input type="radio"/> Shared Powers  <input type="radio"/> Sight Link  <input type="radio"/> Sighted  <input type="radio"/> Telepathic Link  <input type="radio"/> Telepathic Speech </div> <div></div> </div>							
<b>NOTES:</b> <div style="height: 100px;"></div>																			
<b>ELEMENTAL IMMUNITIES</b> <div style="display: flex; justify-content: space-between;"> <div> <b>HARDNESS</b>  <div style="display: flex; justify-content: space-between;"> <div>BASE</div> <div>TEMP</div> </div> <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> </div> </div> <div> <b>FULL AC</b>  <div style="display: flex; justify-content: space-between;"> <div>CURRENT</div> <div>TEMP</div> </div> <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> </div> </div> <div> <b>TOUCH</b>  <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> </div> </div> <div> <b>FLATFOOT</b>  <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> </div> </div> </div> <div> <b>ELEMENTAL RESISTANCES</b>  <div style="display: flex; justify-content: space-between;"> <div>ACID</div> <div>COLD</div> <div>ELEC.</div> <div>FIRE</div> <div>SONIC</div> </div> <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> <div></div> <div></div> <div></div> </div> </div>					<b>CMB</b> <div style="display: flex; justify-content: space-between;"> <div>CURRENT</div> <div>TEMP</div> </div> <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> </div>														
<b>CMD</b> <div style="display: flex; justify-content: space-between;"> <div>CURRENT</div> <div>TEMP</div> </div> <div style="display: flex; justify-content: space-between;"> <div></div> <div></div> </div>																			
<b>WEAPON</b> <div style="border: 1px solid black; width: 150px; height: 20px;"></div> <b>DAMAGE TYPE</b> <div style="border: 1px solid black; width: 100px; height: 20px;"></div>					<b>ATTACK</b> <div style="border: 1px solid black; width: 50px; height: 20px;"></div> <b>CRITICAL</b> <div style="border: 1px solid black; width: 50px; height: 20px;"></div> <b>DAMAGE</b> <div style="border: 1px solid black; width: 50px; height: 20px;"></div> <b>RANGE</b> <div style="border: 1px solid black; width: 50px; height: 20px;"></div>														
<b>WEAPON</b> <div style="border: 1px solid black; width: 150px; height: 20px;"></div> <b>DAMAGE TYPE</b> <div style="border: 1px solid black; width: 100px; height: 20px;"></div>					<b>ATTACK</b> <div style="border: 1px solid black; width: 50px; height: 20px;"></div> <b>CRITICAL</b> <div style="border: 1px solid black; width: 50px; height: 20px;"></div> <b>DAMAGE</b> <div style="border: 1px solid black; width: 50px; height: 20px;"></div> <b>RANGE</b> <div style="border: 1px solid black; width: 50px; height: 20px;"></div>														
<b>WEAPON</b> <div style="border: 1px solid black; width: 150px; height: 20px;"></div> <b>DAMAGE TYPE</b> <div style="border: 1px solid black; width: 100px; height: 20px;"></div>					<b>ATTACK</b> <div style="border: 1px solid black; width: 50px; height: 20px;"></div> <b>CRITICAL</b> <div style="border: 1px solid black; width: 50px; height: 20px;"></div> <b>DAMAGE</b> <div style="border: 1px solid black; width: 50px; height: 20px;"></div> <b>RANGE</b> <div style="border: 1px solid black; width: 50px; height: 20px;"></div>														
<b>WEAPON</b> <div style="border: 1px solid black; width: 150px; height: 20px;"></div> <b>DAMAGE TYPE</b> <div style="border: 1px solid black; width: 100px; height: 20px;"></div>					<b>ATTACK</b> <div style="border: 1px solid black; width: 50px; height: 20px;"></div> <b>CRITICAL</b> <div style="border: 1px solid black; width: 50px; height: 20px;"></div> <b>DAMAGE</b> <div style="border: 1px solid black; width: 50px; height: 20px;"></div> <b>RANGE</b> <div style="border: 1px solid black; width: 50px; height: 20px;"></div>														
<b>WEAPON</b> <div style="border: 1px solid black; width: 150px; height: 20px;"></div> <b>DAMAGE TYPE</b> <div style="border: 1px solid black; width: 100px; height: 20px;"></div>					<b>ATTACK</b> <div style="border: 1px solid black; width: 50px; height: 20px;"></div> <b>CRITICAL</b> <div style="border: 1px solid black; width: 50px; height: 20px;"></div> <b>DAMAGE</b> <div style="border: 1px solid black; width: 50px; height: 20px;"></div> <b>RANGE</b> <div style="border: 1px solid black; width: 50px; height: 20px;"></div>														

**HIT POINTS**  

**BLEEDING / WOUNDS**  
**HIT POINT LOSS**  

SUB-DUAL DAMAGE

DAMAGE REDUCTION

**MAX HP**

**PERSONALITY BENEFIT**  
**FEATS & ABILITIES**

**INITIATIVE**  

CURRENT

TEMP

**SPEEDS**  

GROUND

ARMORED

BURROW

CLIMB

CLOSE RANGE 25 FT +5 FT PER 2 LEVELS	MEDIUM RANGE 100 FT + 10 FT PER LEVEL	LONG RANGE 400 FT +40 FT PER LEVEL					
[Grey Box]	[Grey Box]	[Grey Box]					
<b>CONCENTRATION MODIFIER + LEVEL</b>							
<b>CURRENT EFFECTIVE MANIFESTER LEVEL</b>							
<b>CHOSEN DISCIPLINE</b>			[Box]	[Box]	[Box]	[Box]	[Box]
<b>BONUS SAVING AGAINST</b>			[Box]	[Box]	[Box]	[Box]	[Box]
<b>BONUS TO SAVE DC</b>			[Box]	[Box]	[Box]	[Box]	[Box]
			<b>CLARSIENTENCE</b>	<b>METACRATIVITY</b>	<b>PSY-KINESIS</b>	<b>PSY-METABOLISM</b>	<b>PSY-PORTATION TELEPATHY</b>

[illegible]

MAXIMUM POWER POINTS	POWER SAVE DC	POWER LEVEL	POWERS KNOWN	POWER COST
CURRENT REMAINING POWER POINTS		0		0
MANIFESTATION POINT LIMIT		1ST		
		2ND		
		3RD		
		4TH		
WILD SURGE		5TH		
PSY-ENERVATION		6TH		
ELUDE TOUCH		7TH		
SURGING EUPHORIA		8TH		
VOLATILE MIND		9TH		

[illegible]

[illegible]

## FEATS / FLAWS / HALF-FEATS

## RACIAL TRAITS

This image shows a single page of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. On the left side, there is a vertical margin line, creating a narrow left margin. The paper appears to be from a notebook or a standard writing template.

\_\_\_\_\_

[illegible]

## LANGUAGES

## EXPERIENCE PROGRESSION

\_\_\_\_\_

1

5

ECL

[illegible]



**USES LEFT    USES TOTAL    CLASS ABILITIES & FUNCTIONS**

## FEAT CHAINS

The diagram illustrates a hierarchical tree structure. It starts with a single root node at the top, which branches into two nodes. This process continues, with each node branching into two more nodes, creating a binary tree. The nodes are represented by small squares, and the connections are lines. The tree is labeled "Tree" on the left and "Nodes" on the right.

[illegible]

CLOSE RANGE	MEDIUM RANGE	LONG RANGE
25 FT +5 FT	100 FT + 10 FT	400 FT +40 FT
PER 2 LEVELS	PER LEVEL	PER LEVEL



## CONCENTRATION MODIFIER + LEVEL

**CURRENT EFFECTIVE  
CASTER LEVEL**

## BONUS TO SAVE DC

[illegible][illegible]

SPELL SAVE DC	SPELL LEVEL	SPELLS PER DAY	BONUS SPELLS	SPELLS KNOWN	SCHOOL SPELLS	ITEM SPELLS
------------------	----------------	-------------------	-----------------	-----------------	------------------	----------------

	0		0			
	1ST					
	2ND					
	3RD					
	4TH					
	5TH					
	6TH					
	7TH					
	8TH					
	9TH					

SPELL NAME	TARGET	REQUIREMENT SET	DAYS
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[illegible]

CREATURE NAME				PRIMARY HABITAT / ECOLOGY				ALIGNMENT				PLAYER NAME				FACE / SENSES																											
																SPACE		REACH																									
																VISION		SCENT																									
																DISTANCE		BONUS																									
CREATURE RACE & ANY TEMPLATES				TYPE				SIZE				GENDER				HEIGHT				WEIGHT				HAIR / FEATHERS				SKIN / FUR (COLOR / PATTERN)				EYES											
WAITING TIME & REPLACEMENT COST				LEVEL TOTAL				BASE ATTACK BONUS TOTAL				RACIAL HD				TOTAL				BUFF				TIME				CLASS ABILITY				GRANTED SPECIAL ABILITY											
																FORTITUDE (CONSTITUTION)																											
																REFLEX (DEXTERITY)																											
																WILL (WISDOM)																											
																NOTES																											
STR				CURRENT SCORE				CURRENT MODIFIER				BUFFING AMOUNT				BUFFING TIME LEFT																											
DEX																																											
CON																																											
INT																																											
WIS																																											
CHA																																											
				CURRENT				TEMP				ELEMENTAL IMMUNITIES				CMB																											
FULL AC												ACID				COLD				ELEC.				FIRE				SONIC				CURRENT				TEMP							
TOUCH																																											
FLATFOOT																																											
				HP				HARDNESS				ACID				COLD				ELEC.				FIRE				SONIC				CURRENT				TEMP							
BARDING PROPERTIES																																											
WEAPON												DAMAGE TYPE																															
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CREATURE NAME				PRIMARY HABITAT / ECOLOGY				ALIGNMENT				PLAYER NAME				FACE / SENSES																																							
																SPACE		REACH																																					
																VISION		SCENT																																					
																DISTANCE		BONUS																																					
CREATURE RACE				TEMPLATES				TYPE				SIZE				GENDER				HEIGHT				WEIGHT				HAIR / FEATHERS				SKIN / FUR ( COLOR / PATTERN )				EYES																			
WAITING TIME & REPLACEMENT COST				LEVEL TOTAL				BASE ATTACK BONUS TOTAL				RACIAL HD				TOTAL				BUFF				TIME				TRICKS LEARNED				TRICKS				TRAINED PURPOSE																			
												FORTITUDE (CONSTITUTION)																																											
												REFLEX (DEXTERITY)																																											
												WILL (WISDOM)																																											

## FEAT CHAINS

[illegible]

CLOSE RANGE 25 FT + 5 FT PER 2 LEVELS	MEDIUM RANGE 100 FT + 10 FT PER LEVEL	LONG RANGE 400 FT + 40 FT PER LEVEL		CLARSENTIENCE	METACRATIVITY	PSY-KINESIS	PSY-METABOLISM	PSY-PORTATION	TELEPATHY
<div></div>	<div></div>	<div></div>							
<div> <div></div> <div>CONCENTRATION MODIFIER + LEVEL</div> </div>									
<div> <div></div> <div>CURRENT EFFECTIVE MANIFESTER LEVEL</div> </div>									
CHOSEN DISCIPLINE									
BONUS SAVING AGAINST									
BONUS TO SAVE DC									

[illegible]

MAXIMUM POWER POINTS	POWER SAVE DC	POWER LEVEL	POWERS KNOWN	POWER COST
CURRENT REMAINING POWER POINTS		0		0
MANIFESTATION POINT LIMIT		1ST		
		2ND		
		3RD		
		4TH		
WILD SURGE		5TH		
PSY-ENERVATION		6TH		
ELUDE TOUCH		7TH		
SURGING EUPHORIA		8TH		
VOLATILE MIND		9TH		

[illegible]

[illegible]



[illegible]

## FULL SHEETS

EACH FULL SHEET IS A POPULAR TOP AND BOTTOM COMBINATION PREARRANGED FOR SINGLE PRINTING. A WHOLE SHEET IN PORTRAIT AND LANDSCAPE LAYOUT IS AVAILABLE FOR PLAYING THE SUMMONER CLASS WITH AN EIDOLON.

A SET OF SHEETS ARE AVAILABLE TO BOTH SPELLCASTERS AND PSIONS. THERE ARE 3 DIFFERENT STYLES OF THE LISTS FOR KNOWN/AVAILABLE SPELLS/POWERS. AN ADDITIONAL SHEET IS INCLUDED FOR CASTER/MANIFESTERS THAT READY, PREPARE, OR CHOOSES THEIR SPELLS AFTER RESTING. THIS IS CONVENIENT FOR EITHER GIVING A GM A LIST OF SPELLS PICKED FOR THAT DAY OR FOR KEEPING TRACK YOURSELF.

- ART BOX WITH CLASS, RACE, AND FEATS
- EIDOLON SHEET

[PORTRAIT LAYOUT ONLY]

- DETAILED CLASS WITH RACE AND FEATS
- CLASS AND 1/2 FEAT CHAIN WITH RACE AND FEATS
- CLASS AND SPELLCASTER WITH RACE AND FEATS
- DETAILED SPELLCASTER WITH FAMILIAR
- DETAILED SPELLCASTER WITH COMPANION / MOUNT
- CLASS AND MANIFESTER WITH RACE AND FEATS
- DETAILED MANIFESTER WITH PSICRYSTAL

[PORTRAIT LAYOUT ONLY]

- SPELLS/POWERS PER DAY LIST
- 12 SPELL/POWER SLOTS [ALTERNATING]
- 13 SPELL/POWER SLOTS [LIGHT OR DARK]

PORTRAIT / SYMBOL / ART

PAGE /  
BOOK

CLASS & RACIAL ABILITIES

BOOK  
PAGE

FEATS & BONUS TRAITS

QUICK  
XP

RACIAL TRAITS

EXPERIENCE POINTS

LANGUAGES

LEVEL ADVANCEMENT  
XP REQUIREMENT

END OF SESSION  
XP TOTAL

EXPERIENCE  
PROGRESSION

+LA

ECL

PORTRAIT / SYMBOL / ART

RACIAL TRAITS

QUICK  
XP

BOOK  
PAGE

FEATS & BONUS TRAITS

CLASS & RACIAL ABILITIES

EXPERIENCE POINT

LANGUAGES

LEVEL ADVANCEMENT  
XP REQUIREMENT

END OF SESSION  
XP TOTAL

EXPERIENCE  
PROGRESSION

+LA

ECL

CREATURE NAME

PRIMARY HABITAT / ECOLOGY

ALIGNMENT

PLAYER NAME

FACE / SENSES

SPACE

REACH

VISION

DISTANCE

SCENT

BONUS

CREATURE BASE FORM / OUTSIDER TYPE

TYPE

SIZE

GENDER

HEIGHT

WEIGHT

HAIR / FEATHERS

SKIN / FUR ( COLOR / PATTERN )

EYES

FREE EVOLUTIONS

BASE ATTACK BONUS TOTAL

INITIATIVE

HIT POINTS

MAX HP

ABILITY SCORE

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EVOLUTION POOL

POOL USED

MASTER LEVEL

START TOTAL

DELAYING TO

TEMP HP

STR

DEX

CON

INT

WIS

CHA

ARMOR CHECK PENALTY

SPELL RESISTANCE

ARCANE FAIL %

DAMAGE REDUCTION

FORTITUDE (CONSTITUTION)

REFLEX (DEXTERITY)

WILL (WISDOM)

TOTAL

BUFF

TIME

TEMPORARY MODIFIER

BLEEDING / WOUNDS

HIT POINT LOSS

ROUNDS

COMBAT MANEUVER BASE / BONUS

TOTAL

BUFF

TIME

COMBAT MANEUVER DEFENSE

TOTAL

BUFF

TIME

RESISTED

ACID

COLD

ELEC.

FIRE

SONIC

FULL AC

TOUCH

FLATFOOT

TOTAL

BUFF

TIME

ARMOR

ENHANCE

HP

HARDNESS

SHIELD

ENHANCE

HP

HARDNESS

ITEM

ENHANCE

HP

HARDNESS

AMMO TYPE

MW / ENCH

PROPERTIES

WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

HP

HARDNESS

REACH

ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

HP

HARDNESS

REACH

ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

HP

HARDNESS

REACH

ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

HP

HARDNESS

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ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

HP

HARDNESS

REACH

ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

HP

HARDNESS

REACH

ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

HP

HARDNESS

REACH

ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

HP

HARDNESS

REACH

ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

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HARDNESS

REACH

ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

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DMG TYPE

SIZE

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HARDNESS

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DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

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HARDNESS

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DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

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HARDNESS

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ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

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REACH

ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

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ATK BUFF

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DAMAGE

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ATK BUFF

DMG BUFF

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WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

HP

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ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

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HARDNESS

REACH

ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

HP

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DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

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CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

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HARDNESS

REACH

ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

HP

HARDNESS

REACH

ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

HP

HARDNESS

REACH

ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

HP

HARDNESS

REACH

ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

HP

HARDNESS

REACH

ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

HP

HARDNESS

REACH

ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

RANGE

DMG TYPE

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HARDNESS

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DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

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DMG BUFF

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WEAPON

AMMO / USE

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DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

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DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

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DMG TYPE

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HARDNESS

REACH

ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

RANGE

DMG TYPE

SIZE

HP

HARDNESS

REACH

ATTACK

DAMAGE

CRITICAL

ATK BUFF

DMG BUFF

DURATION

WEAPON

AMMO / USE

<b>STR</b>					
<b>DEX</b>					
<b>CON</b>					
<b>INT</b>					
<b>WIS</b>					
<b>CHA</b>					

ARMOR CHECK PENALTY	SPELL RESISTANCE	ARCANE FAIL %	DAMAGE REDUCTION

	TOTAL		BUFF		TIME		ENHANCE	HP	HARDNESS
<b>FULL AC</b>	<input type="text"/>	+	<input type="text"/>		<b>ARMOR</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<b>TOUCH</b>	<input type="text"/>	+	<input type="text"/>		<b>SHIELD</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	
<b>FLATFOOT</b>	<input type="text"/>	+	<input type="text"/>		<b>ITEM</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	

WEAPON					AMMO / USE		RANGE		
DMG TYPE		SIZE		HP		HARDNESS		REACH	
ATTACK				DAMAGE			CRITICAL		
ATK BUFF				DMG BUFF			DURATION		

WEAPON					AMMO/USE		RANGE		
DMG TYPE		SIZE		HP		HARDNESS		REACH	
ATTACK				DAMAGE			CRITICAL		
ATK BUFF				DMG BUFF			DURATION		

WEAPON					AMMO/USE		RANGE		
DMG TYPE		SIZE		HP		HARDNESS		REACH	
ATTACK					DAMAGE			CRITICAL	
ATK BUFF					DMG BUFF			DURATION	

WEAPON					AMMO/USE		RANGE		
DMG TYPE		SIZE		HP		HARDNESS		REACH	
ATTACK				DAMAGE			CRITICAL		
ATK BUFF				DMG BUFF			DURATION		

WEAPON				AMMO/USE		RANGE	
DMG TYPE		SIZE		HP		HARDNESS	REACH
ATTACK				DAMAGE		CRITICAL	
ATK BUFF				DMG BUFF		DURATION	

WEAPON				AMMO/USE		RANGE	
DMG TYPE		SIZE		HP		HARDNESS	REACH
ATTACK				DAMAGE		CRITICAL	
ATK BUFF				DMG BUFF		DURATION	

CREATURE NAME			PRIMARY HABITAT / ECOLOGY			ALIGNMENT	PLAYER NAME	
CREATURE BASE FORM / OUTSIDER TYPE	TYPE	SIZE	GENDER	HEIGHT	WEIGHT	HAIR / FEATHERS	SKIN / FUR ( COLOR / PATTERN )	EYES

FREE EVOLUTIONS		BASE ATTACK BONUS TOTAL		FACE / SENSES	
				SPACE	REACH
				VISION DISTANCE	SCENT BONUS
EVOLUTION POOL			MASTER LEVEL		

INITIATIVE	
NOW	START

**COMBAT MANEUVER  
BASE / BONUS**

## COMBAT MANEUVER DEFENSE

<b>RESISTED</b>	
<b>ACID</b>	<b>COLD</b>
<input type="text"/>	<input type="text"/>
<b>ELEC.</b>	<b>FIRE</b>
<input type="text"/>	<input type="text"/>
<b>SONIC</b>	<input type="text"/>
<input type="text"/>	<input type="text"/>

<b>HIT POINTS</b>	<b>MAX HP</b>	<b>VARIOUS SPEED TYPES</b>	
		<b>GROUND</b>	<b>ARMORED</b>
	<b>TEMP HP</b>		
		<b>BURROW</b>	<b>CLIMB</b>
		<b>SNEAK</b>	<b>SWIM</b>

<b>BLEEDING / WOUNDS</b>		<b>FLY</b>	<b>FLIGHT</b>
<b>HIT POINT LOSS</b>	<b>ROUNDS</b>	<b>FT.</b>	<b>CONTROL</b>

	TOTAL	BUFF	TIME	TEMP MODIFIER
<b>FORTITUDE</b> (CONSTITUTION)	<input type="text"/>	+	<input type="text"/>	<div></div>
<b>REFLEX</b> (DEXTERITY)	<input type="text"/>	+	<input type="text"/>	
<b>WILL</b> (WISDOM)	<input type="text"/>	+	<input type="text"/>	

AMMO TYPE		MW / ENCH	
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## PROPERTIES

AMMO TYPE  MW / ENCH

## PROPERTIES

AMMO TYPE		MW / ENCH	
-----------	--	-----------	--

## PROPERTIES

AMMO TYPE	MW / ENCH
-----------	-----------

PROPERTIES	

MMMO TYPE		MW / ENCH	
MMMO COMMENTS			

PROPERTIES	
AMMO TYPE	MW / ENCH

#### PROPERTIES

TRAINED SKILL	SKILL NAMES	TOTAL BONUS	POOL COST	EVOLUTIONS
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<input type="radio"/> ACROBATICS	_____	_____	_____
<input type="radio"/> APPRAISE	_____	_____	_____
<input type="radio"/> BLUFF	_____	_____	_____
<input type="radio"/> CLIMB	_____	_____	_____
<input type="radio"/> CRAFT _____	_____	_____	_____
<input type="radio"/> CRAFT _____	_____	_____	_____
<input type="radio"/> CRAFT _____	_____	_____	_____
<input type="radio"/> DIPLOMACY	_____	_____	_____
<input type="radio"/> DISABLE DEVICE	_____	_____	_____
<input type="radio"/> DISGUISE	_____	_____	_____
<input type="radio"/> ESCAPE ARTIST	_____	_____	_____
<input type="radio"/> FLY	_____	_____	_____
<input type="radio"/> HANDLE ANIMAL	_____	_____	_____
<input type="radio"/> HEAL	_____	_____	_____
<input type="radio"/> INTIMIDATE	_____	_____	_____
<input type="radio"/> KNOWLEDGE [ARCANA]	_____	_____	_____
<input type="radio"/> KNOWLEDGE [DUNGEONEERING]	_____	_____	_____
<input type="radio"/> KNOWLEDGE [ENGINEERING]	_____	_____	_____
<input type="radio"/> KNOWLEDGE [GEOGRAPHY]	_____	_____	_____
<input type="radio"/> KNOWLEDGE [HISTORY]	_____	_____	_____
<input type="radio"/> KNOWLEDGE [LOCAL _____]	_____	_____	_____

## FEATS & ABILITIES



FEATS & ABILITIES	
<input type="radio"/> KNOWLEDGE [NATURE]	
<input type="radio"/> KNOWLEDGE [NOBILITY]	
<input type="radio"/> KNOWLEDGE [PLANES, THE]	
<input type="radio"/> KNOWLEDGE [RELIGION]	
<input type="radio"/> KNOWLEDGE _____	
<input type="radio"/> LINGUISTICS	
<input type="radio"/> PERCEPTION	
<input type="radio"/> PERFORM _____	
<input type="radio"/> PERFORM _____	
<input type="radio"/> PERFORM _____	
<input type="radio"/> PROFESSION _____	
<input type="radio"/> PROFESSION _____	
<input type="radio"/> RIDE	
<input type="radio"/> SENSE MOTIVE	
<input type="radio"/> SLEIGHT OF HAND	
<input type="radio"/> SPELLCRAFT	
<input type="radio"/> STEALTH	
<input type="radio"/> SURVIVAL	
<input type="radio"/> SWIM	
<input type="radio"/> USE MAGIC DEVICE	

[illegible][illegible]

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[illegible]

## LANGUAGES

EXPERIENCE PROGRESSION	
	
+LA	ECL

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**USES  
TOTAL**

## FEAT CHAINS

Year	Country	Population (millions)	Urban population (millions)	Rural population (millions)	Population density (per sq km)	Urban population density (per sq km)	Rural population density (per sq km)
1950	USA	150	100	50	31	100	6.2
1950	USSR	160	40	120	19	25	1.5
1950	China	550	100	450	150	100	3.3
1950	India	360	50	310	150	50	3.3
1950	Japan	90	70	20	333	200	16.7
1950	France	45	35	10	104	70	10.4
1950	Germany	50	40	10	119	80	11.9
1950	Italy	45	35	10	104	70	10.4
1950	UK	50	45	5	242	200	48.4
1950	Canada	20	10	10	31	10	3.1
1950	Australia	10	5	5	3.1	1.0	0.6
1950	South Africa	10	5	5	3.1	1.0	0.6
1950	Argentina	15	10	5	15.6	10.0	3.1
1950	Brazil	70	20	50	24.2	10.0	4.8
1950	Mexico	20	10	10	31	10	3.1
1950	Spain	25	20	5	79	50	15.8
1950	Sweden	8	7	1	156	100	15.6
1950	Norway	3	2	1	15.6	10.0	3.1
1950	Denmark	2	1	1	156	100	15.6
1950	Netherlands	15	14	1	312	200	31.2
1950	Belgium	9	8	1	312	200	31.2
1950	Switzerland	2	1	1	156	100	15.6
1950	Austria	2	1	1	156	100	15.6
1950	Germany (West)	10	9	1	156	100	15.6
1950	France (West)	10	9	1	156	100	15.6
1950	Italy (West)	10	9	1	156	100	15.6
1950	UK (West)	10	9	1	156	100	15.6
1950	Canada (West)	10	9	1	156	100	15.6
1950	Australia (West)	10	9	1	156	100	15.6
1950	South Africa (West)	10	9	1	156	100	15.6
1950	Argentina (West)	10	9	1	156	100	15.6
1950	Brazil (West)	10	9	1	156	100	15.6
1950	Mexico (West)	10	9	1	156	100	15.6
1950	Spain (West)	10	9	1	156	100	15.6
1950	Sweden (West)	10	9	1	156	100	15.6
1950	Norway (West)	10	9	1	156	100	15.6
1950	Denmark (West)	10	9	1	156	100	15.6
1950	Netherlands (West)	10	9	1	156	100	15.6
1950	Belgium (West)	10	9	1	156	100	15.6
1950	Switzerland (West)	10	9	1	156	100	15.6
1950	Austria (West)	10	9	1	156	100	15.6
1950	Germany (West)	10	9	1	156	100	15.6
1950	France (West)	10	9	1	156	100	15.6
1950	Italy (West)	10	9	1	156	100	15.6
1950	UK (West)	10	9	1	156	100	15.6
1950	Canada (West)	10	9	1	156	100	15.6
1950	Australia (West)	10	9	1	156	100	15.6
1950	South Africa (West)	10	9	1	156	100	15.6
1950	Argentina (West)	10	9	1	156	100	15.6
1950	Brazil (West)	10	9	1	156	100	15.6
1950	Mexico (West)	10	9	1	156	100	15.6
1950	Spain (West)	10	9	1	156	100	15.6
1950	Sweden (West)	10	9	1	156	100	15.6
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1950	Denmark (West)	10	9	1	156	100	15.6
1950	Netherlands (West)	10	9	1	156	100	15.6
1950	Belgium (West)	10	9	1	156	100	15.6
1950	Switzerland (West)	10	9	1	156	100	15.6
1950	Austria (West)	10	9	1	156	100	15.6
1950	Germany (West)	10	9	1	156	100	15.6
1950	France (West)	10	9	1	156		

## FEATS / FLAWS / HALF-FEATS

**QUICK  
XP**

## RACIAL TRAITS

[illegible]

## EXPERIENCE POINTS

## LANGUAGES

		LEVEL ADVANCEMENT XP REQUIREMENT	EXPERIENCE PROGRESSION		
		<div style="border: 1px solid black; height: 100px; width: 100%;"></div>	<div style="background-color: #cccccc; border: 1px solid black; width: 50px; height: 100px;"></div>	<div style="background-color: #cccccc; border: 1px solid black; width: 50px; height: 100px;"></div>	
		END OF SESSION XP TOTAL	+LA	ECL	







CREATURE NAME

PRIMARY HABITAT / ECOLOGY

ALIGNMENT

PLAYER NAME

CREATURE RACE

WAITING TIME & REPLACEMENT COST

TEMPLATES

LEVEL TOTAL

BASE ATTACK BONUS TOTAL

TYPE

RACIAL HD

SIZE

GENDER

HEIGHT

WEIGHT

HAIR / FEATHERS

SKIN / FUR (COLOR / PATTERN)

EYES

FORTITUDE (CONSTITUTION)

REFLEX (DEXTERITY)

WILL (WISDOM)

NOTES

STR

DEX

CON

INT

WIS

CHA

FULL AC

TOUCH

FLATFOOT

BARDING PROPERTIES

ELEMENTAL IMMUNITIES

ACID

COLD

ELEC.

FIRE

SONIC

ELEMENTAL RESISTANCES

ACID

COLD

ELEC.

FIRE

SONIC

WEAPON

ATTACK

WEAPON

ATTACK

WEAPON

ATTACK

WEAPON

ATTACK

WEAPON

ATTACK

DAMAGE TYPE

DAMAGE

DAMAGE TYPE

DAMAGE

DAMAGE TYPE

DAMAGE

DAMAGE TYPE

DAMAGE

DAMAGE TYPE

DAMAGE

HIT POINTS

MAX HP

TEMP HP

BLEEDING / WOUNDS

HIT POINT LOSS

ROUNDS

SUB-DUAL DAMAGE

DAMAGE REDUCTION

TRICKS LEARNED

TRICKS

ATTACK

COME

DEFEND

DOWN

FETCH

GUARD

HEEL

PERFORM

SEEK

STAY

TRACK

WORK

TRAINED PURPOSE

FEATS & SPECIAL ABILITIES

INITIATIVE

CURRENT

TEMP

SPEEDS

GROUND

ARMORED

FL

BURROW

CLIMB

FL

FLY

SWIM

FL

FLIGHT QUALITY

PRIMARY MOVE TYPE

FL

TRAINED SKILLS

SKILL LIST

ACROBATICS

CLIMB

ESCAPE ARTIST

FLY

INTIMIDATE

PERCEPTION

STEALTH

SURVIVAL

SWIM

TOTAL BONUS

ABILITY USED

DEX

STR

DEX

DEX

CHA

WIS

DEX

WIS

STR

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SPELLCASTER INFORMATION

CLOSE RANGE

MEDIUM RANGE

LONG RANGE

CONCENTRATION

MODIFIER + LEVEL

CURRENT EFFECTIVE

CASTER LEVEL

CHOSEN SCHOOL

OPPOSITION SCHOOLS

BONUS SAVING AGAINST

BONUS TO SAVE DC

ABJURATION

CONJURATION

DIVINATION

ENCHANTMENT

EVOCATION

ILLUSION

NECROMANCY

TRANSMUTATION

UNIVERSAL

PERMANENT & CONTINUAL SPELLS

SPELL NAME

CL

TARGET

ONGOING EFFECT

SPELLS PER DAY / SPELLS KNOWN

SPELL SAVE DC

SPELL LEVEL

SPELLS PER DAY

BONUS SPELLS

SPELLS KNOWN

SCHOOL SPELLS

ITEM SPELLS

CONTINGENCY / GEAS / QUEST

SPELL NAME

TARGET

REQUIREMENT SET

DAYS

USERS LEFT    USERS TOTAL    CLASS ABILITIES & FUNCTIONS    POWER POINTS    DAILY / KNOWN

[illegible]

## BOOK PAGE FEATS / FLAWS / HALF-FEATS

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and extend across the width of the page. There are no margins, text, or other markings on the paper.

## QUICK XP

1000000

## RACIAL TRAITS

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper has a slight shadow on its right side, suggesting it's resting on a surface.

## EXPERIENCE POINTS

LEVEL ADVANCEMENT XP REQUIREMENT
END OF SESSION XP TOTAL

## LANGUAGES

[illegible]



USER NAME \_\_\_\_\_ USER LEVEL \_\_\_\_\_ USER CLASS \_\_\_\_\_

POWER/SPELL	LEVEL		DC		NAME		AIM		SR / PR	YES / NO	CASTING TIME
	SAVES	FORT	REF	WILL	SCHOOL	SUB-SCHOOL	TYPED	RANGE	V S M F DF		DURATION TIME
	PARTIAL								COMPONENTS		
	NEGATES				EFFECT						

POWER/SPELL	LEVEL		DC		NAME		AIM		SR / PR	YES / NO	CASTING TIME
	SAVES	FORT	REF	WILL	SCHOOL	SUB-SCHOOL	TYPED	RANGE	V S M F DF		DURATION TIME
	PARTIAL								COMPONENTS		
	NEGATES				EFFECT						

POWER/SPELL	LEVEL		DC		NAME		AIM		SR / PR	YES / NO	CASTING TIME
	SAVES	FORT	REF	WILL	SCHOOL	SUB-SCHOOL	TYPED	RANGE	V S M F DF		DURATION TIME
	PARTIAL								COMPONENTS		
	NEGATES				EFFECT						

POWER/SPELL	LEVEL		DC		NAME		AIM		SR / PR	YES / NO	CASTING TIME
	SAVES	FORT	REF	WILL	SCHOOL	SUB-SCHOOL	TYPED	RANGE	V S M F DF		DURATION TIME
	PARTIAL								COMPONENTS		
	NEGATES				EFFECT						

POWER/SPELL	LEVEL		DC		NAME		AIM		SR / PR	YES / NO	CASTING TIME
	SAVES	FORT	REF	WILL	SCHOOL	SUB-SCHOOL	TYPED	RANGE	V S M F DF		DURATION TIME
	PARTIAL								COMPONENTS		
	NEGATES				EFFECT						

POWER/SPELL	LEVEL		DC		NAME		AIM		SR / PR	YES / NO	CASTING TIME
	SAVES	FORT	REF	WILL	SCHOOL	SUB-SCHOOL	TYPED	RANGE	V S M F DF		DURATION TIME
	PARTIAL								COMPONENTS		
	NEGATES				EFFECT						

POWER/SPELL	LEVEL		DC		NAME		AIM		SR / PR	YES / NO	CASTING TIME
	SAVES	FORT	REF	WILL	SCHOOL	SUB-SCHOOL	TYPED	RANGE	V S M F DF		DURATION TIME
	PARTIAL								COMPONENTS		
	NEGATES				EFFECT						

POWER/SPELL	LEVEL		DC		NAME		AIM		SR / PR	YES / NO	CASTING TIME
	SAVES	FORT	REF	WILL	SCHOOL	SUB-SCHOOL	TYPED	RANGE	V S M F DF		DURATION TIME
	PARTIAL								COMPONENTS		
	NEGATES				EFFECT						

POWER/SPELL	LEVEL		DC		NAME		AIM		SR / PR	YES / NO	CASTING TIME
	SAVES	FORT	REF	WILL	SCHOOL	SUB-SCHOOL	TYPED	RANGE	V S M F DF		DURATION TIME
	PARTIAL								COMPONENTS		
	NEGATES				EFFECT						

POWER/SPELL	LEVEL		DC		NAME		AIM		SR / PR	YES / NO	CASTING TIME
	SAVES	FORT	REF	WILL	SCHOOL	SUB-SCHOOL	TYPED	RANGE	V S M F DF		DURATION TIME
	PARTIAL								COMPONENTS		
	NEGATES				EFFECT						

POWER/SPELL	LEVEL		DC		NAME		AIM		SR / PR	YES / NO	CASTING TIME
	SAVES	FORT	REF	WILL	SCHOOL	SUB-SCHOOL	TYPED	RANGE	V S M F DF		DURATION TIME
	PARTIAL								COMPONENTS		
	NEGATES				EFFECT						

POWER/SPELL	LEVEL		DC		NAME		AIM		SR / PR	YES / NO	CASTING TIME
	SAVES	FORT	REF	WILL	SCHOOL	SUB-SCHOOL	TYPED	RANGE	V S M F DF		DURATION TIME
	PARTIAL								COMPONENTS		
	NEGATES				EFFECT						

USER NAME \_\_\_\_\_ USER LEVEL \_\_\_\_\_ DATE: \_\_/\_\_/\_\_

SELECTED	LEVEL		DC		NAME					
	SAVES		FORT	REF	WILL	SR / PR		YES <input type="checkbox"/>	DURATION TIME	LEFT
	NEGS / PART									
	READY		USED		EFFECT					

SELECTED	LEVEL		DC		NAME				
	SAVES	FORT	REF	WILL	SR / PR	YES <input type="checkbox"/>	DURATION TIME		LEFT
	NEGS / PART								
	READY		USED		EFFECT				

SELECTED	LEVEL		DC		NAME					
	SAVES	FORT	REF	WILL	SR / PR	YES <input type="checkbox"/>	DURATION TIME		LEFT	
	NEGS / PART				EFFECT					
	READY		USED							

SELECTED	LEVEL		DC		NAME					
	SAVES	FORT	REF	WILL	SR / PR	YES <input type="checkbox"/>	DURATION TIME		LEFT	
	NEGS / PART				EFFECT					
	READY		USED							

SELECTED	LEVEL		DC	NAME					
	SAVES		FORT	REF	SR / PR		YES <input type="checkbox"/>	DURATION TIME	LEFT
	NEGS / PART								
	READY		USED		EFFECT				

SELECTED	LEVEL		DC		NAME				
	SAVES	FORT	REF	WILL					
	NEGS / PART				SR / PR	YES <input type="checkbox"/>	DURATION TIME		LEFT
	READY		USED		EFFECT				

SELECTED	LEVEL		DC		NAME					
	SAVES		FORT	REF	WILL	SR / PR		YES <input type="checkbox"/>	DURATION TIME	LEFT
	NEGS / PART									
	READY		USED		EFFECT					

SELECTED	LEVEL		DC		NAME				
	SAVES		FORT	REF	SR / PR		YES <input type="checkbox"/>	DURATION TIME	LEFT
	NEGS / PART								
	READY		USED		EFFECT				

SELECTED	LEVEL		DC		NAME					
	SAVES	FORT	REF	WILL	SR / PR	YES <input type="checkbox"/>	DURATION TIME		LEFT	
	NEGS / PART									
	READY		USED		EFFECT					

SELECTED	LEVEL		DC		NAME					
	SAVES	FORT	REF	WILL	SR / PR	YES <input type="checkbox"/>	DURATION TIME		LEFT	
	NEGS / PART				EFFECT					
	READY		USED							

SELECTED	LEVEL		DC		NAME				
	SAVES	FORT	REF	WILL	SR / PR	YES <input type="checkbox"/>	DURATION TIME		LEFT
	NEGS / PART								
	READY		USED		EFFECT				

SELECTED	LEVEL		DC		NAME				
	SAVES	FORT	REF	WILL					
	NEGS / PART				SR / PR	YES <input type="checkbox"/>	DURATION TIME		LEFT
	READY		USED		EFFECT				

USER NAME \_\_\_\_\_ USER LEVEL \_\_\_\_\_ USER CLASS \_\_\_\_\_

POWER/SPELL	LEVEL		DC		NAME				AIM				SR / PR	YES / NO	CASTING TIME	
	SAVES		FORT		REF		WILL		SCHOOL		SUB-SCHOOL		TYPED		RANGE	
	PARTIAL														COMPONENTS	V S M F DF
	NEGATES															DURATION TIME
EFFECT																

POWER/SPELL	LEVEL		DC		NAME				AIM				SR / PR	YES / NO	CASTING TIME	
	SAVES		FORT		REF		WILL		SCHOOL		SUB-SCHOOL		TYPED		RANGE	
	PARTIAL														COMPONENTS	V S M F DF
	NEGATES															DURATION TIME
EFFECT																

POWER/SPELL	LEVEL		DC		NAME				AIM				SR / PR	YES / NO	CASTING TIME	
	SAVES		FORT		REF		WILL		SCHOOL		SUB-SCHOOL		TYPED		RANGE	
	PARTIAL														COMPONENTS	V S M F DF
	NEGATES															DURATION TIME
EFFECT																

POWER/SPELL	LEVEL		DC		NAME				AIM				SR / PR	YES / NO	CASTING TIME	
	SAVES		FORT		REF		WILL		SCHOOL		SUB-SCHOOL		TYPED		RANGE	
	PARTIAL														COMPONENTS	V S M F DF
	NEGATES															DURATION TIME
EFFECT																

POWER/SPELL	LEVEL		DC		NAME				AIM				SR / PR	YES / NO	CASTING TIME	
	SAVES		FORT		REF		WILL		SCHOOL		SUB-SCHOOL		TYPED		RANGE	
	PARTIAL														COMPONENTS	V S M F DF
	NEGATES															DURATION TIME
EFFECT																

POWER/SPELL	LEVEL		DC		NAME				AIM				SR / PR	YES / NO	CASTING TIME	
	SAVES		FORT		REF		WILL		SCHOOL		SUB-SCHOOL		TYPED		RANGE	
	PARTIAL														COMPONENTS	V S M F DF
	NEGATES															DURATION TIME
EFFECT																

POWER/SPELL	LEVEL		DC		NAME				AIM				SR / PR	YES / NO	CASTING TIME	
	SAVES		FORT		REF		WILL		SCHOOL		SUB-SCHOOL		TYPED		RANGE	
	PARTIAL														COMPONENTS	V S M F DF
	NEGATES															DURATION TIME
EFFECT																

POWER/SPELL	LEVEL		DC		NAME				AIM				SR / PR	YES / NO	CASTING TIME	
	SAVES		FORT		REF		WILL		SCHOOL		SUB-SCHOOL		TYPED		RANGE	
	PARTIAL														COMPONENTS	V S M F DF
	NEGATES															DURATION TIME
EFFECT																

POWER/SPELL	LEVEL		DC		NAME				AIM				SR / PR	YES / NO	CASTING TIME	
	SAVES		FORT		REF		WILL		SCHOOL		SUB-SCHOOL		TYPED		RANGE	
	PARTIAL														COMPONENTS	V S M F DF
	NEGATES															DURATION TIME
EFFECT																

POWER/SPELL	LEVEL		DC		NAME				AIM				SR / PR	YES / NO	CASTING TIME	
	SAVES		FORT		REF		WILL		SCHOOL		SUB-SCHOOL		TYPED		RANGE	
	PARTIAL														COMPONENTS	V S M F DF
	NEGATES															DURATION TIME
EFFECT																

POWER/SPELL	LEVEL		DC		NAME				AIM				SR / PR	YES / NO	CASTING TIME	
	SAVES		FORT		REF		WILL		SCHOOL		SUB-SCHOOL		TYPED		RANGE	
	PARTIAL														COMPONENTS	V S M F DF
	NEGATES															DURATION TIME
EFFECT																



USER NAME \_\_\_\_\_ USER LEVEL \_\_\_\_\_ USER CLASS \_\_\_\_\_

POWER / SPELL	LEVEL		DC		NAME		AIM		SR / PR	YES / NO	<input type="checkbox"/> <input type="checkbox"/>	CASTING TIME	
	SAVES	FORT	REF	WILL	SCHOOL		SUB-SCHOOL		TYPED		RANGE		V S M F DF
	PARTIAL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					COMPONENTS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	DURATION TIME		
	NEGATES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EFFECT								

POWER / SPELL	LEVEL		DC		NAME			AIM		SR / PR	YES / NO	CASTING TIME	
	SAVES	FORT	REF	WILL	SCHOOL	SUB-SCHOOL	TYPED	RANGE		V S M DF			DURATION TIME
	PARTIAL												
	NEGATES				EFFECT								

POWER / SPELL	LEVEL		DC		NAME					AIM					SR / PR	YES / NO	<input type="checkbox"/> <input type="checkbox"/>	CASTING TIME																
	SAVES	FORT	REF	WILL	SCHOOL					SUB-SCHOOL					TYPED					RANGE					V	S	M	F	DF	DURATION TIME				
	PARTIAL	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																				COMPONENTS	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>						
	NEGATES	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	EFFECT																													

POWER / SPELL	LEVEL		DC		NAME		AIM		SR / PR		YES / NO	CASTING TIME
	SAVES	FORT	REF	WILL	SCHOOL		SUB-SCHOOL	TYPED	RANGE	V S M F DF		DURATION TIME
	PARTIAL									COMPONENTS		
	NEGATES				EFFECT							

POWER / SPELL	LEVEL		DC		NAME		AIM		SR / PR		YES / NO	CASTING TIME
											<input type="checkbox"/> <input type="checkbox"/>	
	SAVES	FORT	REF	WILL	SCHOOL		SUB-SCHOOL	TYPED	RANGE	V S M F DF		DURATION TIME
	PARTIAL									COMPONENTS <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
	NEGATES				EFFECT							

POWER/SPELL	LEVEL		DC		NAME			AIM			SR / PR	YES / NO	CASTING TIME
	SAVES	FORT	REF	WILL	SCHOOL			SUB-SCHOOL			V S M F DF		DURATION
	PARTIAL							TYPED			COMPONENTS		TIME
	NEGATES				EFFECT								

POWER/SPELL	LEVEL		DC		NAME			AIM			SR / PR	YES / NO		CASTING TIME	
	SAVES	FORT	REF	WILL	SCHOOL			SUB-SCHOOL		TYPED		RANGE			
	PARTIAL											COMPONENTS		V S M F DF	DURATION TIME
	NEGATES				EFFECT										

POWER / SPELL	LEVEL		DC		NAME		AIM		SR / PR	YES / NO	CASTING TIME		
	SAVES		FORT		REF		WILL						
	PARTIAL					SCHOOL		SUB-SCHOOL		TYPED		RANGE	
	NEGATES					EFFECT							
<div style="text-align: right;"> V S M F DF  COMPONENTS <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> </div>													

<b>POWER / SPELL</b>	<b>LEVEL</b>	<input type="text"/>	<b>DC</b>	<input type="text"/>	<b>NAME</b>	<input type="text"/>	<b>AIM</b>	<input type="text"/>	<b>SR / PR</b>	<input type="text"/> YES / NO <input type="checkbox"/> <input type="checkbox"/>	<b>CASTING TIME</b>	<input type="text"/>		
	<b>SAVES</b>	<input type="text"/>	<b>FORT</b>	<input type="text"/>	<b>REF</b>	<input type="text"/>	<b>SCHOOL</b>	<input type="text"/>	<b>SUB-SCHOOL</b>	<input type="text"/>	<b>TYPED</b>	<input type="text"/>		
	<b>PARTIAL</b>	<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"/>	<b>RANGE</b>	<input type="text"/>		
	<b>NEGATES</b>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<b>EFFECT</b>						<b>DURATION TIME</b>	<input type="text"/>

POWER / SPELL	LEVEL		DC		NAME		AIM		SR / PR	YES / NO	CASTING TIME	
	SAVES		FORT		REF		WILL					
	PARTIAL				SCHOOL		SUB-SCHOOL		TYPED		RANGE	
	NEGATES				EFFECT							
	<div style="text-align: right;"> V S M F DF  COMPONENTS <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> </div>											

<b>POWER / SPELL</b>	<b>LEVEL</b>		<b>DC</b>		<b>NAME</b>							<b>AIM</b>								<b>SR / PR</b>	<input type="checkbox"/> YES / <input type="checkbox"/> NO	<b>CASTING TIME</b>							
	<b>SAVES</b>		<b>FORT</b>		<b>REF</b>		<b>WILL</b>		<b>SCHOOL</b>			<b>SUB-SCHOOL</b>			<b>TYPED</b>			<b>RANGE</b>			V	S	M	F	D	E	<b>DURATION TIME</b>		
	<b>PARTIAL</b>																				COMPONENTS		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
	<b>NEGATES</b>								<b>EFFECT</b>																				

POWER / SPELL	LEVEL		DC		NAME		AIM		SR / PR	YES / NO	CASTING TIME	
	SAVES		FORT		REF		WILL		SCHOOL		SUB-SCHOOL	
	PARTIAL							TYPED		RANGE		V S M F DF
	NEGATES							EFFECT				
									COMPONENTS	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	DURATION TIME	

POWER/SPELL	LEVEL		DC		NAME		AIM		SR / PR	YES / NO	CASTING TIME	
	SAVES		FORT		REF		WILL					
	PARTIAL				SCHOOL		SUB-SCHOOL		TYPED		RANGE	
	NEGATES				EFFECT							
										V S M F DF	DURATION TIME	
									COMPONENTS			

## ADVENTURE LOG / CAMPAIGN JOURNAL

THIS HANDY SET OF SHEETS IS DESIGNED TO KEEP YOU FROM FORGETTING DETAILS FROM SESSION TO SESSION. THE OVERVIEW SHEET IS FOR TRACKING THE OVERALL STORYLINE AS PROGRESSED (UNLESS YOUR GM IS PLAYING THE ADVENTURES UNCONNECTED, IN WHICH CASE THIS SHEET IS UNNECESSARY). THE SESSION SHEETS ARE FOR TRACKING EACH INDIVIDUAL SESSION. THESE ARE GEARED TO HOLD APPROXIMATELY A 4 HOUR SESSION. SHOULD YOU BE NEARING 8 HOURS, USING TWO ENTRIES IS RECOMMENDED. THE SESSION AND OVERVIEW SHEET ARE INTENDED TO HOLD SHORT INFORMATION TO BE ACCESSED ON THE OTHER SHEETS. MARKING THE PAGE NUMBER AND SLOT ENTRY HELPS REFERENCES FIT. (EXAMPLE: ON THE SESSION SHEET, IT REFERS TO ROGUE THE NPC WITH \*2F\*, THIS MEANS MORE DETAILS ABOUT ROGUE THE NPC CAN BE FOUND ON THE SECOND NPC SHEET IN SLOT F).

YOU MAY ALSO HAVE NOTICED THE SCENARIO ORGANIZING PLANNER SHEET. THIS SHEET IS HANDY FOR MARKING DEFAULT PREFERENCES. FOR EXAMPLE, IF IN THE CITY YOU ARE ADVENTURING IN IT IS FORBIDDEN TO WEAR HEAVY ARMOR, A DEFAULT SCENARIO FOR TOWN CAN BE MADE. IF YOU ALLOW YOUR ANIMAL COMPANION TO ROAM FREE WHILE IN TOWN OR TO DROP YOUR HORSE OFF AT A REPUTABLE STABLES WHILE ROAMING THE NARROW STREETS, IT CAN BE ADDED TO THAT SCENARIO. MORE IMPORTANTLY, LET'S SAY THAT YOUR PARTY HAS A POLICY OF LEAVING SOME PARTY MEMBERS WITH THE GEAR AND GOLD WHILE OTHERS TAKE THE LOOT FOR HAWKING, AND LATER WHILE ROAMING THE STREETS YOUR GOLD POUCH IS PICK-POCKETED. LUCKILY THE LOSS OF GOLD IS LESS SUBSTANTIAL THEN IF YOU WERE WALKING AROUND WITH ALL YOUR GOLD. ONE LAST BIG SUGGESTION; SCENARIO SHEET SHOULD BE ACKNOWLEDGED BY YOUR GM AS BEING IN EFFECT BEFORE PUTTING THIS IN EFFECT.

- OVERVIEW PAGE
- SCENARIO ORGANIZING PLANNER
- SESSION ENTRY (ONE SHEET IS NEEDED PER TWO GAMES)
  
- LOCATIONS
- CONTACTS
- EMPLOYMENT
- LONG-TERM GOALS
- REWARDS

CAMPAIGN / ADVENTURE NAME: \_\_\_\_\_ STARTING DATE: \_\_\_\_ / \_\_\_\_ / \_\_\_\_

OPENING LINES	STORY INTRODUCTION :	_____
		_____
		_____
		_____
		_____
		_____
		_____
		_____

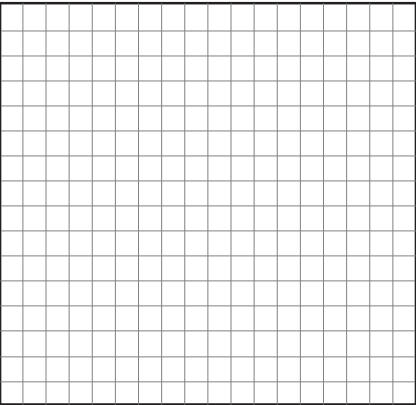
ROSTER	TRAVELING COMPANIONS :	_____	_____	_____
		_____	_____	_____
		_____	_____	_____
		_____	_____	_____
		_____	_____	_____

KEY CHARACTERS	NPC NAME	WHY A KEY ROLE / IMPORTANCE	NPC NAME	WHY A KEY ROLE / IMPORTANCE
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____

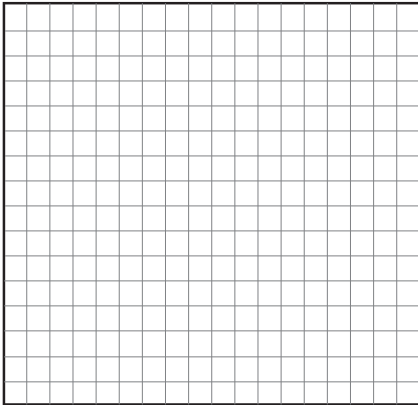
PLOT PROGRESSION	CATALYST / REASON	LOCATION	PIVOTAL PLOT POINT	NEW DIRECTION HEADED
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____

OVERALL NOTES	PLOT KNOWN THUS FAR :	_____
		_____
		_____
		_____
		_____
		_____
		_____
		_____

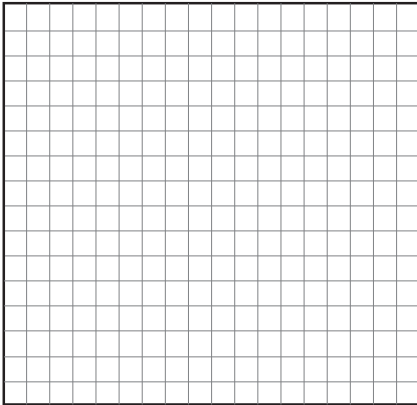
VISUAL ELEMENT \_\_\_\_\_



VISUAL ELEMENT \_\_\_\_\_



VISUAL ELEMENT \_\_\_\_\_



# CHARACTER NAME: \_\_\_\_\_ SCENARIO ORGANIZING PLANNER

SETTING _____	SETTING _____	SETTING _____	SETTING _____
SCENARIO CIRCUMSTANCE	SCENARIO CIRCUMSTANCE	SCENARIO CIRCUMSTANCE	SCENARIO CIRCUMSTANCE
LOCATION	LOCATION	LOCATION	LOCATION
TIME RELATED	TIME RELATED	TIME RELATED	TIME RELATED
SITUATIONAL	SITUATIONAL	SITUATIONAL	SITUATIONAL
OTHER	OTHER	OTHER	OTHER

SETTING _____	SETTING _____	SETTING _____	SETTING _____
SCENARIO CIRCUMSTANCE	SCENARIO CIRCUMSTANCE	SCENARIO CIRCUMSTANCE	SCENARIO CIRCUMSTANCE
LOCATION	LOCATION	LOCATION	LOCATION
TIME RELATED	TIME RELATED	TIME RELATED	TIME RELATED
SITUATIONAL	SITUATIONAL	SITUATIONAL	SITUATIONAL
OTHER	OTHER	OTHER	OTHER

CONFIGURATION A	CLOTHING WORN	HELD / WIELDED - LEFT	CARRIED WEALTH - LOCATION	CARRIED WEALTH %
	ARMOR WORN	HELD / WIELDED - RIGHT	STOWED WEALTH - LOCATION	STOWED GEAR - LOCATION
	COMPANION / MOUNT LOCATION		CONTAINERS WORN OR CARRIED	
	IMPORTANT KITS / GEAR INCLUDED			

CONFIGURATION B	CLOTHING WORN	HELD / WIELDED - LEFT	CARRIED WEALTH - LOCATION	CARRIED WEALTH %
	ARMOR WORN	HELD / WIELDED - RIGHT	STOWED WEALTH - LOCATION	STOWED GEAR - LOCATION
	COMPANION / MOUNT LOCATION		CONTAINERS WORN OR CARRIED	
	IMPORTANT KITS / GEAR INCLUDED			

CONFIGURATION C	CLOTHING WORN	HELD / WIELDED - LEFT	CARRIED WEALTH - LOCATION	CARRIED WEALTH %
	ARMOR WORN	HELD / WIELDED - RIGHT	STOWED WEALTH - LOCATION	STOWED GEAR - LOCATION
	COMPANION / MOUNT LOCATION		CONTAINERS WORN OR CARRIED	
	IMPORTANT KITS / GEAR INCLUDED			

CONFIGURATION D	CLOTHING WORN	HELD / WIELDED - LEFT	CARRIED WEALTH - LOCATION	CARRIED WEALTH %
	ARMOR WORN	HELD / WIELDED - RIGHT	STOWED WEALTH - LOCATION	STOWED GEAR - LOCATION
	COMPANION / MOUNT LOCATION		CONTAINERS WORN OR CARRIED	
	IMPORTANT KITS / GEAR INCLUDED			

CONFIGURATION E	CLOTHING WORN	HELD / WIELDED - LEFT	CARRIED WEALTH - LOCATION	CARRIED WEALTH %
	ARMOR WORN	HELD / WIELDED - RIGHT	STOWED WEALTH - LOCATION	STOWED GEAR - LOCATION
	COMPANION / MOUNT LOCATION		CONTAINERS WORN OR CARRIED	
	IMPORTANT KITS / GEAR INCLUDED			

JOURNAL ENTRY # \_\_\_\_\_ ADVENTURE: \_\_\_\_\_ DATE: \_\_\_\_ / \_\_\_\_ / \_\_\_\_

<b>ROSTER</b>	PARTY MEMBERS PRESENT :			
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____

<b>EVENTS</b>	EVENT	ENVIRONMENT	LOCATION	IMPACT ON PARTY
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____

<b>PROGRESS</b>	QUEST / GOAL / JOB	LOCATION	CURRENT STATUS	RESULT / REWARD
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____

<b>NPCS</b>	NPC NAME	INTERACTION	NPC NAME	INTERACTION
	_____	_____	_____	_____
	_____	_____	_____	_____

<b>SUMMARY</b>	SESSION CONCLUSION :	_____
		_____
		_____
		_____
		_____

<b>TIMELINE</b>	PAST & FUTURE FACTORS :	_____
		_____
		_____
		_____

JOURNAL ENTRY # \_\_\_\_\_ ADVENTURE: \_\_\_\_\_ DATE: \_\_\_\_ / \_\_\_\_ / \_\_\_\_

<b>ROSTER</b>	PARTY MEMBERS PRESENT :			
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____

<b>EVENTS</b>	EVENT	ENVIRONMENT	LOCATION	IMPACT ON PARTY
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____

<b>PROGRESS</b>	QUEST / GOAL / JOB	LOCATION	CURRENT STATUS	RESULT / REWARD
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____

<b>NPCS</b>	NPC NAME	INTERACTION	NPC NAME	INTERACTION
	_____	_____	_____	_____
	_____	_____	_____	_____

<b>SUMMARY</b>	SESSION CONCLUSION :	_____
		_____
		_____
		_____
		_____

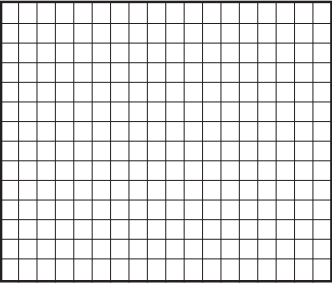
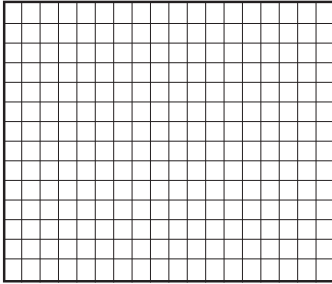
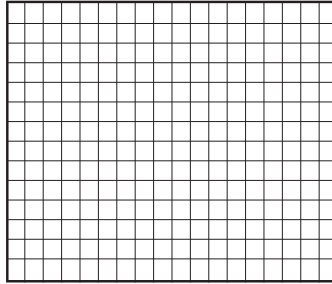
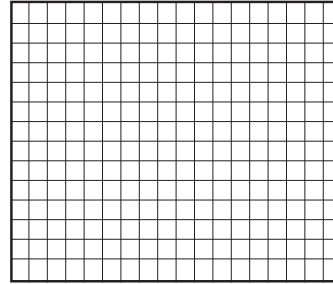
<b>TIMELINE</b>	PAST & FUTURE FACTORS :	_____
		_____
		_____
		_____

SLOT A	LOCATION NAME	GEOGRAPHIC POSITION	CLIMATE TYPE	TERRAIN TYPE
	NOTEABLE FEATURES		RELEVANCE / IMPORTANCE	

SLOT B	LOCATION NAME	GEOGRAPHIC POSITION	CLIMATE TYPE	TERRAIN TYPE
	NOTEABLE FEATURES		RELEVANCE / IMPORTANCE	

SLOT C	LOCATION NAME	GEOGRAPHIC POSITION	CLIMATE TYPE	TERRAIN TYPE
	NOTEABLE FEATURES		RELEVANCE / IMPORTANCE	

SLOT D	LOCATION NAME	GEOGRAPHIC POSITION	CLIMATE TYPE	TERRAIN TYPE
	NOTEABLE FEATURES		RELEVANCE / IMPORTANCE	

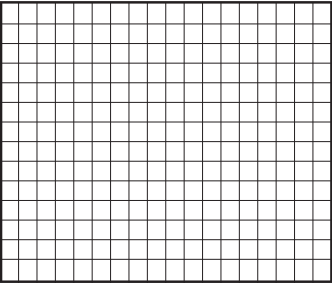
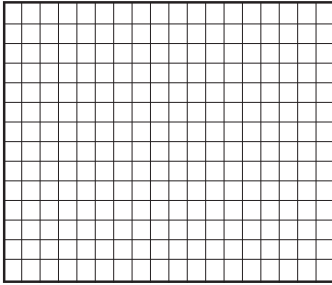
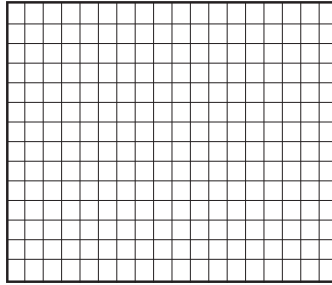
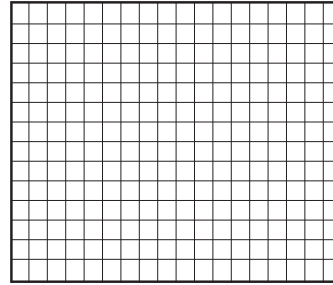
MAP OF _____	MAP OF _____	MAP OF _____	MAP OF _____
			

SLOT E	LOCATION NAME	GEOGRAPHIC POSITION	CLIMATE TYPE	TERRAIN TYPE
	NOTEABLE FEATURES		RELEVANCE / IMPORTANCE	

SLOT F	LOCATION NAME	GEOGRAPHIC POSITION	CLIMATE TYPE	TERRAIN TYPE
	NOTEABLE FEATURES		RELEVANCE / IMPORTANCE	

SLOT G	LOCATION NAME	GEOGRAPHIC POSITION	CLIMATE TYPE	TERRAIN TYPE
	NOTEABLE FEATURES		RELEVANCE / IMPORTANCE	

SLOT H	LOCATION NAME	GEOGRAPHIC POSITION	CLIMATE TYPE	TERRAIN TYPE
	NOTEABLE FEATURES		RELEVANCE / IMPORTANCE	

MAP OF _____	MAP OF _____	MAP OF _____	MAP OF _____
			

CONTACT SHEET # \_\_\_\_\_ DATES USED: \_\_\_\_ / \_\_\_\_ / \_\_\_\_ TO \_\_\_\_ / \_\_\_\_ / \_\_\_\_

SLOT A	_____	_____	_____	_____
	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
	VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
SLOT B	_____	_____	_____	_____
	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
	VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
SLOT C	_____	_____	_____	_____
	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
	VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
SLOT D	_____	_____	_____	_____
	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
	VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
SLOT E	_____	_____	_____	_____
	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
	VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
SLOT F	_____	_____	_____	_____
	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
	VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
SLOT G	_____	_____	_____	_____
	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
	VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
SLOT H	_____	_____	_____	_____
	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
	VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
SLOT I	_____	_____	_____	_____
	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
	VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
SLOT J	_____	_____	_____	_____
	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
	VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
SLOT K	_____	_____	_____	_____
	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
	VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
SLOT L	_____	_____	_____	_____
	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
	VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
SLOT M	_____	_____	_____	_____
	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
	VARIOUS ALIASES		RELEVANCE / IMPORTANCE	

EMPLOYMENT SHEET # \_\_\_\_\_ DATES USED: \_\_\_\_ / \_\_\_\_ / \_\_\_\_ TO \_\_\_\_ / \_\_\_\_ / \_\_\_\_

SLOT A	CLIENT / EMPLOYER	WORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
	PARTICIPANTS / PREP NEEDED	RESULTS / COMPENSATION / CONSEQUENCES	
SLOT B	CLIENT / EMPLOYER	WORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
	PARTICIPANTS / PREP NEEDED	RESULTS / COMPENSATION / CONSEQUENCES	
SLOT C	CLIENT / EMPLOYER	WORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
	PARTICIPANTS / PREP NEEDED	RESULTS / COMPENSATION / CONSEQUENCES	
SLOT D	CLIENT / EMPLOYER	WORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
	PARTICIPANTS / PREP NEEDED	RESULTS / COMPENSATION / CONSEQUENCES	
SLOT E	CLIENT / EMPLOYER	WORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
	PARTICIPANTS / PREP NEEDED	RESULTS / COMPENSATION / CONSEQUENCES	
SLOT F	CLIENT / EMPLOYER	WORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
	PARTICIPANTS / PREP NEEDED	RESULTS / COMPENSATION / CONSEQUENCES	
SLOT G	CLIENT / EMPLOYER	WORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
	PARTICIPANTS / PREP NEEDED	RESULTS / COMPENSATION / CONSEQUENCES	
SLOT H	CLIENT / EMPLOYER	WORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
	PARTICIPANTS / PREP NEEDED	RESULTS / COMPENSATION / CONSEQUENCES	
SLOT I	CLIENT / EMPLOYER	WORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
	PARTICIPANTS / PREP NEEDED	RESULTS / COMPENSATION / CONSEQUENCES	
SLOT J	CLIENT / EMPLOYER	WORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
	PARTICIPANTS / PREP NEEDED	RESULTS / COMPENSATION / CONSEQUENCES	
SLOT K	CLIENT / EMPLOYER	WORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
	PARTICIPANTS / PREP NEEDED	RESULTS / COMPENSATION / CONSEQUENCES	
SLOT L	CLIENT / EMPLOYER	WORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
	PARTICIPANTS / PREP NEEDED	RESULTS / COMPENSATION / CONSEQUENCES	
SLOT M	CLIENT / EMPLOYER	WORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
	PARTICIPANTS / PREP NEEDED	RESULTS / COMPENSATION / CONSEQUENCES	



ONGOING TASKS SHEET # \_\_\_\_\_ DATES USED: \_\_\_\_ / \_\_\_\_ / \_\_\_\_ TO \_\_\_\_ / \_\_\_\_ / \_\_\_\_

SLOT A	GOAL / QUEST	LOCATIONS	TASK GIVEN / REQUIREMENTS FOR COMPLETION
	PARTICIPANTS / PREPARATIONS MADE		NEXT STEP / CONTINUED FROM LAST SLOT
	PARTICIPANTS / PREPARATIONS MADE		NEXT STEP / CONTINUED FROM LAST SLOT
	PARTICIPANTS / PREPARATIONS MADE		FINAL STEP / LAST ENTRY FOR THIS SLOT

SLOT B	GOAL / QUEST	LOCATIONS	TASK GIVEN / REQUIREMENTS FOR COMPLETION
	PARTICIPANTS / PREPARATIONS MADE		NEXT STEP / CONTINUED FROM LAST SLOT
	PARTICIPANTS / PREPARATIONS MADE		NEXT STEP / CONTINUED FROM LAST SLOT
	PARTICIPANTS / PREPARATIONS MADE		FINAL STEP / LAST ENTRY FOR THIS SLOT

SLOT C	GOAL / QUEST	LOCATIONS	TASK GIVEN / REQUIREMENTS FOR COMPLETION
	PARTICIPANTS / PREPARATIONS MADE		NEXT STEP / CONTINUED FROM LAST SLOT
	PARTICIPANTS / PREPARATIONS MADE		NEXT STEP / CONTINUED FROM LAST SLOT
	PARTICIPANTS / PREPARATIONS MADE		FINAL STEP / LAST ENTRY FOR THIS SLOT

SLOT D	GOAL / QUEST	LOCATIONS	TASK GIVEN / REQUIREMENTS FOR COMPLETION
	PARTICIPANTS / PREPARATIONS MADE		NEXT STEP / CONTINUED FROM LAST SLOT
	PARTICIPANTS / PREPARATIONS MADE		NEXT STEP / CONTINUED FROM LAST SLOT
	PARTICIPANTS / PREPARATIONS MADE		FINAL STEP / LAST ENTRY FOR THIS SLOT

SLOT E	GOAL / QUEST	LOCATIONS	TASK GIVEN / REQUIREMENTS FOR COMPLETION
	PARTICIPANTS / PREPARATIONS MADE		NEXT STEP / CONTINUED FROM LAST SLOT
	PARTICIPANTS / PREPARATIONS MADE		NEXT STEP / CONTINUED FROM LAST SLOT
	PARTICIPANTS / PREPARATIONS MADE		FINAL STEP / LAST ENTRY FOR THIS SLOT

SLOT F	GOAL / QUEST	LOCATIONS	TASK GIVEN / REQUIREMENTS FOR COMPLETION
	PARTICIPANTS / PREPARATIONS MADE		NEXT STEP / CONTINUED FROM LAST SLOT
	PARTICIPANTS / PREPARATIONS MADE		NEXT STEP / CONTINUED FROM LAST SLOT
	PARTICIPANTS / PREPARATIONS MADE		FINAL STEP / LAST ENTRY FOR THIS SLOT

SLOT G	GOAL / QUEST	LOCATIONS	TASK GIVEN / REQUIREMENTS FOR COMPLETION
	PARTICIPANTS / PREPARATIONS MADE		NEXT STEP / CONTINUED FROM LAST SLOT
	PARTICIPANTS / PREPARATIONS MADE		NEXT STEP / CONTINUED FROM LAST SLOT
	PARTICIPANTS / PREPARATIONS MADE		FINAL STEP / LAST ENTRY FOR THIS SLOT

REWARDS SHEET # \_\_\_\_\_ DATES USED: \_\_\_\_ / \_\_\_\_ / \_\_\_\_ TO \_\_\_\_ / \_\_\_\_ / \_\_\_\_

SLOT A	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS
	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
SLOT B	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS
	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
SLOT C	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS
	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
SLOT D	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS
	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
SLOT E	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS
	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
SLOT F	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS
	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
SLOT G	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS
	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
SLOT H	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS
	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
SLOT I	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS
	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
SLOT J	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS
	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
SLOT K	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS
	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
SLOT L	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS
	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
SLOT M	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS
	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS

CAMPAIGN / ADVENTURE NAME: \_\_\_\_\_ STARTING DATE: \_\_\_\_ / \_\_\_\_ / \_\_\_\_

OPENING LINES

STORY INTRODUCTION :

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ROSTER

TRAVELING COMPANIONS :

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KEY CHARACTERS

NPC NAME

WHY A KEY ROLE / IMPORTANCE

NPC NAME

WHY A KEY ROLE / IMPORTANCE

<hr/>	<hr/>	<hr/>	<hr/>
<hr/>	<hr/>	<hr/>	<hr/>
<hr/>	<hr/>	<hr/>	<hr/>
<hr/>	<hr/>	<hr/>	<hr/>
<hr/>	<hr/>	<hr/>	<hr/>

PLOT PROGRESSION

CATALYST / REASON

LOCATION

PIVOTAL PLOT POINT

NEW DIRECTION HEADED

<hr/>	<hr/>	<hr/>	<hr/>
<hr/>	<hr/>	<hr/>	<hr/>
<hr/>	<hr/>	<hr/>	<hr/>
<hr/>	<hr/>	<hr/>	<hr/>
<hr/>	<hr/>	<hr/>	<hr/>
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OVERALL NOTES

PLOT KNOWN THUS FAR :

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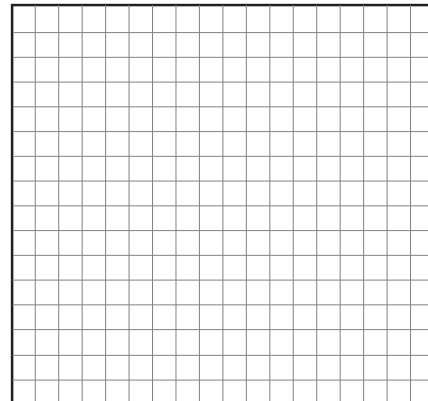
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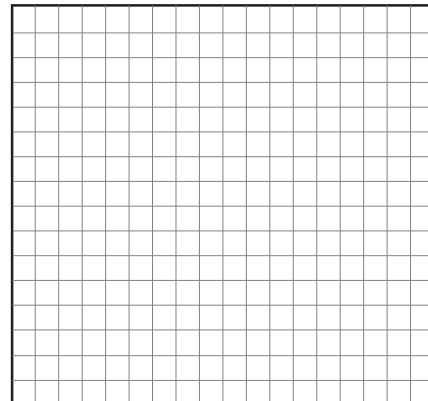
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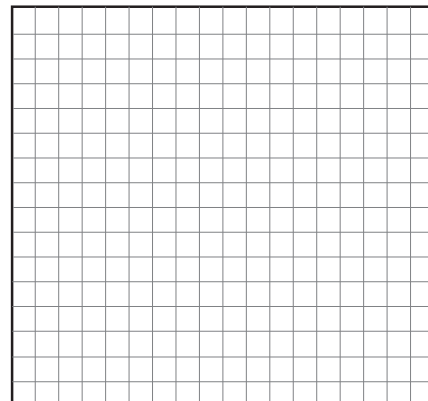
VISUAL ELEMENT \_\_\_\_\_



VISUAL ELEMENT \_\_\_\_\_



VISUAL ELEMENT \_\_\_\_\_



## SETTING

SCENARIO CIRCUMSTANCE	LOCATION
	TIME RELATED
	SITUATIONAL
	OTHER

## SETTING

SCENARIO CIRCUMSTANCE	LOCATION
	TIME RELATED
	SITUATIONAL
	OTHER

## SETTING

SCENARIO CIRCUMSTANCE	LOCATION
	TIME RELATED
	SITUATIONAL
	OTHER

## SETTING

SCENARIO CIRCUMSTANCE	LOCATION
	TIME RELATED
	SITUATIONAL
	OTHER

CONFIGURATION B	CLOTHING WORN	HELD / WIELED - LEFT	CARRIED WEALTH - LOCATION	CARRIED WEALTH %
	ARMOR WORN	HELD / WIELED - RIGHT	STOWED WEALTH - LOCATION	STOWED GEAR - LOCATION
	COMPANION / MOUNT LOCATION		CONTAINERS WORN OR CARRIED	
	IMPORTANT KITS / GEAR INCLUDED			

CONFIGURATION B	CLOTHING WORN	HELD / WIELDED - LEFT	CARRIED WEALTH - LOCATION	CARRIED WEALTH %
	ARMOR WORN	HELD / WIELDED - RIGHT	STOWED WEALTH - LOCATION	STOWED GEAR - LOCATION
	COMPANION / MOUNT LOCATION		CONTAINERS WORN OR CARRIED	
	IMPORTANT KITS / GEAR INCLUDED			

CONFIGURATION B	CLOTHING WORN				HELD / WIELDED - LEFT		CARRIED WEALTH - LOCATION		CARRIED WEALTH %	
	ARMOR WORN				HELD / WIELDED - RIGHT		STOWED WEALTH - LOCATION		STOWED GEAR - LOCATION	
	COMPANION / MOUNT LOCATION						CONTAINERS WORN OR CARRIED			
	IMPORTANT KITS / GEAR INCLUDED									

CONFIGURATION B	CLOTHING WORN				HELD / WIELDED - LEFT		CARRIED WEALTH - LOCATION		CARRIED WEALTH %	
	ARMOR WORN				HELD / WIELDED - RIGHT		STOWED WEALTH - LOCATION		STOWED GEAR - LOCATION	
	COMPANION / MOUNT LOCATION						CONTAINERS WORN OR CARRIED			
	IMPORTANT KITS / GEAR INCLUDED									

CONFIGURATION B				
	CLOTHING WORN	HELD / WIELDED - LEFT	CARRIED WEALTH - LOCATION	CARRIED WEALTH %
	ARMOR WORN	HELD / WIELDED - RIGHT	STOWED WEALTH - LOCATION	STOWED GEAR - LOCATION
	COMPANION / MOUNT LOCATION		CONTAINERS WORN OR CARRIED	
	IMPORTANT KITS / GEAR INCLUDED			

### SETTING

SCENARIO CIRCUMSTANCE	LOCATION
	TIME RELATED
	SITUATIONAL
	OTHER

## SETTING

SCENARIO CIRCUMSTANCE	LOCATION
	TIME RELATED
	SITUATIONAL
	OTHER

## SETTING

<b>SCENARIO CIRCUMSTANCE</b>	<b>LOCATION</b>
	<b>TIME RELATED</b>
	<b>SITUATIONAL</b>
	<b>OTHER</b>

### SETTING

SCENARIO CIRCUMSTANCE	LOCATION
	TIME RELATED
	SITUATIONAL
	OTHER

## SETTING

JOURNAL ENTRY # \_\_\_\_\_ & \_\_\_\_\_ ADVENTURE: \_\_\_\_\_ DATES: \_\_\_\_ / \_\_\_\_ / \_\_\_\_ & \_\_\_\_ / \_\_\_\_ / \_\_\_\_

<b>ROSTER</b>	PARTY MEMBERS PRESENT :			
	_____	_____	_____	_____

<b>EVENTS</b>	EVENT	ENVIRONMENT	LOCATION	IMPACT ON PARTY
	_____	_____	_____	_____
	_____	_____	_____	_____

<b>PROGRESS</b>	QUEST / GOAL / JOB	LOCATION	CURRENT STATUS	RESULT / REWARD
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____

<b>NPCs</b>	NPC NAME	INTERACTION	NPC NAME	INTERACTION
	_____	_____	_____	_____

<b>SUMMARY</b>	SESSION CONCLUSION :
	_____
	_____
	_____

<b>TIMELINE</b>	PAST & FUTURE FACTORS :
	_____
	_____

<b>ROSTER</b>	PARTY MEMBERS PRESENT :			
	_____	_____	_____	_____

<b>EVENTS</b>	EVENT	ENVIRONMENT	LOCATION	IMPACT ON PARTY
	_____	_____	_____	_____
	_____	_____	_____	_____

<b>PROGRESS</b>	QUEST / GOAL / JOB	LOCATION	CURRENT STATUS	RESULT / REWARD
	_____	_____	_____	_____
	_____	_____	_____	_____
	_____	_____	_____	_____

<b>NPCs</b>	NPC NAME	INTERACTION	NPC NAME	INTERACTION
	_____	_____	_____	_____

<b>SUMMARY</b>	SESSION CONCLUSION :
	_____
	_____
	_____

<b>TIMELINE</b>	PAST & FUTURE FACTORS :
	_____
	_____



<b>SLOT A</b>	NPC NAME _____ VARIOUS ALIASES _____	RELATION TO CHARACTER _____	ALLEGIANCES _____ RELEVANCE / IMPORTANCE _____	MEETING PLACES _____
<b>SLOT B</b>	NPC NAME _____ VARIOUS ALIASES _____	RELATION TO CHARACTER _____	ALLEGIANCES _____ RELEVANCE / IMPORTANCE _____	MEETING PLACES _____
<b>SLOT C</b>	NPC NAME _____ VARIOUS ALIASES _____	RELATION TO CHARACTER _____	ALLEGIANCES _____ RELEVANCE / IMPORTANCE _____	MEETING PLACES _____
<b>SLOT D</b>	NPC NAME _____ VARIOUS ALIASES _____	RELATION TO CHARACTER _____	ALLEGIANCES _____ RELEVANCE / IMPORTANCE _____	MEETING PLACES _____
<b>SLOT E</b>	NPC NAME _____ VARIOUS ALIASES _____	RELATION TO CHARACTER _____	ALLEGIANCES _____ RELEVANCE / IMPORTANCE _____	MEETING PLACES _____
<b>SLOT F</b>	NPC NAME _____ VARIOUS ALIASES _____	RELATION TO CHARACTER _____	ALLEGIANCES _____ RELEVANCE / IMPORTANCE _____	MEETING PLACES _____
<b>SLOT G</b>	NPC NAME _____ VARIOUS ALIASES _____	RELATION TO CHARACTER _____	ALLEGIANCES _____ RELEVANCE / IMPORTANCE _____	MEETING PLACES _____
<b>SLOT H</b>	NPC NAME _____ VARIOUS ALIASES _____	RELATION TO CHARACTER _____	ALLEGIANCES _____ RELEVANCE / IMPORTANCE _____	MEETING PLACES _____
<b>SLOT I</b>	NPC NAME _____ VARIOUS ALIASES _____	RELATION TO CHARACTER _____	ALLEGIANCES _____ RELEVANCE / IMPORTANCE _____	MEETING PLACES _____
<b>SLOT J</b>	NPC NAME _____ VARIOUS ALIASES _____	RELATION TO CHARACTER _____	ALLEGIANCES _____ RELEVANCE / IMPORTANCE _____	MEETING PLACES _____
<b>SLOT K</b>	NPC NAME _____ VARIOUS ALIASES _____	RELATION TO CHARACTER _____	ALLEGIANCES _____ RELEVANCE / IMPORTANCE _____	MEETING PLACES _____
<b>SLOT L</b>	NPC NAME _____ VARIOUS ALIASES _____	RELATION TO CHARACTER _____	ALLEGIANCES _____ RELEVANCE / IMPORTANCE _____	MEETING PLACES _____

<b>SLOT A</b>	CLIENT / EMPLOYER _____ PARTICIPANTS / PREP NEEDED _____	WORK AREA _____	TERMS OF COMPLETION _____ COMPENSATION / CONSEQUENCES _____
<b>SLOT B</b>	CLIENT / EMPLOYER _____ PARTICIPANTS / PREP NEEDED _____	WORK AREA _____	TERMS OF COMPLETION _____ COMPENSATION / CONSEQUENCES _____
<b>SLOT C</b>	CLIENT / EMPLOYER _____ PARTICIPANTS / PREP NEEDED _____	WORK AREA _____	TERMS OF COMPLETION _____ COMPENSATION / CONSEQUENCES _____
<b>SLOT D</b>	CLIENT / EMPLOYER _____ PARTICIPANTS / PREP NEEDED _____	WORK AREA _____	TERMS OF COMPLETION _____ COMPENSATION / CONSEQUENCES _____
<b>SLOT E</b>	CLIENT / EMPLOYER _____ PARTICIPANTS / PREP NEEDED _____	WORK AREA _____	TERMS OF COMPLETION _____ COMPENSATION / CONSEQUENCES _____
<b>SLOT F</b>	CLIENT / EMPLOYER _____ PARTICIPANTS / PREP NEEDED _____	WORK AREA _____	TERMS OF COMPLETION _____ COMPENSATION / CONSEQUENCES _____
<b>SLOT G</b>	CLIENT / EMPLOYER _____ PARTICIPANTS / PREP NEEDED _____	WORK AREA _____	TERMS OF COMPLETION _____ COMPENSATION / CONSEQUENCES _____
<b>SLOT H</b>	CLIENT / EMPLOYER _____ PARTICIPANTS / PREP NEEDED _____	WORK AREA _____	TERMS OF COMPLETION _____ COMPENSATION / CONSEQUENCES _____
<b>SLOT I</b>	CLIENT / EMPLOYER _____ PARTICIPANTS / PREP NEEDED _____	WORK AREA _____	TERMS OF COMPLETION _____ COMPENSATION / CONSEQUENCES _____
<b>SLOT J</b>	CLIENT / EMPLOYER _____ PARTICIPANTS / PREP NEEDED _____	WORK AREA _____	TERMS OF COMPLETION _____ COMPENSATION / CONSEQUENCES _____
<b>SLOT K</b>	CLIENT / EMPLOYER _____ PARTICIPANTS / PREP NEEDED _____	WORK AREA _____	TERMS OF COMPLETION _____ COMPENSATION / CONSEQUENCES _____
<b>SLOT L</b>	CLIENT / EMPLOYER _____ PARTICIPANTS / PREP NEEDED _____	WORK AREA _____	TERMS OF COMPLETION _____ COMPENSATION / CONSEQUENCES _____



SLOT A	GOAL / QUEST _____	LOCATIONS _____	TASK GIVEN _____
	PARTICIPANTS / PREPARATIONS MADE _____		NEXT STEP _____
	PARTICIPANTS / PREPARATIONS MADE _____		NEXT STEP _____
	PARTICIPANTS / PREPARATIONS MADE _____		NEXT STEP _____

SLOT B	GOAL / QUEST _____	LOCATIONS _____	TASK GIVEN _____
	PARTICIPANTS / PREPARATIONS MADE _____		NEXT STEP _____
	PARTICIPANTS / PREPARATIONS MADE _____		NEXT STEP _____
	PARTICIPANTS / PREPARATIONS MADE _____		NEXT STEP _____

SLOT C	GOAL / QUEST _____	LOCATIONS _____	TASK GIVEN _____
	PARTICIPANTS / PREPARATIONS MADE _____		NEXT STEP _____
	PARTICIPANTS / PREPARATIONS MADE _____		NEXT STEP _____
	PARTICIPANTS / PREPARATIONS MADE _____		NEXT STEP _____

SLOT D	GOAL / QUEST _____	LOCATIONS _____	TASK GIVEN _____
	PARTICIPANTS / PREPARATIONS MADE _____		NEXT STEP _____
	PARTICIPANTS / PREPARATIONS MADE _____		NEXT STEP _____
	PARTICIPANTS / PREPARATIONS MADE _____		NEXT STEP _____

SLOT E	GOAL / QUEST _____	LOCATIONS _____	TASK GIVEN _____
	PARTICIPANTS / PREPARATIONS MADE _____		NEXT STEP _____
	PARTICIPANTS / PREPARATIONS MADE _____		NEXT STEP _____
	PARTICIPANTS / PREPARATIONS MADE _____		NEXT STEP _____

SLOT F	GOAL / QUEST _____	LOCATIONS _____	TASK GIVEN _____
	PARTICIPANTS / PREPARATIONS MADE _____		NEXT STEP _____
	PARTICIPANTS / PREPARATIONS MADE _____		NEXT STEP _____
	PARTICIPANTS / PREPARATIONS MADE _____		NEXT STEP _____

<b>SLOT A</b>	PROJECT NAME / UNDERTAKING NAME _____ TIME CONSTRAINTS _____	OTHER LIMITS _____	REWARD IF COMPLETED WITHIN GIVE PARAMETERS _____ REWARDS FOR UNSATISFACTORY _____
<b>SLOT B</b>	PROJECT NAME / UNDERTAKING NAME _____ TIME CONSTRAINTS _____	OTHER LIMITS _____	REWARD IF COMPLETED WITHIN GIVE PARAMETERS _____ REWARDS FOR UNSATISFACTORY _____
<b>SLOT C</b>	PROJECT NAME / UNDERTAKING NAME _____ TIME CONSTRAINTS _____	OTHER LIMITS _____	REWARD IF COMPLETED WITHIN GIVE PARAMETERS _____ REWARDS FOR UNSATISFACTORY _____
<b>SLOT D</b>	PROJECT NAME / UNDERTAKING NAME _____ TIME CONSTRAINTS _____	OTHER LIMITS _____	REWARD IF COMPLETED WITHIN GIVE PARAMETERS _____ REWARDS FOR UNSATISFACTORY _____
<b>SLOT E</b>	PROJECT NAME / UNDERTAKING NAME _____ TIME CONSTRAINTS _____	OTHER LIMITS _____	REWARD IF COMPLETED WITHIN GIVE PARAMETERS _____ REWARDS FOR UNSATISFACTORY _____
<b>SLOT F</b>	PROJECT NAME / UNDERTAKING NAME _____ TIME CONSTRAINTS _____	OTHER LIMITS _____	REWARD IF COMPLETED WITHIN GIVE PARAMETERS _____ REWARDS FOR UNSATISFACTORY _____
<b>SLOT G</b>	PROJECT NAME / UNDERTAKING NAME _____ TIME CONSTRAINTS _____	OTHER LIMITS _____	REWARD IF COMPLETED WITHIN GIVE PARAMETERS _____ REWARDS FOR UNSATISFACTORY _____
<b>SLOT H</b>	PROJECT NAME / UNDERTAKING NAME _____ TIME CONSTRAINTS _____	OTHER LIMITS _____	REWARD IF COMPLETED WITHIN GIVE PARAMETERS _____ REWARDS FOR UNSATISFACTORY _____
<b>SLOT I</b>	PROJECT NAME / UNDERTAKING NAME _____ TIME CONSTRAINTS _____	OTHER LIMITS _____	REWARD IF COMPLETED WITHIN GIVE PARAMETERS _____ REWARDS FOR UNSATISFACTORY _____
<b>SLOT J</b>	PROJECT NAME / UNDERTAKING NAME _____ TIME CONSTRAINTS _____	OTHER LIMITS _____	REWARD IF COMPLETED WITHIN GIVE PARAMETERS _____ REWARDS FOR UNSATISFACTORY _____
<b>SLOT K</b>	PROJECT NAME / UNDERTAKING NAME _____ TIME CONSTRAINTS _____	OTHER LIMITS _____	REWARD IF COMPLETED WITHIN GIVE PARAMETERS _____ REWARDS FOR UNSATISFACTORY _____
<b>SLOT L</b>	PROJECT NAME / UNDERTAKING NAME _____ TIME CONSTRAINTS _____	OTHER LIMITS _____	REWARD IF COMPLETED WITHIN GIVE PARAMETERS _____ REWARDS FOR UNSATISFACTORY _____

WE WOULD LIKE TO THANK THE FOLLOWING NON-AUTHOR  
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USED TOWARD THE RELEASE OF THIS PRODUCT:

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CHRISREVOCATUER  
SILVERHAIR2008  
XUM  
EXILED PRINCE  
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