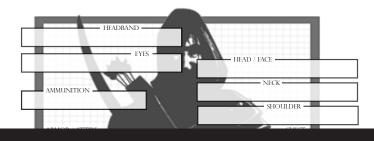
WICKED "K" GAMES And LOUIS PORTER JR DESIGN

PRESENTS



ADVANCED CHARACTER PORTFOLIO (PFRPG)

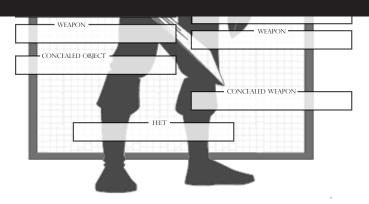


ILLUSTRATION BY: LAUREN FEEHERY







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-	BASIC INFORMATION ABOUT THE CHARACTER INCLUDING ESSENTIALS.
INVENTORY -	NECESSARY FOR TRACKING POSSESSIONS AND WEALTH.
COMBINATIONS -	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 GROUPED CLASS ABILITIES, CREATURES AIDING THE CHARACTERS, ETC.

 ADVENTURE LOG 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).

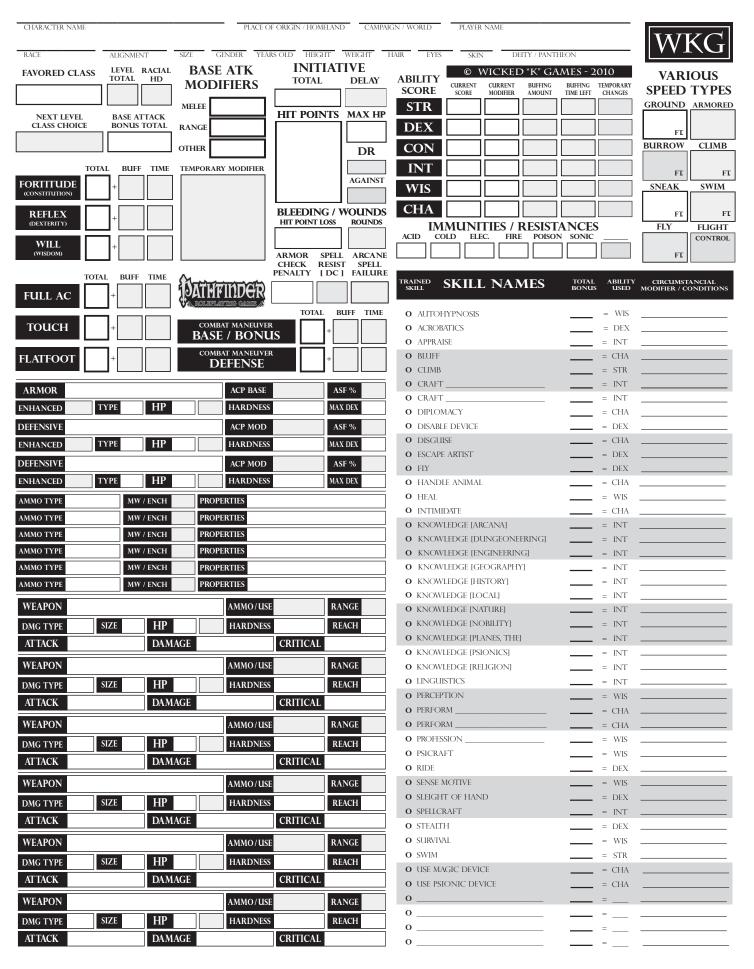
ALTERNATIVE DESIGN FEATURES MAY BE AVAILABLE AS THE FILE EVOLVES, INCLUDING LANDSCAPE STYLES AND DIFFERENT PAGE SIZES. PLEASE REFER TO THE BOOKMARKS FOR LABELED DIFFERENCES.

- SUMMARY PAGE
- LEVELING PAGE
- SOLITARY

FRONT SOLITARY PAGE

CHARACTER NAME PLACE OF ORIGIN / HOMELAND CA	AMPAIGN / WORLD PLAYER NAME	WKG
RACE ALIGNMENT SIZE GENDER YEARS OLD HEIGHT WEIGHT		
CURRENT CURRENT BASE BUIFFING BUIFFING EQUIPMENT INHERENT SCORE MODIFIER SCORE AMOUNT TIME LEFT BONUS BONUS CHANGES	INITIATIVE © WICKED "K" GAMES - 2010 current temp dex feat class misc	VARIOUS
STR		SPEED TYPES
DEX	CLASSES LEVEL BAB RANK HP / LVL FORT REF WILL	GROUND ARMORED
CON		FT
		BURROW CLIMB
WIS		FT FT
		SNEAK SWIM
CHA DIFF TIME BASE STAT EQUIP CLASS MISC TEMPORARY MODIFIER		
FORTITUDE		FT FT FLY FLIGHT
	FAVORED CLASS LEVEL BAB RANKS RACIAL FORT REF WILL TOTAL TOTAL TOTAL HP + BASE BASE BASE	CONTROL
REFLEX (DEXTERITY) =		FT
		RACE CLASS MISC
(WISDOM)	CLASS SKILL NAMES TOTAL ABILITY SCORE TOTA SKIIL SKILL NAMES USED MOD RANK	KS FEAT TRAINED MOD
	O AUTOHYPNOSIS = WIS+	+++
HIT POINTS MAX HP COMBAT MANEUVER BASE	O ACROBATICS = DEX+	+ + +
CURRENT TEMP BAB STAT FEAT SIZE MISC	O APPRAISE = INT+ O BLUFF + CHA+	<u>+</u> + + + +
		+ + +
COMBAT MANEUVER DEFENSE CURRENT TEMP BAB STR DEX SIZE	• CRAFT = INT+	+ + +
AGAINST + = 10 + + + +	• CRAFT = INT+	+ + +
ELEMENTAL RESISTANCES	O DIPLOMACY = CHA* O DISABLE DEVICE = DEX*	_++ + + +
BLEEDING / WOUNDS ACID COLD ELEC. FIRE SONIC	O DISABLE DEVICE	+ + +
	O ESCAPE ARTIST = DEX+	+ + +
	• EX = DEX	_++ ++
CHECK RESIST SPELL	O HANDLE ANIMAL	+ + +
PENALTY [DC] FAILURE RANGE	• INTIMIDATE = CHA +	+ + +
OTHER =	• KNOWLEDGE [ARCANA] = INT+	++
FULL AC + = 10 + -	O KNOWLEDGE [DUNGEONEERING] = INT + O KNOWLEDGE [ENGINEERING] = INT +	-++ + + +
	O KNOWLEDGE [ENGINEERING] = INT + O KNOWLEDGE [GEOGRAPHY] = INT +	
	O KNOWLEDGE [HISTORY] = INT +	+ + +
FLATFOOT + = 10 +	• KNOWLEDGE [LOCAL] = INT	+ + +
ARMOR ACP BASE ASF %	O KNOWLEDGE [NATURE] = INT + O KNOWLEDGE [NOBILITY] = INT +	+ + +
ENHANCED TYPE HP HARDNESS MAX DEX	O KNOWLEDGE [NOBILITY] = INT + O KNOWLEDGE [PLANES, THE] = INT +	
DEFENSIVE ACP MOD ASF %	O KNOWLEDGE [PSIONICS] = INT+	++
ENHANCED TYPE HP HARDNESS MAX DEX DEFENSIVE ACP MOD ASF %	O KNOWLEDGE [RELIGION] = INT	_+++
DEFENSIVE ACP MOD ASF % ENHANCED TYPE HP HARDNESS MAX DEX	O LINGUISTICS = INT + O PERCEPTION = WIS +	
AMMO TYPE MW / ENCH PROPERTIES	O PERCEPTION	
AMMO TYPE MW / ENCH PROPERTIES	• PERFORM = CHA+	
WEAPON AMMO/USE RANGE	O PROFESSION = WIS+	_++ + + +
DMG TYPE SIZE HP HARDNESS REACH	O PSICRAFT = WIS+ O RIDE = DEX+	+ + +
ATTACK DAMAGE CRITICAL	O SENSE MOTIVE = WIS+	
WEAPON AMMO/USE RANGE	O SLEIGHT OF HAND = DEX+	
DMG TYPE SIZE HP HARDNESS REACH	O SPELLCRAFT = INT	+ + +
ATTACK DAMAGE CRITICAL	O STEALTH = DEX+ O SURVIVAL = WIS+	_++ + + +
WEAPON AMMO/USE RANGE	O SURVIVAL = WIS + O SWIM = STR +	
DMG TYPE SIZE HP HARDNESS REACH	O USE MAGIC DEVICE = CHA*	
ATTACK DAMAGE CRITICAL	O USE PSIONIC DEVICE = CHA+	+++
WEAPON AMMO/USE RANGE		+ + + + + +
DMG TYPE SIZE HP HARDNESS REACH	0 = + 0 = +	
ATTACK DAMAGE CRITICAL	0 =+	+ + +

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



CLASSES LEVEL BAB RANK HIT DIE FORT REF WILL	HIT POINTS FRONT LEVELING PART 2 OF 2 PAGES	MIC
	* FOR USE WITH *	
	FRONT SUMMARY	,,
	ORIGINAL ORIGINAL EQUIPMENT INH	ERENT
		ONUS CHANGES CHANGES
	STR	
EAVORED CLASS LEVEL BAB RANKS RACIAL FORT REF WILL	DEX	
FAVORED CLASS		
	CON	
INITIATIVE TOTALS NATURAL ARMOR	INT	
CURRENT TEMP DEX FEAT CLASS MISC DEX MODIFIER	WIS	
TOTAL BASE STAT EQUIP CLASS MISC	CHA	
FORTITUDE = DODGE BONUS		
REFLEX	CLASS SKILL NAMES TOTAL ABILITY SCOP SKILL SKILL NAMES	- DADING OK SKILL MOD
		D RANKS FEAT TRAINED MOD
WILL SIZE MODIFIER	O AUTOHYPNOSIS = WIS O ACROBATICS = DEX	
	O APPRAISE = INT	+ + + +
	O BLUFF = CHA	
COMPAT MANELINER PACEBONUS	O CLIMB = STR O CRAFT = INT	
TOTAL BAB STR FEAT SIZE MISC	• CRAFT = INT	+ + + +
	O DIPLOMACY = CHA	+ + + +
COMBAT MANEUVER DEFENSE	O DISABLE DEVICE = DEX O DISGUISE = CHA	+ + + +
TOTAL BAB STR DEX SIZE TOTAL MODIFIERS	O ESCAPE ARTIST = DEX	+ + + +
	O FLY = DEX	_++++ +++
WEAPON BAB / DICE STAT ITEM FEAT SIZE MISC.	O HANDLE ANIMAL = CHA O HEAL = WIS	
MARKET ATMARKET COST ATTACK	O INTIMIDATE = CHA	
SPECIAL	O KNOWLEDGE [ARCANA] = INT	_++ _+ _+ + _+ _+ _+ _+
POWERS		+ + + +
WEAPON BAB / DICE STAT ITEM FEAT SIZE MISC.	O KNOWLEDGE [GEOGRAPHY] = INT	+ + + +
MARKET SALE PRICE BONUS ATTACK	0 KNOWLEDGE [HISTORY] = INT 0 KNOWLEDGE [LOCAL] = INT	
SPECIAL		++
POWERS	O KNOWLEDGE [NOBILITY] = INT	
WEAPON BAB / DICE STAT ITEM FEAT SIZE MISC.	O KNOWLEDGE [PLANES, THE] = INT O KNOWLEDGE [PSIONICS] = INT	
MARKET SALE PRICE BONUS AT MARKET COST ATTACK	O KNOWLEDGE [RELIGION] = INT	
STATISTICS DAMAGE SPECIAL	O LINGUISTICS = INT	+ + + +
POWERS	O PERCEPTION = WIS O PERFORM = CHA	+ + + +
WEAPON BAB / DICE STAT ITEM FEAT SIZE MISC.	• PERFORM = CHA	
MARKET AT MARKET BONUS COST ATTACK	O PROFESSION = WIS	
STATISTICS DAMAGE DAMAGE	O PSICRAFT = WIS O RIDE = DEX	
POWERS SPECIAL	O SENSE MOTIVE = WIS	+ + + +
WEAPON BAB / DICE STAT ITEM FEAT SIZE MISC.	O SLEIGHT OF HAND = DEX	
MARKET AT MARKET BONUS ATTACK	O SPELLCRAFT = INT O STEALTH = DEX	
STATISTICS DAMAGE DAMAGE	O SURVIVAL = WIS	
SPECIAL POWERS	O SWIM = STR	+ + + +
WEAPON BAB / DICE STAT ITEM FEAT SIZE MISC.	O USE MAGIC DEVICE = CHA O USE PSIONIC DEVICE = CHA	+ + + +
MARKET ATMARKET COST ATTACK	0 =	+ + + +
STATISTICS DAMAGE DAMAGE		
SPECIAL POWERS	0 = = 0 = =	
	· = =	

CHARACTER NAME PLACE OF ORIGIN / HOMELA	ND CAMPAIGN / WORLD PLAYER NAME		© WICKED "K" GAMES - 2010 DEX FEAT CLASS MISC
RACE ALIGNMENT SIZE GENDER YEARS OLD HEIGHT	WEIGHT HAIR EYES SKIN DEITY / PANTHEON	+	= + + +
CURRENT CURRENT BUFFING BUFFING EQUIPMENT INHERENT TEMPORARY			ABILITY SCORF TOTAL RACE CLASS MISC
SCORE MODIFIER AMOUNT TIME LEFT BONUS BONUS CHANGES	BATHFINDER SKII SKI	LL NAMES TOTAL BONUS	ABILITY SCORE TOTAL OR SKILL MOD S USED MOD RANKS FEAT TRAINED
	ROLEPLAYIDG GAME C O AUTOHYP	JOSIS	= WIS+++
DEX	FRONT SOLITARY - PAGE 1 OF 1 O ACROBATIC	s	= DEX+++
CON	PFRPG O APPRAISE		= INT+++
	HIT POINTS MAX HP O BLUFF		= CHA++++
			= STR+++
WIS	O CRAFT		= INT+++
CHA	VARIOUS O CRAFT DR O DIPLOMAC		= INT
TOTAL BUFF TIME BASE STAT EQUIP CLASS MISC TEMPORARY MODIFIE	R SPEED I I PES		= CHA $\overset{T}{\underbrace{}} \overset{T}{\underbrace{}} \overset{T}\\{}} \overset{T}\\{} \overset{T}}{ \overset{T}} \overset{T}{\bigg{}} \overset$
FORTITUDE	GROUND ARMORED O DISABLE DI		= DEX++++
	AGAINST O DISGUISE		$= CHA \underbrace{}_{t} \underbrace{}_{t$
REFLEX + =	FT O ESCAPE AR		= DEX + + + + + +
	BURROW CLIMB BLEEDING / WOUNDS O FRY		= DEX+++++++
WILL + =	HIT POINT LOSS ROUNDS		= WIS++++
NOTES:	SNEAK SWIM		= CHA++++
			= INT+++
CURRENT TEMP ARMOR SHIELD NATURAL SIZE DEX DODGE DEFLECT CLASS MISC	- ARMOR SPELL ARCANE	ge [dungeoneering]	
FULL AC + = 10 +	DENIALTY (DC) FAILURE		= INT+++
TOUCH + = 10 +	CONTROL O KNOWLED	GE [GEOGRAPHY]	= INT+++
	FT O KNOWLED	JE [HISTORY]	= INT+++
FLATFOOT + = 10 +	COMBAT MANEUVER BASE 0 KNOWLED	JE [LOCAL]	= INT+++
ENHANCE HP HARDNESS ENHANCE HP HARDNESS ENHANCE HP HARDNES	S CURRENT TEMP BAB STR FEAT SIZE MISC O KNOWLED	GE [NATURE]	= INT+++
ARMOR SHIELD ITEM	+ = + + + + O KNOWLED	GE [NOBILITY]	= INT+++
ARMOR ACP BASE ASF %		GE [PLANES, THE]	= INT+++
ENHANCED TYPE HP HARDNESS MAX DEX	CURRENT TEMP BAB STR DEX SIZE O KNOWLED	JE [PSIONICS]	= INT+++
DEFENSIVE ACP MOD ASF %	= 10 +	JE [RELIGION]	= INT+++
ENHANCED TYPE HP HARDNESS MAX DEX	ELEMENTAL RESISTANCES O LINGUISTIC		= INT+++
	ACID COLD ELEC. FIRE SONIC O PERCEPTIO	N	= WIS+++
AMMO TYPE MW / ENCH PROPERTIES	O PERFORM		= CHA $_$ $_$ $_$ $_$ $_$ $_$ $_$ $_$ $_$ $_$
AMMO TYPE MW / ENCH PROPERTIES	BAB TOTAL BAB BONUS STAT SIZE FEAT MISC O PERFORM		$= CHA \underbrace{}_{t} \underbrace{}_{t$
WEAPON AMMO/USE RANGE	MELEE = O PROFESSION	·	$= WIS \underbrace{}_{t} \underbrace{}_{t$
DMG TYPE SIZE HP HARDNESS REACH	RANGE = O PSICRAFT		$= WIS \underbrace{}_{T} \underbrace{} \underbrace{}_{T} \underbrace{}_{T} \underbrace{}\\ \underbrace{} \underbrace{} \underbrace$
			$= DEX \underbrace{}_{T} \underbrace{} \underbrace{}_{T} \underbrace{}_{T} \underbrace{}\\ \underbrace{} \underbrace{} \underbrace$
	O SENSE MOT		$= WIS \underbrace{}_{T} \underbrace{} \underbrace{}_{T} \underbrace{}_{T} \underbrace{}\\ \underbrace{} \underbrace{} \underbrace$
WEAPON AMMO/USE RANGE	CLASSES LEVEL BAB RANKS HIT DIE FORT REF WILL O SPELICRAF		$= DEX \underbrace{ \ } \stackrel{T}{\longrightarrow} \underbrace{ \ } \stackrel{T} \stackrel{T} \stackrel{T} \stackrel{T} \stackrel{T} \stackrel{T} \stackrel{T} \stackrel{T} \mathsf{T$
DMG TYPE SIZE HP HARDNESS REACH	O STELICRAF		
ATTACK DAMAGE CRITICAL	o survival		= DEX - + + + + + + + + + + + + + + + + + +
WEAPON AMMO/USE RANGE			= STR+++
	O USE MAGIC		= CHA+++
	O USE PSION		= CHA++++
ATTACK DAMAGE CRITICAL			=+++
WEAPON AMMO/USE RANGE			= + + +
DMG TYPE SIZE HP HARDNESS REACH	FAVORED LEVEL BAB RANKS RACIAL FORT REF WILL O		=++++
ATTACK DAMAGE CRITICAL			=+++

ABILITY © WICKED "K" GAMES - 2010		
SCORE CURRENT CURRENT BUFFING BUFFING TEMPERARY CHARACTER	NAME PLACE OF ORIGIN /	HOMELAND CAMPAIGN / WORLD PLAYER NAME
STR RACE	ALIGNMENT SIZE GENDER YEARS OLD	HEIGHT WEIGHT HAIR EYES SKIN DEITY / PANTHEON
DEX FAVORE	CLASS LEVEL RACIAL	TRAINED SKILL NAMES TOTAL ABILITY CIRCUMSTANCIAL SKILL SKILL NAMES
		O AUTOHYPNOSIS = WIS
	LEVEL BASE ATTACK DAGE A TETA OK	O ACROBATICS = DEX
WIS CLASS		O APPRAISE = INT O BLUIFF = CHA
	MODIFIERS	
	2 INITIATIVE MELEE	• CRAFT = INT
TOTAL BUFF TIME FRONT SUMMARY - PAGE 1 O	TOTAL DELAY PANCE	• CRAFT = INT
FULL AC + * USE WITH LEVELING PAGE		O DIPLOMACY = CHA
COMBAT MANEUVER	AE OTHER	O DISABLE DEVICE = DEX
TOUCH + BASE / BONUS +	HIT POINTS MAX HP VARIOUS	O DISGUISE = CHA
COMBAT MANEUVER	SPEED TYPES	O ESCAPE ARTIST = DEX
FLATFOOT + DEFENSE +	DR GROUND ARMORED	O FIY = DEX
ARMOR ACP BASE ASF %		O HANDLE ANIMAL = CHA
	AGAINST FT FT	• HEAL = WIS
ENHANCED TYPE HP HARDNESS MAX DEX	BURROW CLIMB	INTIMIDATE = CHA
DEFENSIVE ACP MOD ASF %	BLEEDING / WOUNDS	O KNOWLEDGE [ARCANA] = INT O KNOWLEDGE [DUNGEONEERING] = INT
ENHANCED TYPE HP HARDNESS MAX DEX	HIT POINT LOSS ROUNDS FT FT	O KNOWLEDGE [ENGINEERING]
DEFENSIVE ACP MOD ASF %	SNEAK SWIM	O KNOWLEDGE [GEOGRAPHY] = INT
ENHANCED TYPE HP HARDNESS MAX DEX	ARMOR SPELL ARCANE FT FT	O KNOWLEDGE [HISTORY] = INT
	CHECK RESIST SPELL PENALTY [DC] FAILURE FLY FLIGHT	0 KNOWLEDGE [LOCAL] = INT
WEAPON AMMO/USE RANGE	CONTROL	O KNOWLEDGE [NATURE] = INT
DMG TYPE SIZE HP HARDNESS REACH	FT	O KNOWLEDGE [NOBILITY] = INT
ATTACK DAMAGE CRITICAL	TOTAL BUFF TIME TEMP MODIFIER	O KNOWLEDGE [PLANES, THE] = INT
	FORTITUDE +	O KNOWLEDGE [PSIONICS] = INT
WEAPON AMMO/USE RANGE	(CONSTITUTION)	O KNOWLEDGE [RELIGION] = INT
DMG TYPE SIZE HP HARDNESS REACH	REFLEX +	O LINGUISTICS = INT
ATTACK DAMAGE CRITICAL	(DEXTERITY)	O PERCEPTION = WIS O PERFORM = CHA
WEAPON AMMO/USE RANGE	WILL +	O PERFORM = CHA O PERFORM = CHA
	(WISDOM)	• PROFESSION = WIS
DMG TYPE SIZE HP HARDNESS REACH	ACID COLD ELEC. FIRE POISON SONIC	• PSICRAFT = WIS
ATTACK DAMAGE CRITICAL	ACID COLD ELEC. FIRE POISON SONIC	O RIDE = DEX
WEAPON AMMO/USE RANGE		O SENSE MOTIVE = WIS
	AMMO TYPE MW / ENCH	O SLEIGHT OF HAND = DEX
	PROPERTIES	O SPELLCRAFT = INT
ATTACK DAMAGE CRITICAL	AMMO TYPE MW / ENCH	O STEALTH = DEX
WEAPON AMMO/USE RANGE	PROPERTIES	O SURVIVAL = WIS
DMG TYPE SIZE HP HARDNESS REACH	AMMO TYPE MW / ENCH	O SWIM = STR
ATTACK DAMAGE CRITICAL	PROPERTIES	O USE MAGIC DEVICE = CHA
	AMMO TYPE MW / ENCH	O USE PSIONIC DEVICE = CHA
WEAPON AMMO/USE RANGE	PROPERTIES	
DMG TYPE SIZE HP HARDNESS REACH	AMMO TYPE MW / ENCH	
ATTACK DAMAGE CRITICAL	PROPERTIES	
Олинов		0 =

CHARACTER NAME	CAMPAIGN		FORTITUD	E REFLEX	WILL		HIT POINTS INITIATIVE	© WICKED "K	" GAMES - 2010
	GINAL EQUIPMENT INHEREN DIFIER BONUS BONUS	CHANGES CHANGES	(CONSTITUTION)				CURRENT TEMP	DEX FEAT	CLASS MISC
STR]м	ISC	MISC	٦.	+	=	+ + + RACE CLASS MISC
DEX				ASS	CLASS	51		L ABILITY SCORE TOTAL S USED MOD RANKS	RACE CLASS MISC OR SKILL MOD FEAT TRAINED
CON					EQUIP		O ACROBATICS	= DEX+	
INT								= INT + = CHA +	++
WIS					STAT			= STR+ = INT+	+++
CHA] BA		BASE	·		= INT+ = CHA+	+ + + +
FULL AC = 10 +	DR SHIELD NATURAL SIZE DEX	DODGE DEFLECT CLASS MISC	то	TAL	TOTAL			= DEX+ = CHA+	+ _ + _ ++
			NOTES:				O ESCAPE ARTIST	= DEX+	++++
TOUCH = 10 +] [= DEX+	++
FLATFOOT = 10 +]					= CHA	+ + +
]					= WIS+	+ + +
WEAPON	BAB / DICE STAT IT		RONT LEV					= INT+	+ + +
STATISTICS	TACK		JSE WITH	FRONT S	SUMMARY	(*	• KNOWLEDGE [DUNGEONEERING]		++
	MAGE			WITH	105		O KNOWLEDGE [ENGINEERING]	= INT+	+++
SPECIAL POWERS			A ROL	JEIPILAYIDIG (Game /		O KNOWLEDGE [GEOGRAPHY]	= INT+	+++
WEADON			COMPAT				O KNOWLEDGE [HISTORY]	= INT+	+++
SALE PRICE BONUS AT	BAB / DICE STAT IT	EM FEAT SIZE MISC.		MANEUN B STR F	FEAT SIZE	MISC		= INT+	+++
CTATION AN ANALY COST	MAGE		+ =	+ +	+ + +			= INT+	** **
SPECIAL			COMBAT M			SE		$=$ INT $_{+}$	+ + +
POWERS		CURREN		BAB ST		SIZE	O KNOWLEDGE [FLANES, THE]	= INT+	+ + +
WEAPON	BAB / DICE STAT IT	EM FEAT SIZE MISC.	+ = 10	+ +	+ +		O KNOWLEDGE [RELIGION]	= INT+	+ + +
MARKET SALE PRICE BONUS AT	TACK		ELEMEN	TAL RESIST	FANCES			= INT+	+ + +
CTL 1 TT 1 CTL 1 C	MAGE	ACID						= WIS+	++
SPECIAL							O PERFORM	= CHA+	++
POWERS			BAB TOTAL	BAB BONUS STA	AT SIZE FEAT	MISC	O PERFORM	= CHA+	++
WEAPON	BAB / DICE STAT IT	EM FEAT SIZE MISC. MELEE	-	=			O PROFESSION	= WIS+	+++
	TACK					iĦ	O PSICRAFT	= WIS+	+++
	MAGE						O RIDE	= DEX+	+++
SPECIAL POWERS		OTHER	•	=				= WIS+	++
		CLAS	SSES LEVEL	BAB RANKS HI	IT DIE FORT REF	WILL		= DEX	+ + +
WEAPON SALE PRICE BONUS AT MARKET AT MARKET COST AT	BAB / DICE STAT IT	EM FEAT SIZE MISC.						= INT	+ + +
	MAGE					iH	O STEALTH	= DEX	+ + + +
SPECIAL								= WIS+	
POWERS								= CHA+	
WEAPON	BAB / DICE STAT IT	EM FEAT SIZE MISC						= CHA+	+ + +
SALE PRICE BONUS	TACK					iH		=+	+ + +
CTUTICTICS	MAGE			BAB RANKS RA	ACIAL FORT RFF	WILL		=+	+ + +
SPECIAL		FAVO	TOTAL T	TOTAL TOTAL	HD BASE BAS	E BASE	0	=+	++
POWERS							o	=+	++

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.

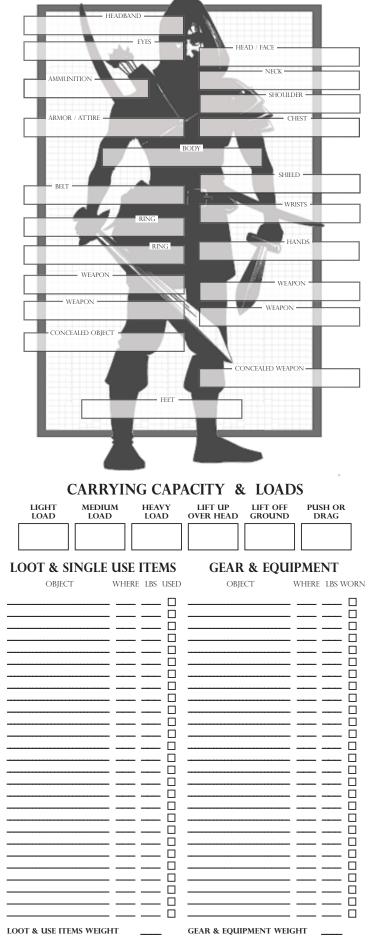
That leaves the boxes for extra weapons, consumable magic items, tool/kit boxes, and containers. These vary by sheets, and depending on how frequently your character will be using each of the different features, each sheet will have a varying degree of usefulness to your build. With any class using two 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

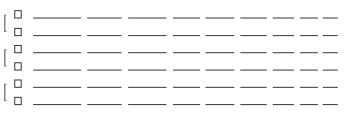
[LANDSCAPE LAYOUT]

- CONTAINERS
- MAGIC OBJECTS
- WEAPONS



EXTRA WEAPON SLOTS / BACKUP WEAPONS

TWF NAME ATTACK DAMAGE CRIT RANGE AMMO TYPE SIZE LBS



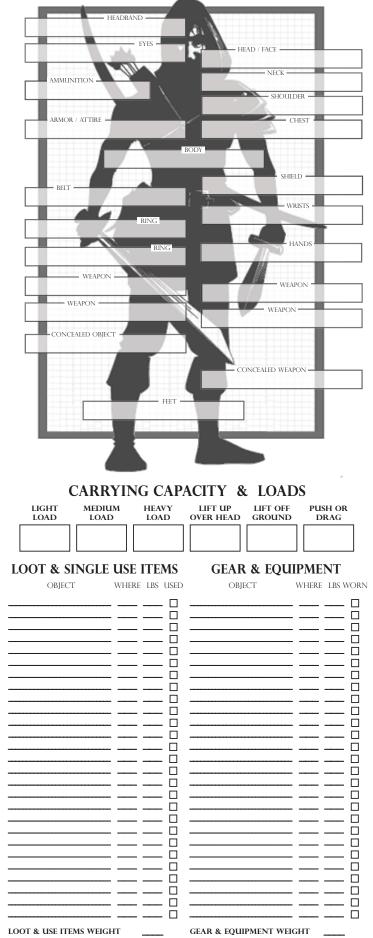
CONSUMABLE & REUSABLE MAGIC OBJECTS

TYPE	TTEM / EFFECT	CL	USES / USED

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

COINAGE, GEMS, & OTHER WEALTH

[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 T	TREASURE COMBINED TOTAL:



CONSUMABLE & REUSABLE MAGIC OBJECTS

CONSUM				
TYPE		ITEM / EFFECT	CL	USES / USED
KIT / TOOL			PROPERTIES	
KIT / TOOL			PROPERTIES	
APPEARANCE	HP	BYPASS DC	WEAKNESS	ISE LIMIT USE CONSUMED
APPEARANCE HARDNESS	HP	BYPASS DC	WEAKNESS	JSE LIMIT USE CONSUMED
APPEARANCE		BYPASS DC	WEAKNESS PREREQUISITES	JSE LIMIT USE CONSUMED
APPEARANCE HARDNESS		BYPASS DC	WEAKNESS	JSE LIMIT USE CONSUMED
APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE	D		WEAKNESS PREREQUISITES PROPERTIES WEAKNESS	
APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE HARDNESS	D HP	BYPASS DC BYPASS DC	WEAKNESS PREREQUISITES PROPERTIES WEAKNESS	ISE LIMIT USE CONSUMED
APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE	D HP		WEAKNESS PREREQUISITES PROPERTIES WEAKNESS	
APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE HARDNESS	D HP		WEAKNESS PREREQUISITES PROPERTIES WEAKNESS	
APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL HARDNESS SKILLS MODIFIE KIT / TOOL	D HP		WEAKNESS PREREQUISITES WEAKNESS PROPERTIES PROPERTIES PROPERTIES	
APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE HARDNESS SKILLS MODIFIE	D HP		WEAKNESS PREREQUISITES PROPERTIES WEAKNESS PREREQUISITES PREREQUISITES WEAKNESS PROPERTIES WEAKNESS	
APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE KIT / TOOL APPEARANCE		BYPASS DC	WEAKNESS PREREQUISITES PROPERTIES WEAKNESS PREREQUISITES PREREQUISITES WEAKNESS PROPERTIES WEAKNESS	JSE LIMIT USE CONSUMED
APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE HARDNESS SKILLS MODIFIE HARDNESS SKILLS MODIFIE		BYPASS DC	WEAKNESS PREREQUISITES PROPERTIES WEAKNESS PREREQUISITES WEAKNESS PROPERTIES WEAKNESS PROPERTIES WEAKNESS PREREQUISITES QUESTION	JSE LIMIT USE CONSUMED
APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE KIT / TOOL APPEARANCE HARDNESS SKILLS MODIFIE HARDNESS SKILLS MODIFIE CONTAINER		BYPASS DC	WEAKNESS PREREQUISITES WEAKNESS PROPERTIES PROPERTIES PROPERTIES PROPERTIES PREREQUISITES PREREQUISITES PREREQUISITES PROPERTIES	ISE LIMIT USE CONSUMED
APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE HARDNESS SKILLS MODIFIE HARDNESS SKILLS MODIFIE CONTAINER APPEARANCE		BYPASS DC BYPASS DC	WEAKNESS PREREQUISITES PROPERTIES WEAKNESS PREREQUISITES WEAKNESS PROPERTIES WEAKNESS PREREQUISITES QUEAKNESS PREREQUISITES QUEAKNESS PROPERTIES QUEAKNESS PROPERTIES QUEAKNESS PROPERTIES QUEAKNESS	ISE LIMIT USE CONSUMED
APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE HARDNESS SKILLS MODIFIE CONTAINER APPEARANCE HARDNESS		BYPASS DC	WEAKNESS PREREQUISITES PROPERTIES WEAKNESS PREREQUISITES WEAKNESS PROPERTIES WEAKNESS PROPERTIES QUEARNESS PROPERTIES QUEARNESS PROPERTIES QUEARNESS PROPERTIES QUEARNESS PROPERTIES QUEARNESS	ISE LIMIT USE CONSUMED
APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE HARDNESS SKILLS MODIFIE HARDNESS SKILLS MODIFIE CONTAINER APPEARANCE		BYPASS DC BYPASS DC	WEAKNESS PREREQUISITES PROPERTIES WEAKNESS PREREQUISITES WEAKNESS PROPERTIES WEAKNESS PROPERTIES QUEARNESS PROPERTIES QUEARNESS PROPERTIES QUEARNESS PROPERTIES QUEARNESS PROPERTIES QUEARNESS	ISE LIMIT USE CONSUMED
APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE HARDNESS SKILLS MODIFIE CONTAINER APPEARANCE HARDNESS		BYPASS DC BYPASS DC	WEAKNESS PREREQUISITES PROPERTIES WEAKNESS PREREQUISITES WEAKNESS PROPERTIES WEAKNESS PROPERTIES QUEARNESS PROPERTIES QUEARNESS PROPERTIES QUEARNESS PROPERTIES QUEARNESS PROPERTIES QUEARNESS	ISE LIMIT USE CONSUMED
APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE HARDNESS SKILLS MODIFIE CONTAINER APPEARANCE HARDNESS OUTER SIZE		BYPASS DC BYPASS DC	WEAKNESS PREREQUISITES PROPERTIES WEAKNESS PREREQUISITES PROPERTIES WEAKNESS PROPERTIES PROPERTIES LOCK /TRAP AVAILABLE %	ISE LIMIT USE CONSUMED
APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE HARDNESS SKILLS MODIFIE CONTAINER APPEARANCE HARDNESS OUTER SIZE CONTAINER		BYPASS DC BYPASS DC	WEAKNESS PREREQUISITES PROPERTIES WEAKNESS PROPERTIES WEAKNESS PROPERTIES WEAKNESS PROPERTIES UINITES PROPERTIES UINITES PROPERTIES PROPERTIES PROPERTIES PROPERTIES IOCK/TRAP PROPERTIES IOCK/TRAP	ISE LIMIT USE CONSUMED
APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE HARDNESS SKILLS MODIFIE CONTAINER APPEARANCE HARDNESS OUTER SIZE CONTAINER APPEARANCE		BYPASS DC BYPASS DC VOLUME CAPACITY	WEAKNESS PREREQUISITES PROPERTIES WEAKNESS PROPERTIES WEAKNESS PROPERTIES WEAKNESS PROPERTIES UINITES PROPERTIES UINITES PROPERTIES PROPERTIES PROPERTIES PROPERTIES IOCK/TRAP PROPERTIES IOCK/TRAP	ISE LIMIT USE CONSUMED
APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE HARDNESS SKILLS MODIFIE KIT / TOOL APPEARANCE HARDNESS SKILLS MODIFIE CONTAINER APPEARANCE HARDNESS OUTER SIZE CONTAINER APPEARANCE HARDNESS		BYPASS DC BYPASS DC VOLUME CAPACITY	WEAKNESS PREREQUISITES PROPERTIES WEAKNESS PROPERTIES WEAKNESS PROPERTIES WEAKNESS PROPERTIES UINITES PROPERTIES UINITES PROPERTIES PROPERTIES PROPERTIES PROPERTIES IOCK/TRAP PROPERTIES IOCK/TRAP	ISE LIMIT USE CONSUMED

COINAGE, GEMS, & OTHER WEALTH

VOLUME CAPACITY

LOCK / TRAP

SYMBOL

AVAILABLE % WEIGHT LIMIT WEIGHT HELD

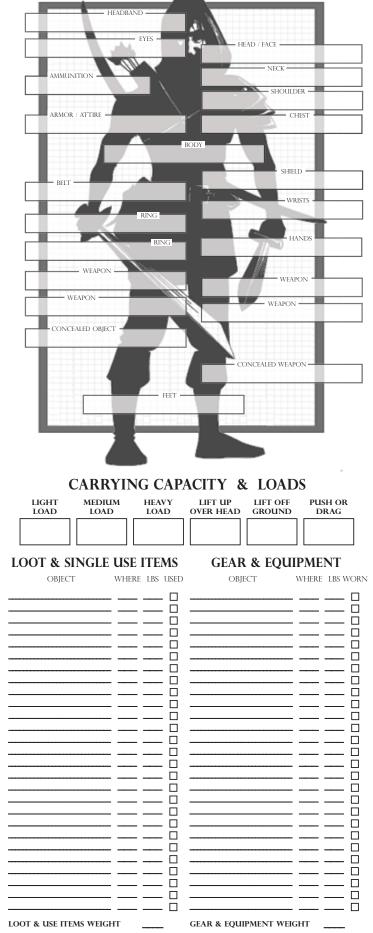
APPEARANCE

HARDNESS

OUTER SIZE

HP

[0	GPx]:		LOW Q. GEMS	[GP x 10]:	
COPPER [O	GP x .01]:		SEMI-PRECIOUS	[GP x 50]:	
SILVER [C	GP x 0.1]:		MED. Q. GEMS	[GP x 100]:	
GOLD [C	GP x 1]:		HIGH Q. GEMS	[GP x 500]:	
PLATINUM [C	GP x 10]:		FINE JEWELS	[GP x 1K]:	
[0	GPx]:		GRAND JEWELS	[GP x 5K]:	
FINE ARTWORK	K. IEWELRY.	& OTHER T	REASURE COMBI	NED TOTAL:	



EXTRA WEAPON SLOTS / BACKUP WEAPONS

NAME ATTACK DAMAGE CRIT RANGE AMMO TYPE SIZE LBS TWF

CONSUMABLE & REUSABLE MAGIC OBJECTS

ТҮРЕ	ITEM / EFFECT	CL	USES / USED

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

COINAGE, GEMS, & OTHER WEALTH

	[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]:	
EINE ADTWO	DE IEWEIDY & OTHED T	PEASURE COMPINED TOTAL	

FINE ARTWORK, JEWELRY, & OTHER TREASURE COMBINED TOTAL:

CONSUMABLE & REUSABLE MAGIC OBJECTS

TYPE		ITEM / EFFE	ECT	CL	USES / USED
C	ARRYIN	G CAP	ACITY &	LOA	ADS
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT UP OVER HEAD	LIFT C GROU	
LOOT & SI	NGLE USE	ITEMS	GEAF	R & EQ	UIPMENT
OBJECT	WHE	RE LBS USED	OBJ	ect	WHERE LBS WORN
	······	[] []			0 0
	<u> </u>	0 0			[]
	······	0			
	······	[]			[]
		U 0			U
		0 0			[]
		0			[]
		[]			[
		U			U 0
		0 0			0
		0			0
		0			[]
	······	U 0			U
		0 n			[]
		[]			
LOOT & USE ITEN	 AS WEIGHT	LI	GEAR & EQU	IPMENT V	∐ WEIGHT

EXTRA WEAPON SLOTS / BACKUP WEAPONS

NAME ATTACK DAMAGE CRIT RANGE AMMO TYPE SIZE LBS TWF

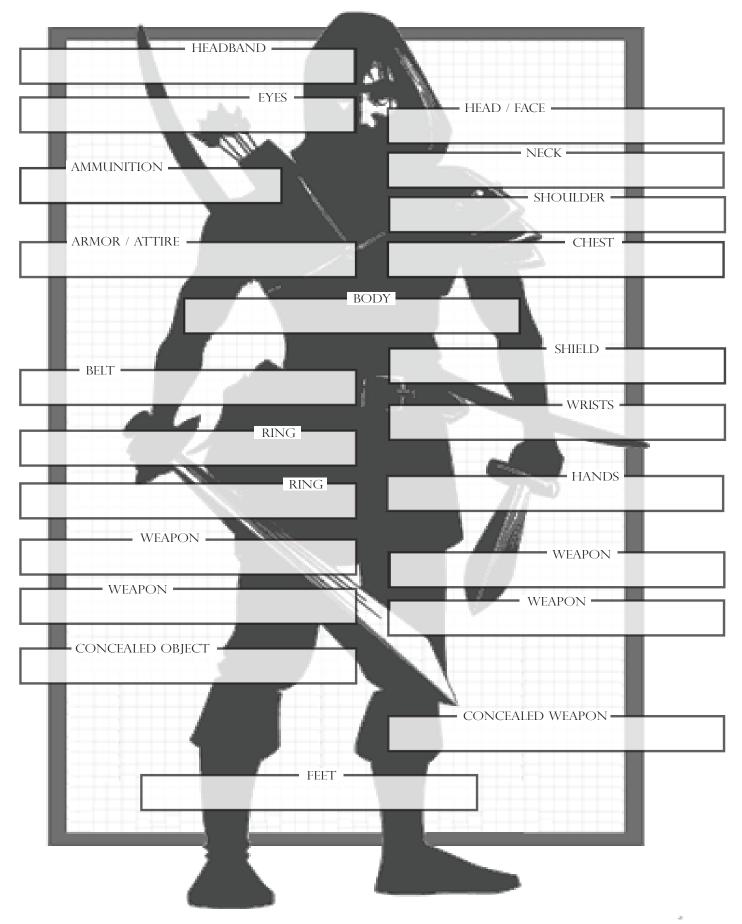
	 	 	 	 	_
	 	 	 	 	_
ΙD	 	 	 	 	
	 	 	 	 	—
ΙD	 	 	 	 	

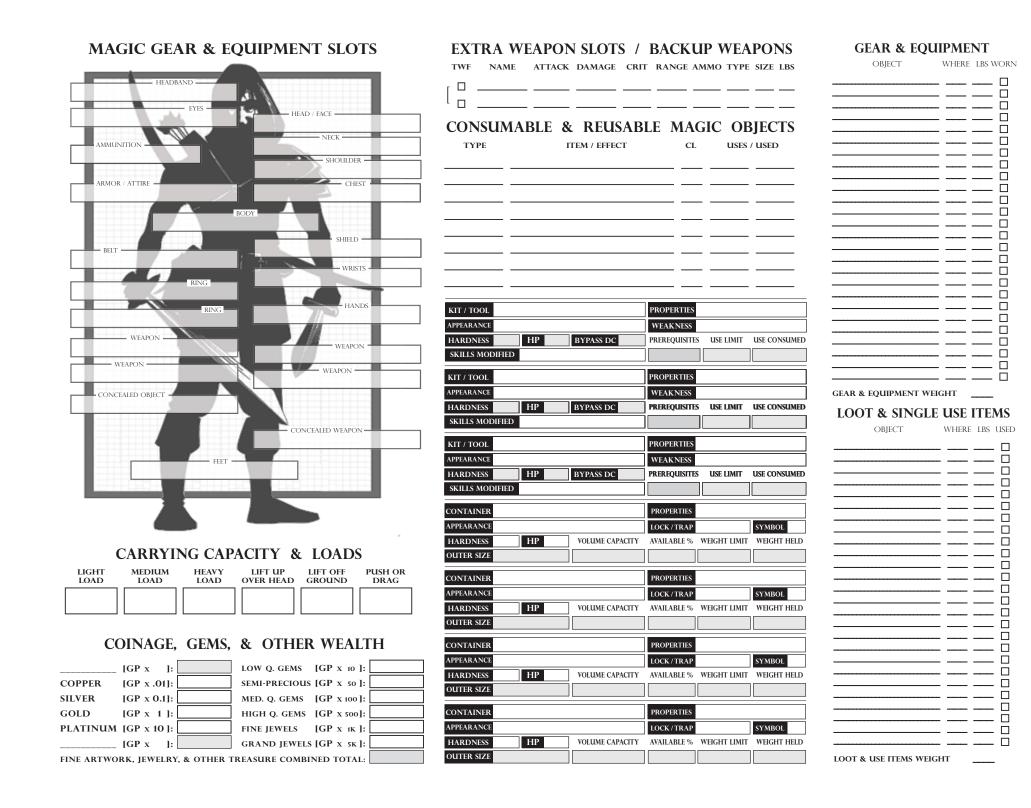
KIT/TOOL			LOCATED		
LOOKS			WEAK VS		
HARD	HP	BYPASS	PREREQ	USE LIMIT	CONSUMED
SKILL BC	NUS				
KIT/TOOL			LOCATED		
LOOKS			WEAK VS		
HARD	HP	BYPASS	PREREQ	USE LIMIT	CONSUMED
SKILL BC	ONUS				
KIT/TOOL			LOCATED		
LOOKS			WEAK VS		
HARD	HP	BYPASS	PREREQ	USE LIMIT	CONSUMED
SKILL BO	NUS				
KIT/TOOL			LOCATED		
LOOKS			WEAK VS		
HARD	HP	BYPASS	PREREQ	USE LIMIT	CONSUMED
SKILL BO	NUS				
STORAGE			SPECIAL		
LOOKS			DANGER		MARK
HARD	HP	VOLUME CAP	OPEN %	LBS. NOW	MAX LBS.
OUTER SIZE					
STORAGE			SPECIAL		
LOOKS			DANGER		MARK
HARD	HP	VOLUME CAP	OPEN %	LBS. NOW	MAX LBS.
OUTER SIZE					
STORAGE			SPECIAL		
LOOKS			DANGER		MARK
HARD	HP	VOLUME CAP	OPEN %	LBS. NOW	MAX LBS.
OUTER SIZE					

COINAGE, GEMS, & OTHER WEALTH

	[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]:	
EINE ADTWO	DK IEWEIDV & OTLIED T	REASURE COMPLNED TOTAL.	

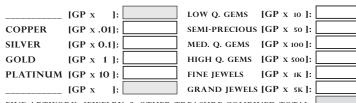
FINE ARTWORK, JEWELRY, & OTHER TREASURE COMBINED TOTAL:





-IEADBANE EYES HEAD / FACE NECK MMUNITIO SHOULDER ARMOR / ATTIRE CHEST SHIELD RINC HAND ring WEAPON -WEADON - WEAPON -WEAPON -CONCEALED OBJECT CONCEALED WEAPON -FEFT **CARRYING CAPACITY & LOADS** MEDIUM LIGHT LOAD HEAVY LOAD LIFT UP LIFT OFF PUSH OR OVER HEAD GROUND LOAD DRAG

COINAGE, GEMS, & OTHER WEALTH

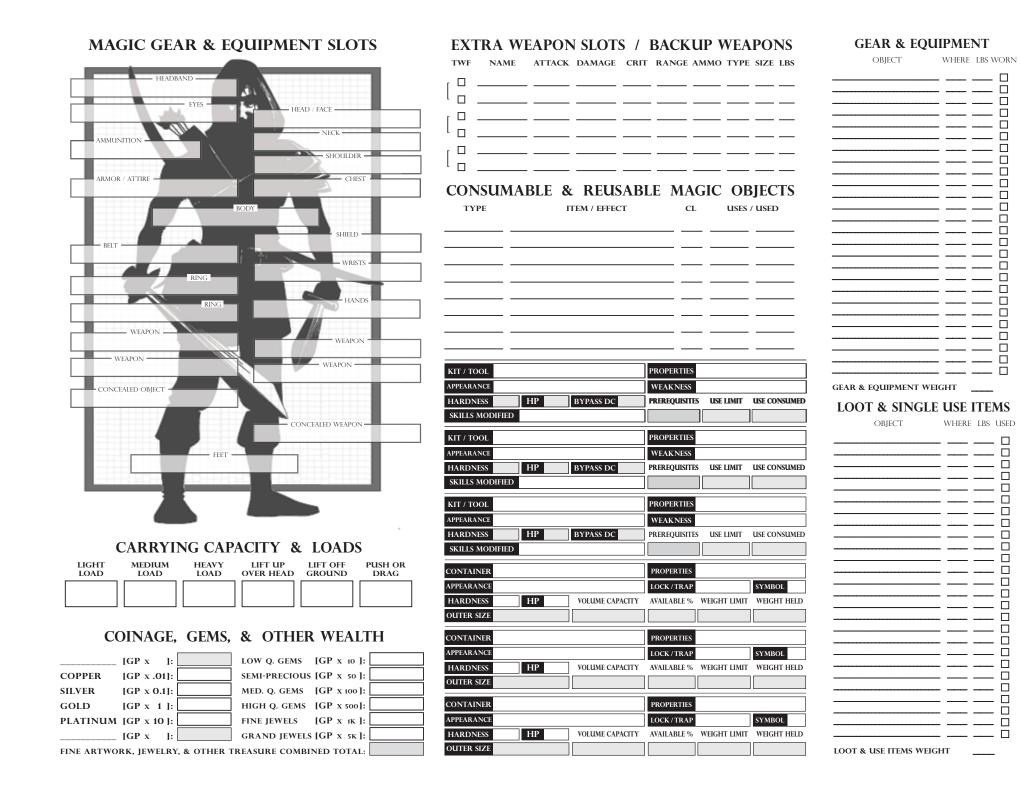


FINE ARTWORK, JEWELRY, & OTHER TREASURE COMBINED TOTAL:

CONSUMABLE & REUSABLE MAGIC OBJECTS

GEAR & EQUIPMENT

ТҮРЕ	ITEM / EFFECT	CL USES / USED	OBJECT	WHERE LBS WO
			. <u></u>	[
				<u></u> [
				L
				<u>_</u>
				L
				[
				L
				C
				[r
				L
				[
				L
				<u>[</u>
				L
				[
				[[
		DD ODED THE		
KIT / TOOL		PROPERTIES		
KIT / TOOL		WEAKNESS	GEAR & EQUIPMENT	-
APPEARANCE HARDNESS HP	BYPASS DC			WEIGHT
APPEARANCE	BYPASS DC	WEAKNESS		WEIGHT
APPEARANCE HARDNESS HP	BYPASS DC	WEAKNESS	LOOT & SINC	WEIGHT GLE USE ITEM WHERE LBS U
APPEARANCE HARDNESS HARDNESS HARDNESS HPEARANCE HPEARANCE		WEAKNESS PREREQUISITES USE LIMIT USE USE PROPERTIES WEAKNESS	LOOT & SINC	WEIGHT GLE USE ITEM WHERE LBS US
APPEARANCE HARDNESS HP KILLS MODIFIED KIT / TOOL APPEARANCE HARDNESS HP		WEAKNESS PREREQUISITES USE LIMIT USE USE	LOOT & SINC	WEIGHT GLE USE ITEM WHERE LBS UE
APPEARANCE HARDNESS HARDNESS HARDNESS HPEARANCE HPEARANCE		WEAKNESS PREREQUISITES USE LIMIT USE USE PROPERTIES WEAKNESS	LOOT & SINC	WEIGHT GLE USE ITEM WHERE LBS U
APPEARANCE HARDNESS HP KILLS MODIFIED KIT / TOOL APPEARANCE HARDNESS HP		WEAKNESS PREREQUISITES USE LIMIT USE USE PROPERTIES WEAKNESS	LOOT & SINC	WEIGHT GLE USE ITEM WHERE LBS U
APPEARANCE HARDNESS HP SKILLS MODIFIED SKILLS MODIFIED HARDNESS HP APPEARANCE HARDNESS HP SKILLS MODIFIED SKILLS MODIFIED SKILLS MODIFIED SKILLS MODIFIED HP	BYPASS DC	WEAKNESS PREREQUISITES USE LIMIT USE CONSUMED WEAKNESS PREREQUISITES USE LIMIT USE CONSUMED	LOOT & SINC	WEIGHT GLE USE ITEM WHERE LBS U
APPEARANCE HARDNESS HPARANCE H	BYPASS DC	WEAKNESS PREREQUISITES USE LIMIT USE LIMIT USE CONSUMED PROPERTIES WEAKNESS PREREQUISITES USE LIMIT USE CONSUMED PROPERTIES	LOOT & SINC	WEIGHT GLE USE ITEM WHERE LBS U
APPEARANCE HARDNESS HP SKILLS MODIFIED SKILLS MODIFIED HARDNESS HP APPEARANCE HARDNESS HP SKILLS MODIFIED SKILLS MODIFIED SKILLS MODIFIED SKILLS MODIFIED HP	BYPASS DC	WEAKNESS PREREQUISITES USE LIMIT USE LIMIT USE CONSUMED PROPERTIES WEAKNESS PREREQUISITES USE LIMIT USE CONSUMED PROPERTIES PROPERTIES USE LIMIT USE CONSUMED PROPERTIES WEAKNESS	LOOT & SINC	WEIGHT GLE USE ITEM WHERE LBS U
APPEARANCE HARDNESS HPARANCE H	BYPASS DC	WEAKNESS PREREQUISITES USE LIMIT USE LIMIT USE CONSUMED PROPERTIES WEAKNESS PREREQUISITES USE LIMIT USE CONSUMED PROPERTIES PROPERTIES USE LIMIT USE CONSUMED PROPERTIES WEAKNESS	LOOT & SINC	WEIGHT GLE USE ITEM WHERE LBS U
APPEARANCE HARDNESS HILS MODIFIED KIT / TOOL APPEARANCE HARDNESS HP SKILLS MODIFIED KIT / TOOL SKILLS MODIFIED SKILLS MODIFIED CONTAINER PPEARANCE	BYPASS DC BYPASS DC	WEAKNESS PREREQUISITES USE LIMIT USE CONSUMED WEAKNESS PREREQUISITES USE LIMIT USE CONSUMED WEAKNESS PROPERTIES WEAKNESS PROPERTIES WEAKNESS PROPERTIES WEAKNESS PREREQUISITES USE LIMIT USE CONSUMED Image: Construct of the second secon	LOOT & SINC	WEIGHT
APPEARANCE HARDNESS HARDNESS KILLS MODIFIED SKILLS MODIFIED APPEARANCE HARDNESS HARDNESS HARDNESS HARDNESS SKILLS MODIFIED SKILLS MODIFIED SKILLS MODIFIED SKILLS MODIFIED SKILLS MODIFIED SKILLS MODIFIED SCONTAINER APPEARANCE HARDNESS IMPEARANCE	BYPASS DC BYPASS DC	WEAKNESS PREREQUISITES USE LIMIT USE LIMIT USE CONSUMED PROPERTIES USE LIMIT WEAKNESS USE LIMIT PROPERTIES USE LIMIT WEAKNESS USE LIMIT PROPERTIES USE LIMIT VEAKNESS USE LIMIT PROPERTIES USE LIMIT VEAKNESS USE LIMIT PROPERTIES USE LIMIT VEAKNESS USE LIMIT USE CONSUMED USE CONSUMED	LOOT & SINC	WEIGHT
APPEARANCE HARDNESS HILS MODIFIED KIT / TOOL APPEARANCE HARDNESS HP SKILLS MODIFIED KIT / TOOL SKILLS MODIFIED SKILLS MODIFIED CONTAINER PPEARANCE	BYPASS DC BYPASS DC	WEAKNESS PREREQUISITES USE LIMIT USE LIMIT USE CONSUMED PROPERTIES	LOOT & SINC	WEIGHT
APPEARANCE HARDNESS HARDNESS KILLS MODIFIED SKILLS MODIFIED APPEARANCE HARDNESS HARDNESS HARDNESS HARDNESS SKILLS MODIFIED SKILLS MODIFIED SKILLS MODIFIED SKILLS MODIFIED SKILLS MODIFIED SKILLS MODIFIED SCONTAINER APPEARANCE HARDNESS IMPEARANCE	BYPASS DC BYPASS DC	WEAKNESS PREREQUISITES USE LIMIT USE CONSUMED PROPERTIES	LOOT & SINC	WEIGHT
APPEARANCE HARDNESS HP SKILLS MODIFIED	BYPASS DC BYPASS DC BYPASS DC VOLUME CAPACITY	WEAKNESS PREREQUISITES USE LIMIT USE CONSUMED PROPERTIES	LOOT & SINC	WEIGHT
APPEARANCE APPEARANCE HARDNESS HP KIT / TOOL APPEARANCE HARDNESS HP SKILLS MODIFIED KIT / TOOL APPEARANCE HARDNESS HP SKILLS MODIFIED CONTAINER APPEARANCE CONTAINER APPEARANCE CONTAINER APPEARANCE HARDNESS HP	BYPASS DC BYPASS DC BYPASS DC VOLUME CAPACITY	WEAKNESS PREREQUISITES USE LIMIT USE CONSUMED PROPERTIES	LOOT & SINC	WEIGHT
APPEARANCE HARDNESS HP SKILLS MODIFIED	BYPASS DC BYPASS DC BYPASS DC VOLUME CAPACITY	WEAKNESS PREREQUISITES USE LIMIT USE CONSUMED PROPERTIES	LOOT & SINC	WEIGHT
APPEARANCE APPEARANCE HARDNESS HP KIT / TOOL APPEARANCE HARDNESS HP SKILLS MODIFIED KIT / TOOL APPEARANCE HARDNESS HP SKILLS MODIFIED CONTAINER APPEARANCE CONTAINER APPEARANCE CONTAINER APPEARANCE HARDNESS HP	BYPASS DC BYPASS DC BYPASS DC VOLUME CAPACITY	WEAKNESS PREREQUISITES USE LIMIT USE CONSUMED PROPERTIES	LOOT & SINC	WEIGHT
APPEARANCE APPEARANCE HARDNESS HP KIT / TOOL APPEARANCE HARDNESS HP KIT / TOOL APPEARANCE HARDNESS HP SKILLS MODIFIED CONTAINER APPEARANCE HARDNESS HP CONTAINER APPEARANCE HARDNESS HP CONTAINER APPEARANCE HARDNESS HP CONTAINER APPEARANCE HARDNESS HP CONTAINER APPEARANCE HARDNESS HP CONTAINER APPEARANCE HARDNESS HP CONTAINER APPEARANCE HARDNESS HP CONTAINER APPEARANCE HARDNESS HP CONTAINER APPEARANCE HARDNESS HP CONTAINER APPEARANCE HARDNESS HP CONTAINER APPEARANCE HARDNESS HP CONTAINER APPEARANCE HARDNESS HP CONTAINER APPEARANCE HARDNESS HP CONTAINER APPEARANCE HARDNESS HP CONTAINER APPEARANCE HARDNESS HP CONTAINER APPEARANCE HARDNESS HP CONTAINER APPEARANCE HARDNESS HP CONTAINER APPEARANCE APPEARANCE HP CONTAINER APPEARANCE A	BYPASS DC BYPASS DC BYPASS DC VOLUME CAPACITY	WEAKNESS PREREQUISITES USE LIMIT USE CONSUMED PROPERTIES	LOOT & SINC	-



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

PAGE NUMBER	CLASS ABILITIES & FUNCTIONS	USES LEFT	USES TOTAL	USES FREQUENCY	DC TOTAL

BOOK PAGE	FEATS / FLAWS / HALF-FEATS	QUICK XP		RACIA	L TRAITS
		EXPER	RIENCE	POINTS	LANGUAGES
		LEVEL ADVAN	ICEMENT	EXPERIENCE	
		XP REQUIRI	EMENI	PROGRESSION	
		END OF SI XP TO		LA ECL	

USES LEFT	USES TOTAL	CLASS ABILITIES & FUNCTIONS	FEAT C	CHAINS	
_					
_	_				

USES LEFT TOTAL CLASS ABILITIES & FUNCTIONS 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					
		6ТН 7ТН					
		8TH					
 		9TH					
 							Z
 	CLOSE RAN 25 FT +5 PER 2 LEV	FT 100 F	T + 10 FT 40	NG RANGE 0 FT +40 FT PER LEVEL		×	0I1
						7	TAT
 				TION	TAT ATA TAT	NOI NA	MU RSA
 			ICENTRA IODIFIER + LE	VEL	ABJURATION CONJURATIO DIVINATION SNCHANTMI	CAT ISIO IRO	ANSMUTATIO IVERSAL
 		cu CA	RRENT EFFEC	TIVE VEL	ABJURATION CONJURATIO DIVINATION SNCHANTMI	EVOCATION ILLUSION NECROMAI	UNI UNI
 	L		SEN SCH				
 	OP	POSITI	ON SCHO	OOLS			
 	BONU	JS SAVI	NG AGA	INST _			
 		BONUS	5 TO SAV	EDC.			

SPELLS PER DAY / SPELLS KNOWN SPELLCASTER INFORMATION **TRANSMUTATION** SPELLS BONUS SPELL SPELL SPELLS SCHOOL ITEM 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 **ENCHANTMENT** KNOWN SAVE DC PER DAY SPELLS SPELLS SPELLS LEVEL NECROMANCY CONJURATION 0 0 ABJURATION DIVINATION **UNIVERSAL EVOCATION** 1ST ILLUSION CONCENTRATION 2ND MODIFIER + LEVEL 3RD CURRENT EFFECTIVE CASTER LEVEL 4TH **CHOSEN SCHOOL** 5TH **OPPOSITION SCHOOLS** 6TH **BONUS SAVING AGAINST** 7TH **BONUS TO SAVE DC** ____ 8TH 9TH **PERMANENT & CONTINUAL SPELLS ONGOING EFFECT** SPELL NAME CL TARGET **CONTINGENCY / GEAS / QUEST** _ _ SPELL NAME TARGET **REQUIREMENT SET** DAYS

CREATURE NAME	PRIMARY HABITAT / ECOLOGY ALI	GNMENT PLAYE	R NAME	FACE / SE	ENSES REACH
WAITING TIME & LEVEL BASE ATTACK RACIAL REPLACEMENT COST TOTAL BONUS TOTAL HD	(CONSTITUTION)	HAIR / FEATHERS SK CLASS ABILITY O ALERTNESS O DELIVER TOUCH	GRANTED SPECIAL ABILITY FEATS & ABILITIES		SCENT BONUS
DEX	WILL (WINDOM) + (Construction) NOTES:	 EMPATHIC LINK IMBUE WITH SPELLS IMPROVED EVASION IMPROVED FAMILIAR SCRV ON FAMILIAR 		SPEED GROUND AI FT.	RMORED
CHA	Image: Munifies CMB Fire SONIC Current TEMP Current Current Current Current </td <td> SCRY ON FAMILIAR SHARE SPELLS SPEAK WITH KIND SPEAK WITH MASTER SPELL RESISTANCE STORE SPELLS USED STORED </td> <td></td> <td>FLY FLY FLIGHT PF</td> <td>CLIMB SWIM SWIM RIMARY OVE TYPE FT.</td>	 SCRY ON FAMILIAR SHARE SPELLS SPEAK WITH KIND SPEAK WITH MASTER SPELL RESISTANCE STORE SPELLS USED STORED 		FLY FLY FLIGHT PF	CLIMB SWIM SWIM RIMARY OVE TYPE FT.
ATTACK CRITICAL DA WEAPON D/	AMAGE TYPE AMAGE RANGE AMAGE RANGE AMAGE RANGE RANGE RANGE	HIT POINTS MAX HP	TRAINED SKILLSKILLLISTOACROBATICSOCLIMBOESCAPE ARTIST	TOTAL BONUS	ABILITY USED = DEX = STR = DEX
ATTACK CRITICAL DA WEAPON DA		SUB-DUAL DAMAGE REDUCTION	 o FLY o INTIMIDATE o PERCEPTION o STEALTH 		= DEX = CHA = WIS = DEX
	AMAGE RANGE @	WICKED *K* GAMES - 2009	O SURVIVAL O SWIM		= WIS = STR =

CURRENT CURRENT BUIFING SCORE MODIFIER AMOUNT BUIFING TIME LEFT STR DEX CON VIS CHA CURRENT TEMP FULL AC+ TOUCH COL ELEC.	SIZE GENDER HEIGHT WHIGH TOTAL BUFF TIME FORTITUDE (CONSTITUTION) REFLEX (DEXTRRITY) WILL (WISDOM) H H MUUNITIES FIRE SONIC CURRENT TEMP H H H H H H H H H	TRICKS IEARNED	TRICKS ATTACK COME DEFEND DOWN FETCH GUARD HEEL PERFORM SEEK STAY	NAME N / FUR (COLOR / PATTERN) EYES TRAINED PURPOSE FEATS & SPECIAL ABILITIES	FACE / SPACE / VISION DISTANCE	REACH SCENT BONUS ATIVE TEMP C
FLATFOOT HP + ELEMENTAL RE	SISTANCES CMD FIRE SONIC CURRENT TEMP	0 0 0	TRACK WORK		FLIGHT QUALITY	PRIMARY MOVE TYPE FT.
ATTACK CRITICAL DA WEAPON D ATTACK CRITICAL DA	AMAGE TYPE AMAGE AMAGE TYPE AMAGE AMAGE TYPE AMAGE AMAGE AMAGE		NTS MAX HP	TRAINED SKILLSKILLLISTOACROBATICSOCLIMBOESCAPE ARTIST	TOTA BONU	L ABILITY USED = DEX = STR = DEX
ATTACK CRITICAL DA WEAPON D ATTACK CRITICAL DA	AMAGE TYPE AMAGE AMAGE TYPE AMAGE RANGE RANGE AMAGE TYPE AMAGE TYPE	BLEEDIN HIT POINT SUB-DU/ DAMAG	AL DAMAGE	 FLY INTIMIDATE PERCEPTION STEALTH SURVIVAL SWIM 		= DEX = CHA = WIS = DEX = WIS = STR
ATTACK CRITICAL DA	MAGE RANGE	© WICKEI	D "K" GAMES - 2009	0		_ =

FEAT CHAINS

USES	USES	CLASS ABILITIES & FU	INCTIONS POWFR	POINTS	DAILY /	KNOWN
LEFT	TOTAL					

MAXIMUM POWER POWER POINTS SAVE DC		POWERS KNOWN	POWER COST
	0		0
CURRENT REMAINING POWER POINTS	1ST		
MANIFESTATION	2ND		
POINT LIMIT	3RD		
	4TH		
WILD SURGE	5TH		
PSY-ENERVATION			
	6TH		
	7 TH		
SURGING EUPHORIA	8TH		
VOLATILE MIND	9ТН		
	, , ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		
CLOSE RANGE MEDILIN RANGE LONG RANGE 25 FT +5 FT IO FT +10 FT +40 FT +40 FT PER 2 LEVELS PER LEVEL PER LEVEL		MSI.	
PER 2 LEVELS PER LEVEL PER LEVEL			
	ZI	SO	
		ESI AB AD	
CONCENTRATION MODIFIER + LEVEL	Z Z		
	CLARSENTIENCE METACRATIVITY	PSY-KINESIS PSY-METABOLI PSY-PORTATION	FELEPATH
CURRENT EFFECTIVE	IV III	-YS -YS	E
MANIFESTER LEVEL	N W	PS PS	IE
CHOSEN DISCIPLINE			
BONUS SAVING AGAINST			
BONUS TO SAVE DC			

MODIFICATIONS / MATERIAL COMPOSITION TYPE SIZE REPLACEMENT COST MASTER BASE ATTACK POWER & WAITING TIME LEVEL BONUS TOTAL RESIST		ALIGNMENT PLAYER HT SHAPE / FORM OPAQU CLASS ABILITY		- SPACE REACH VISION SCENT DISTANCE BONUS
	SHITUTION) FILEX FLEX VIEL VILL VILL VILL VILL VILL VILL VILL	 O ALERTNESS O CHANNEL POWER O DELIVER TOUCH O FLIGHT O IMPROVED EVASION O IMPROVED PSICRYSTAL O PERSONALITY O POWER RESISTANCE O SELF-PROPULSION O SHARED POWERS O SIGHT LINK O SIGHTED O TELEPATHIC LINK 	FEATS & ABILITIES	INITIATIVE CURRENT TEMP + SPEEDS GROUND ARMORED FT BURROW CLIMB FT FLY SWIM FE FLY SWIM FE FLIGHT PRIMARY QUALITY MOVE TYPE
ATTACK CRITICAL DAMA WEAPON DAMA ATTACK CRITICAL DAMA WEAPON DAMA ATTACK CRITICAL DAMA WEAPON DAMA ATTACK CRITICAL DAMA	GE TYPE RANGE GE TYPE GE RANGE GE TYPE	O TELEPATHIC SPEECH HIT POINTS MAX HP III POINT MAX HP BLEEDING / WOUNDS HIT POINT LOSS ROUNDS SUB-DUAL DAMAGE	TRAINED SKILLS SKILL LIST 0 CLIMB 0 FLY 0 PERCPETION 0	FT TOTAL ABILITY BONUS STR STR STR STR STR STR STR S

MANIFESTER INFORMATION POWER POINTS DAILY / KNOWN

CLOSE RANGE 25 FT +5 FT PIR 2 LEVELS MEDIUM RANGE 100 FT +10 FT PIR LEVEL LONG RANGE 400 FT +40 FT PIR LEVEL HOU BT +40 FT PIR LEVEL	MAXIMUM POWER POINTS CURRENT REMAINING POWER POINTS MANIFESTATION POINT LIMIT WILD SURGE PSY-ENERVATION ELUDE TOUCH SURGING EUPHORIA VOLATILE MIND CONTTINGENC	POWER SAVE DCPOWER LEVELPOWERS KNOWNPOWER COST0001ST02ND03RD04TH05TH06TH07TH09TH09TH0
	NAME TARGET	REQUIREMENT SET DAYS

PAGE NUMBER	CLASS ABILITIES & FUNCTIONS	USES LEFT	USES TOTAL	USES FREQUENCY	DC TOTAL
_					_

USES USES TOTAL CLASS ABILITIES & FUNCTIONS

FEAT CHAINS

 	 	-		
 	 	-		
 			-	
 			·	
 			-	•
 				·
 		-		
			-	

USES USES CLASS ABILITIES & FUNCTIONS SPELLS PER DAY / SPELLS KNOWN

LLII	IOIAL							
		 SPELL SAVE DC	SPELL LEVEL	SPELLS PER DAY	BONUS SPELLS	SPELLS KNOWN	SCHOOL SPELLS	ITEM SPELLS
			0		0			
			1ST					
			2ND					
			3RD					
			4TH					
			5TH					
			6TH					
			7 TH					
			8TH					
			9TH					
		 CLOSE RAN 25 FT +5	FT 100 I		NG RANGE) FT +40 FT	E	I	NO
		 PER 2 LEV			PER LEVEL	Z	N ANCY	ATI
					§			AUT
				ICENTRA	ΓΙΟΝ	ABJUKATION CONJURATION DIVINATION ENCHANTMEI	EVOCATION ILLUSION NECROMAI	ANSMUTATION IVERSAL
				IODIFIER + LEV RRENT EFFEC			OC/ USI	
			CĂ	STER LE	VEL	EN CO	EV NE	UN UN
				SEN SCH	-			
				ON SCHO				
				NG AGA 5 TO SAV	_			
			DUNUS	5 10 5/10			- — — —	

SPELLCASTER INFORMATION SPELLS PER DAY / SPELLS KNOWN

CLOSE RANGE 25 FT +5 FT PER 2 LEVEL MEDIUM RANGE 100 FT +10 FT PER LEVEL LONG RANGE 100 FT +10 FT 100 FT +10 FT PER LEVEL LONG RANGE 100 FT +10 FT PER LEVEL RANGE 100 FT +10 FT 100 FT +10 FT +10 FT 100 FT +10 FT +10 FT 100 FT +10 FT +	SPELL SPELLS BONUS SPELLS SCHOOL ITEM SAVE DC LEVEL PER DAY SPELLS KNOWN SPELLS SPELLS 0 0 0 1 1 1 1 1 1ST 1 1 1 1 1 1 1 2ND 1 1 1 1 1 1 1 1 3RD 1 1 1 1 1 1 1 1 4TH 1 1 1 1 1 1 1 1
CHOSEN SCHOOL	STH S
SPELL NAME CL TARGET ONGOING EFFECT	CONTINGENCY / GEAS / QUEST SPELL NAME TARGET DAYS

CREATURE NAME PRIMARY HABITAT / ECOLOGY A	LIGNMENT PLAYER NAME	FACE / SENSES SPACE REACH
CREATURE RACE & ANY TEMPLATES TYPE SIZE GENDER HEIGHT WEIGHT WAITING TIME & LEVEL BASE ATTACK RACIAL REPLACEMENT COST TOTAL BONUS TOTAL HD FORTITUDE +	T HAIR / FEATHERS SKIN / FUR (COLOR / PATTERN) EYES CLASS ABILITY GRANTED SPECIAL ABILITY	VISION SCENT DISTANCE BONUS
CURRENT CURRENT BUFFING SCORE MODIFIER AMOUNT TIME LEFT DEX	 O ALERTNESS D DELIVER TOUCH O EMPATHIC LINK O IMBUE WITH SPELLS 	INITIATIVE CURRENT TEMP + SPEEDS
INT Image: Constraint of the second	O IMPROVED EVASION O IMPROVED FAMILIAR O SCRY ON FAMILIAR	GROUND ARMORED
CURRENT TEMP ELEMENTAL IMMUNITIES CMB FULL AC + ACID COLD ELEC. FIRE SONIC CURRENT TEMP TOUCH + Image: Cold	O SHARE SPELLS O SPEAK WITH KIND O SPEAK WITH MASTER O SPELL RESISTANCE	FT SWIM
HP HARDNESS ACID COLD ELEC. FIRE SONIC CURRENT TEMP BARDING PROPERTIES	O STORE SPELLS USED STORED SPELLS STORED HIT POINTS MAX HP TRAINED SIZELL LIST	FLIGHT PRIMARY QUALITY MOVE TYPE FT FT
ATTACK CRITICAL DAMAGE RANGE WEAPON DAMAGE TYPE ATTACK CRITICAL DAMAGE RANGE	TEMP HP O C C C C C C C C C C C C C C C C C C	BONUS USED = DEX = STR = DEX
WEAPON DAMAGE TYPE ATTACK CRITICAL DAMAGE RANGE WEAPON DAMAGE TYPE	BLEEDING / WOUNDS HIT POINT LOSS ROUNDS O FLY O INTIMIDATE O PERCEPTION	= DEX = DEX = CHA = WIS
ATTACK CRITICAL DAMAGE RANGE WEAPON DAMAGE TYPE	SUB-DUAL DAMAGE DAMAGE REDUCTION O STEALTH O SURVIVAL O SWIM © WICKED*K*GAMES - 2009 O O	= DEX = WIS = STR

CREATURE NAME PRIMARY HABITAT / ECOLOGY	ALIGNMENT PLAYER NAME	FACE / SENSES
CREATURE RACE TEMPLATES TYPE SIZE GENDER HEIGHT WEIG WAITING TIME & LEVEL BASE ATTACK RACIAL TOTAL BUFF TIME REPLACEMENT COST TOTAL BONUS TOTAL HD		DISTANCE BONUS
CURRENT CURRENT SCORE MODIFIER AMOUNT TIME LEFT CONSTITUTION + + + + + + + + + + + + + + + + + + +	O ATTACK FEATS & SPECIAL O COME	ABILITIES URRENT TEMP
DEX Image: Constant state Will (Visboth) + Image: Constant state Image: Constant s	O DEFEND O DOWN O FETCH	SPEEDS GROUND ARMORED
WIS Image: Constraint of the second	O GUARD O HEEL O PERFORM	BURROW CLIMB
FULL AC + ACID COLD ELEC. FIRE SONIC CURRENT TEMP TOUCH + - - - - + -	O SEEK	FLY SWIM
FLATFOOT + ELEMENTAL RESISTANCES CMD HP HARDNES ACID COLD ELEC. FIRE SONIC CURRENT TEMP BARDING PROPERTIES Image: Cold temperature	O TRACK O WORK O	FLIGHT PRIMARY QUALITY MOVE TYPE FT. FT.
WEAPON DAMAGE TYPE ATTACK CRITICAL DAMAGE RANGE RANGE		L LIST TOTAL ABILITY BONUS USED
WEAPON DAMAGE TYPE ATTACK CRITICAL DAMAGE RANGE	TEMP HP O ACROBATICS O CLIMB O ESCAPE ARTIST	= DEX = STR = DEX
WEAPON DAMAGE TYPE ATTACK CRITICAL DAMAGE RANGE	BLEEDING / WOUNDS O FLY HIT POINT LOSS ROUNDS O INTIMIDATE O PERCEPTION	= DEX = CHA = WIS
WEAPON DAMAGE TYPE ATTACK CRITICAL DAMAGE WEAPON DAMAGE TYPE	SUB-DUAL DAMAGE DAMAGE REDUCTION O STEALTH O SURVIVAL O SWIM	= DEX = WIS = STR
ATTACK CRITICAL DAMAGE RANGE	© WICKED *K" GAMES - 2009 O	= 51K

FEAT CHAINS



MANIFESTER INFORMATION POWER POINTS DAILY / KNOWN CLOSE RANGE 25 FT +5 FT PER 2 LEVELS MEDIUM RANGE LONG RANGE POWER POWER POWERS POWER **PSY-METABOLISM** MAXIMUM POWER POINTS 100 FT + 10 FT PER LEVEL 400 FT +40 FT PER LEVEL SAVE DC KNOWN COST LEVEL **CLARSENTIENCE** METACRATIVITY **PSY-PORTATION** 0 0 CURRENT REMAINING **PSY-KINESIS POWER POINTS** 1ST TELEPATHY CONCENTRATION 2ND MANIFESTATION MODIFIER + LEVEL POINT LIMIT 3RD CURRENT EFFECTIVE 4TH WILD SURGE **MANIFESTER LEVEL** 5TH **PSY-ENERVATION CHOSEN DISCIPLINE** 6TH **BONUS SAVING AGAINST ELUDE TOUCH** 7TH BONUS TO SAVE DC SURGING EUPHORIA 8TH **VOLATILE MIND INCARNATE & CONTINUAL POWERS** 9TH POWER CL TARGET **ONGOING EFFECT CONTINGENCY / GEAS / QUEST REQUIREMENT SET** NAME TARGET DAYS _ _ _

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

	MAXIMUM POWER POINTS CURRENT REMAINING POWER POINTS MANIFESTATION POINT LIMIT MANIFESTATION POINT LIMIT WILD SURGE PSY-ENERVATION ELUDE TOUCH SURGING EUPHORIA	POWER SAVE DC	POWER LEVEL O IST 2ND 3RD 4TH 5TH 6TH 7TH 8TH	POWERS KNOWN	POWER COST 0
	25 FT +5 FT 100 FT + 10 FT 400	LINE [INST [HT6 HT6 METACRATIVITY	BY-KINESIS BY-METABOLISM BY-METABOLISM BY-PORTATION	

CREATURE NAME	PERSONALITY	ALIGNMENT PLAY	ËR NAMË	FACE / SENSES SPACE / REACH
MODIFICATIONS / MATERIAL COMPOSITION TYPE REPLACEMENT COST MASTER BASE ATTACK POWER & WAITING TIME LEVEL BONUS TOTAL RESIST	SIZE GENDER HEIGHT WEIGH TOTAL BUFF TIME FORTITUDE +	T SHAPE / FORM OP/	QUE COLOR / PATTERN / TEXTURE PERSONALITY BENEFIT	VISION SCENT DISTANCE BONUS
CURRENT CURRENT BUIFING BUIFING SCORE MODIFIER AMOUNT TIME LEFT	(CONSTITUTION)	 O ALERTNESS O CHANNEL POWER O DELIVER TOUCH 	FEATS & ABILITIES	INITIATIVE CURRENT TEMP
DEX	WILL (VISDOM) + I	 O DELIVER TOUCH O FLIGHT O IMPROVED EVASION O IMPROVED EVASION 		SPEEDS GROUND ARMORED
WIS CHA BASE TEMP ELEMENTAL II	MMUNITIES CMB	 O IMPROVED PSICRYSTA O PERSONALITY O POWER RESISTANCE C STLE DROPHYCION 		BURROW CLIMB
HARDNESS + ACID COLD ELEC CURRENT TEMP FULL AC + ELEMENTAL R	+	 O SELF-PROPULSION O SHARED POWERS O SIGHT LINK 		FLY SWIM
TOUCH + ACID COLD ELECTION TALL R FLATFOOT + ACID COLD ELECTION TALL R	••••••	 O SIGHTED O TELEPATHIC LINK O TELEPATHIC SPEECH 		FLIGHT PRIMARY QUALITY MOVE TYPE FT.
ATTACK CRITICAL D	AMAGE TYPE RANGE	HIT POINTS MAX HP	O CLIMB	TOTAL ABILITY BONUS USED
ATTACK CRITICAL D	AMAGE TYPE AMAGE RANGE DAMAGE TYPE		O FLY O PERCPETION	= DEX = WIS
ATTACK CRITICAL D	AMAGE RANGE	BLEEDING / WOUNDS HIT POINT LOSS ROUNDS	0 0	= =
	AMAGE RANGE	SUB-DUAL DAMAGE DAMAGE REDUCTION	0 0 0	= = =
ATTACK CRITICAL D	AMAGE RANGE	© WICKED "K" GAMES - 200	9 0	=

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]

PAGE FEATS & BOINUS TRAITS	PORTRAIT / SYMBOL / ART	PAGE / BOOK	CLASS & RACIAL ABILITIES
PAGE FEATS & BOINUS TRAITS			
PAGE FEATS & BOINUS TRAITS			
PAGE FEATS & BOINUS TRAITS			
PAGE FEATS & BOINUS TRAITS			
PAGE FEATS & BOINUS TRAITS			
PAGE FEATS & BOINUS TRAITS			
PAGE FEATS & BOINUS TRAITS			
QUICK QUICK RACIAL TRAITS QUICK QUICK RACIAL TRAITS QUICK QUICK RACIAL TRAITS QUICK QUICK RACIAL TRAITS QUICK RACIAL TRAITS QUICK QUICK RACIAL TRAITS QUICK QUICK RACIAL TRAITS QUICK RESPECT RESPECT RESPECT	BOOK FEATS & BONUS TRAITS		
XP KACIAL IKAITS XP KAITS </td <td>PAGE</td> <td></td> <td></td>	PAGE		
XP KACIAL IKAITS XP KAITS </td <td></td> <td></td> <td></td>			
XP KACIAL IKAITS XP KAITS </th <th></th> <th></th> <th></th>			
LEVEL ADVANCEMENT EXPERIENCE XP REQUIREMENT PROGRESSION			RACIAL IRAIIS
LEVEL ADVANCEMENT EXPERIENCE XP REQUIREMENT PROGRESSION		-	
LEVEL ADVANCEMENT EXPERIENCE XP REQUIREMENT PROGRESSION		-	
LEVEL ADVANCEMENT EXPERIENCE XP REQUIREMENT PROGRESSION		_	
LEVEL ADVANCEMENT EXPERIENCE XP REQUIREMENT PROGRESSION		-	
LEVEL ADVANCEMENT EXPERIENCE XP REQUIREMENT PROGRESSION		-	
XP REQUIREMENT PROGRESSION		– EXPER	RIENCE POINTS LANGUAGES
		LEVEL ADVAN XP REQUIR	CEMENT EXPERIENCE EMENT PROGRESSION
END OF SESSION +LA ECL		END OF S	

PORTRAIT / SYMBOL / ART	RACIAL TRAITS	QUICK XP	BOOK PAGE	FEATS & BONUS TRAITS
		-		
		-		
		-		
		-		
		-		
CLASS & RAC	AL ABILITIES			
			EXPE	RIENCE POINT LANGUAGES
			LEVEL ADVA XP REQUI	ANCEMENT EXPERIENCE IREMENT PROGRESSION
			END OF XP T	SESSION +LA ECL

												SPACE	REACH
CREATURE NAME			PRIMAR	Y HABITAT / ECOLOGY	ALIGNM	AENT	PLA	YER NAME					
												VISION	SCENT
CREATURE BASE FORM /	/ OUTSIE	DER TYPE	TYPE SIZE GEN	NDER HEIGHT	WEIGHT	HAIR / FEA	THERS	SKIN / FUR (C	OLOR / PATT	TERN)	EYES	DISTANCE	BONUS
	DA	E ATTACK					©	WICKED	"K" CAI	MES - 5	009		
FREE EVOLUTION		SE ATTACK NUS TOTAL	INITIATIVE	HIT POINTS		ABILI			BUFFING		TEMPERARY		
			START TOTAL			SCO	RE SCORE		AMOUNT	TIME LEFT	CHANGES	SPE	EDS
						ST	R					GROUND	ARMORED
		OL MASTER			TEMP HP								
		ED LEVEL	DELAYING TO			DE	X					FT.	
EVOLUTION POOL						CO	N					BURROW	CLIMB
1002													
TO	TAL I	BUFF TIME	TEMPORARY MODIFIER			IN	Τ					FT.	
FORTITUDE	_ +					WI	S					FLY	SWIM
(CONSTITUTION)													
REFLEX						CH	A					FT	
(DEXTERITY)	+			BLEEDING / V	wounds	ARM	OR CHECK	SPELL	ARCAN	JE DA	MAGE	FLIGHT	PRIMARY
				HIT POINT LOSS	ROUNDS	Pl	ENALTY	RESISTANC	E FAIL 9	6 REDU	ICTION	QUALITY	MOVE TYPE
WILL (WISDOM)	+												FT.
001/B//E 1//11/E//////		TAL BUFF			BUFF TIME	TRAIN		T		TOTAL	POOL		
COMBAT MANEUVER BASE / BONU		+	COMBAT MANE DEFENS			SKILL	≝ SKII	LL NAN	AES	BONUS	COST	EVOLU	ITIONS
TOT	TAL E	SUFF TIME	ENHANCE H		SISTED	0	ACROBATIC	S					
FULL AC	+		ARMOR	ACI	D COLD	0	APPRAISE						
			ENHANCE H			0	BLUFF						
тоисн			SHIELD		C. FIRE	0	CLIMB						
rouen	Ť												
			ENHANCE H	P HARDNESS SON	IC	0	CRAFT						
FLATFOOT	+		ITEM			0	CRAFT						
			DD ODED THE			0	CRAFT						
АММО ТҮРЕ		MW / ENCH	PROPERTIES			0	DIPLOMACY	(
АММО ТҮРЕ		MW / ENCH	PROPERTIES			0	DISABLE DE	VICE					
АММО ТҮРЕ		MW / ENCH	PROPERTIES					VICE					
АММО ТҮРЕ		MW / ENCH	PROPERTIES			0	DISGUISE						
						0	ESCAPE ART	IST					
АММО ТҮРЕ		MW / ENCH	PROPERTIES			0	FLY						
АММО ТҮРЕ		MW / ENCH	PROPERTIES			0	HANDLE AN	JIMAL					
АММО ТҮРЕ		MW / ENCH	PROPERTIES			0	HEAL						
							INTIMIDATE						
WEAPON			AMMO/US	E RA	NGE	0							
DMG TYPE	SIZE	HP	HARDNES	S RI	EACH	0	KNOWLEDO	GE [ARCANA]					
ATTACK		DAMA	\GE	CRITICAL		0	KNOWLEDO	ge [dungeo]	NEERING]				
ATK BUFF		DMG B	RUFF	DURATION		0	KNOWLEDO	GE [ENGINEER	RING]				
		Dinto i		Dentrition		0	KNOWLEDO	GE [GEOGRAF	PHY]				
WEAPON			AMMO/US	E RA	NGE	0		GE [HISTORY]					
DMG TYPE	SIZE	HP	HARDNES	S RI	EACH								
ATTACK		DAMA		CRITICAL		0	KNOWLEDC		I				
						0	KNOWLEDC	E [NATURE]			FEA	TS & AB	ILITIES
ATK BUFF		DMG B	SUIFF	DURATION		0	KNOWLEDC	GE [NOBILITY]				
WEAPON			AMMO/US	E	NGE	0	KNOWLEDC	ge [planes, ti	HE]				
	01775	LID -				0		e [religion]					
	SIZE	HP	HARDNES		EACH	0	KNOWLEDC						
ATTACK		DAMA		CRITICAL									
ATK BUFF		DMG B	UFF	DURATION		0	LINGUISTIC						
WEADON				r .	NCE	0	PERCEPTION	1					
WEAPON			AMMO/US		NGE	0	PERFORM						
DMG TYPE	SIZE	HP	HARDNES	S RI	EACH	0	PERFORM						
ATTACK		DAMA	AGE	CRITICAL		0							
ATK BUFF		DMG B	TIFF	DURATION									
		Danio D				0							
WEAPON			AMMO/US	E RA	NGE	0	PROFESSION						
DMG TYPE	SIZE	HP	HARDNES	S RI	EACH	0	RIDE						
ATTACK		DAMA		CRITICAL		0	SENSE MOTI	VE					
						0	SLEIGHT OF	HAND					
ATK BUFF		DMG B	SUIFF	DURATION			SPELLCRAFT						
WEAPON			AMMO/US	E	NGE								
	SIZE	LID -					STEALTH						
	SIZE	HP	HARDNES		EACH	0	SURVIVAL						
ATTACK		DAMA	AGE	CRITICAL		0	SWIM						
ATK BUFF		DMG B	UFF	DURATION		0	USE MAGIC	DEVICE					
						-							

FACE / SENSES

© WICKED "K" GAMES - 2009	CREATURE NAME PRIMARY HABITAT / ECOL	OGY ALIGNMENT PLAYER NAME
ABILITY CURRENT CURRENT BUFFING BUFFING TEMPERARY		
SCORE SCORE MODIFIER AMOUNT TIME LEFT CHANGES	CRÉATURE BASE FORM / OUTSIDER TYPE TYPE SIZE GENDER HEIGH	T WEIGHT HAIR / FEATHERS SKIN / FUR (COLOR / PATTERN) EYES
	FREE EVOLUTIONS BASE ATTACK BONUS TOTAL FACE / SENSES SPACE REACH	L SKILL NAMES TOTAL POOL EVOLUTIONS
	SKI	L SKILL NAMES BONUS COST EVOLUTIONS
		ACROBATICS
	POOL MASTER VISION SCENT USED LEVEL DISTANCE BONUS O	APPRAISE
WIS	EVOLUTION O	BLUFF
CHA	POOL TOTAL BUFF TIME O	CLIMB
ARMOR CHECK SPELL ARCANE DAMAGE PENALTY RESISTANCE FAIL % REDUCTION	NOW START BASE / BONUS +	
	COMBAT MANEUVER + 00 DEFENSE + 0	
TOTAL BUFF TIME ENHANCE HP HARDNESS	RESISTED	
FULL AC + ARMOR	ACID COLD HIT POINTS MAX HP VARIOUS O	
ENHANCE HP HARDNESS		DISGUISE
TOUCH + SHIELD	GROUND ARMORED	ESCAPE ARTIST
ENHANCE HP HARDNESS	SONIC	HANDLE ANIMAL
FLATFOOT + ITEM	BUD DOW CLIMP	HEAL
WEAPON AMMO/USE		INTIMIDATE
DMG TYPE SIZE HP HARDNESS	FT FT O	KNOWLEDGE [ARCANA]
ATTACK DAMAGE CRITICA	SNEAK SWIM	
ATK BUFF DMG BUFF DURATIO		KNOWLEDGE [ENGINEERING]
	BLEEDING / WOUNDS FLY FLIGHT O	KNOWLEDGE [GEOGRAPHY]
WEAPON AMMO/USE		KNOWLEDGE [HISTORY]
DMG TYPE SIZE HP HARDNESS		KNOWLEDGE [LOCAL]
ATTACK DAMAGE CRITICA		KNOWLEDGE [NATURE] FEATS & ABILITIES
ATK BUFF DMG BUFF DURATIO	FORTITUDE + O	KNOWLEDGE [NOBILITY]
WEAPON AMMO/USE	RANGE	KNOWLEDGE [PLANES, THE]
DMG TYPE SIZE HP HARDNESS	REACH REFLEX + O	KNOWLEDGE [RELIGION]
ATTACK DAMAGE CRITICA		KNOWLEDGE
ATK BUFF DMG BUFF DURATIO	(WISDOM)	
WEAPON AMMO/USE	RANGE	PERCEPTION
DMG TYPE SIZE HP HARDNESS	REACH	PERFORM PERFORM
ATTACK DAMAGE CRITICA		PERFORM
ATK BUFF DMG BUFF DURATIO		PROFESSION
WEAPON AMMO/USE		PROFESSION
	AMMOTIFE MW/ENCH	RIDE
DMG TYPE SIZE HP HARDNESS ATTACK DAMAGE CRITICA	REACH	SENSE MOTIVE
ATTACK DAMAGE CKITICA ATK BUFF DMG BUFF DURATIO		SLEIGHT OF HAND
		SPELLCRAFT
WEAPON AMMO/USE		STEALTH
DMG TYPE SIZE HP HARDNESS		SURVIVAL
ATTACK DAMAGE CRITICA		SWIM
ATK BUFF DMG BUFF DURATIO	i PROPERTIES O	USE MAGIC DEVICE

PAGE NUMBER	CLASS ABILITIES & FUNCTIONS	USES LEFT	USES TOTAL	USES FREQUENCY	DC тота
	FEATS / FLAWS / HALE-FEATS QUICK R				
BOOK PAGE	FEATS / FLAWS / HALF-FEATS QUICK RA	ACIA		RAITS	
	EXPERIENCE POI	INTS	L	ANGUAG	ES
	LEVEL ADVANCEMENT EXPER XP REQUIREMENT PROGR	EIENCE ESSION			
	END OF SESSION XP TOTAL +LA	ECL			

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

FEAT CHAINS

						_			_		
						_					
						_					
						_	_				
						_					
						_	-				-
						-	-				
											-
						-	-				-
						_			_		
						_	-				
						_	-				
						_	-				
						-					
						_	-				
						_	-				
						_	-				
			 			_					
						_	_				
						_					
						_					
						_					
						_	-				-
						_	-				
						_					-
						_	-				•
	TT A			I C_C	елтс	QUICK		R		I TDA	ITC
PAGE		ATS / I	, , , , , , , , , , , , , , , , , , ,			XP		111		L TRA	
BOOK PAGE			, 11A			XP					
PAGE			, , , , , , , , , , , , , , , , , , ,			ХР					
PAGE		A1571	, , , , , , , ,			XP					
PAGE		<u> </u>	, , , , , , , , , , , , , , , , , , , ,			XP					
PAGE		AIS / I	, , , , , , , , , , , , , , , , , , ,			XP					
PAGE						ХР					
PAGE						ХР					
PAGE						XP					
PAGE						XP					
PAGE						XP					
PAGE						XP					
PAGE						XP					
PAGE						XP					
DOOK PAGE						XP					
DOOK PAGE						XP					
DOOK PAGE						XP					
DOOK PAGE						XP					
DOOK PAGE						ХР					
Dook PAGE						ХР					GUAGES
DOOK PAGE						XP		CE POI			
DOOK PAGE						ХР		CE POI			
						XP		CE POI			
						XP		CE POI			
						XP		CE POI			
						XP		CE POI			

USES USES CLASS ABILITIES & FUNCTIONS SPELLS PER DAY / SPELLS KNOWN

BOOK FEATS / FLAWS / HALF-FEATS BOOK FEATS / FLAWS / HALF-FEATS Image: Image	SPELL SPELLS PER DAY SPELLS SCHOOL ITEM 0 0 0 0 0 SPELLS SPELLS <td< th=""></td<>
	EXPERIENCE POINTS LANGUAGES
	LEVEL ADVANCEMENT EXPERIENCE XP REQUIREMENT PROGRESSION
	END OF SESSION +LA ECL

CREATURE NAME PRIMARY HABITAT / ECOLOGY	ALIGNMENT PLAYER NAME	- FACE / SENSES SPACE REACH
WAITING TIME & LEVEL BASE ATTACK RACIAL TOTAL BUFF TIM REPLACEMENT COST TOTAL BONUS TOTAL HD FORTITUDE	GRANTED SPECIAL ABILITY	VISION SCENT DISTANCE BONUS
CURRENT CURRENT CURRENT CURRENT CURRENT TIME LEFT CURRENT CURRENT TIME LEFT CURRENT TIME LEFT CURRENT TIME LEFT COEXITERITY)	O ALERTNESS O DELIVER TOUCH	INITIATIVE CURRENT TEMP
DEX Image: Will with the second	O EMPATHIC LINK O IMBUE WITH SPELLS O IMPROVED EVASION	SPEEDS GROUND ARMORED
WIS Image: Characteristic state CHA Image: Characteristic state	O IMPROVED FAMILIAR O SCRY ON FAMILIAR O SHARE SPELLS	BURROW CLIMB
CURRENT TEMP ELEMENTAL IMMUNITIES CMB FULL AC + ACID COLD ELEC. FIRE SONIC CURRENT TEM TOUCH + - <td>O CDEAK WITTLEKININ</td> <td>FT FLY SWIM</td>	O CDEAK WITTLEKININ	FT FLY SWIM
FLATFOOT + ELEMENTAL RESISTANCES CMD HP HARDNISS ACID COLD ELEC. FIRE SONIC CUIRENT TEM		FT FLIGHT PRIMARY
BARDING PROPERTIES + WEAPON DAMAGE TYPE	SPELLS STORED	TOTAL ABILITY
ATTACK CRITICAL DAMAGE RANGE WEAPON DAMAGE TYPE	Skills Skills O ACROBATICS TEMP HP O O CLIMB	BONUS USED = DEX = STR
ATTACK CRITICAL DAMAGE RANGE WEAPON DAMAGE TYPE	BLEEDING / WOUNDS O ESCAPE ARTIST	= 51K = DEX = DEX
ATTACK CRITICAL DAMAGE RANGE WEAPON DAMAGE TYPE	HIT POINT LOSS ROUNDS O INTIMIDATE O PERCEPTION SUB-DUAL DAMAGE O STEALTH	= CHA = WIS = DEX
ATTACK CRITICAL DAMAGE RANGE WEAPON DAMAGE TYPE	DAMAGE REDUCTION O SURVIVAL O SWIM	= DEX = WIS = STR
ATTACK CRITICAL DAMAGE RANGE	© WICKED*K" GAMES - 2009 O	=
SPELLCASTER INFORMATION	SPELLS PER DAY / SPELLS	KNOWN
SPELLCASTER INFORMATION CLOSE RANGE MEDIUM RANGE 25 FT +5 FT 100 FT +10 FT PIR 2 LEVEL PUR LEVEL	SPELLS PER DAY / SPELLS SPELL SPELL BONUS SPELLS SAVE DC LEVEL PER DAY SPELLS SPELLS	KNOWN SCHOOL ITEM SPELLS SPELLS
CLOSE RANGE MEDIUM RANGE LONG RANGE 25 FT +5 FT PER 2 LEVEL PER LEVEL PER LEVEL PER LEVEL Z LEVEL	SPELL SPELL SPELLS BONUS SPELLS	SCHOOL ITEM
CLOSE RANGE 25 FT +5 FT PER 2 LEVELS	SPELL SPELL SPELLS BONUS SPELLS SAVE DC LEVEL PER DAY SPELLS KNOWN 0 0 0	SCHOOL ITEM
CLOSE RANGE 25 FT +5 FT PER 2 LEVELS CONCENTRATION	SPELL SPELL SPELLS BONUS SPELLS SAVE DC LEVEL PER DAY SPELLS KNOWN 0 0 0 0 0 1ST 0 0 0 0 2ND 0 0 0 0 3RD 0 0 0 0 4TH 0 0 0 0	SCHOOL ITEM
CLOSE RANGE 25 FT +5 FT PER 2 LEVEL MEDIUM RANGE 100 FT +10 FT PER LEVEL HONG RANGE 100 FT +10 FT PER LEVEL HONG RANGE 100 FT +10 FT PER LEVEL NOT NO NOT NOT NOT NO CONCENTRATION MODIFIER + LEVEL CURRENT EFFECTIVE CASTER LEVEL	SPELL SPELL SPELLS BONUS SPELLS SAVE DC LEVEL PER DAY SPELLS KNOWN 0 0 0 0 0 1ST 0 0 0 0 2ND 0 0 0 0 3RD 0 0 0 0 4TH 0 0 0 0 6TH 0 0 0 0	SCHOOL ITEM
CLOSE RANGE 25 FT +5 FT PER 2 LEVEL MEDIUM RANGE 100 FT +10 FT PER LEVEL CONCENTRATION MODIFIER + LEVEL CONCENTRATION MODIFIER + LEVEL CURRENT EFFECTIVE CASTER LEVEL CHOSEN SCHOOL OPPOSITION SCHOOLS BONUS SAVING AGAINST BONUS TO SAVE DC	SPELL SPELL SPELLS BONUS SPELLS SAVE DC LEVEL PER DAY SPELLS SPELLS KNOWN 0 0 0 0 0 0 1ST 0 0 0 0 0 2ND 0 0 0 0 0 3RD 0 0 0 0 0 0 4TH 0 0 0 0 0 0 0 5TH 0	SCHOOL ITEM
CLOSE RANGE 25 FT +5 FT PER 2 LEVEL MEDIUM RANGE 100 FT +10 FT PER LEVEL LONG RANGE 400 FT +40 FT PER LEVEL LONG RANGE 400 FT +40 FT PER LEVEL CONCENTRATION MODIFIER + LEVEL NOTURUN ROULVEND CONCENTRATION MODIFIER + LEVEL NOTURUN ROULVEND RO	SPELL SPELL SPELLS BONUS SPELLS SAVE DC LEVEL PER DAY SPELLS KNOWN 0 0 0 0 0 1ST 0 0 0 0 2ND 0 0 0 0 3RD 0 0 0 0 4TH 0 0 0 0 5TH 0 0 0 0 6TH 0 0 0 0 0 9TH 0 0 0 0 0 0	SCHOOL ITEM SPELLS SPELLS
CLOSE RANGE 25 FT +5 FT PER 2 LEVEL CONCENTRATION MODIFIER + LEVEL CONCENTRATION MODIFIER + LEVEL CURRENT FFFECTIVE CASTER LEVEL CHOSEN SCHOOL OPPOSITION SCHOOLS BONUS SAVING AGAINST BONUS TO SAVE DC PER MANENT & CONTINUAL SPELLS	SPELL SPELLS BONUS SPELLS SAVE DC LEVEL PER DAY SPELLS KNOWN 0 0 0 0 0 1 1ST 0 0 0 2ND 0 0 0 0 3RD 0 0 0 0 3RD 0 0 0 0 4TH 0 0 0 0 6TH 0 0 0 0 7TH 0 0 0 0 9TH 0 0 0 0 CONTINGENCY / GEAS / C 0 0 0	SCHOOL ITEM SPELLS SPELLS
CLOSE RANCE 25 FT +5 FT PR 2 LEVEL MEDIUM RANGE 100 FT +10 FT PR LEVEL LONG RANGE 400 FT +40 FT PER LEVEL LONG RANGE 400 FT +40 FT 400 FT +40 FT LONG RANGE 400 FT +40 FT	SPELL SPELLS BONUS SPELLS SAVE DC LEVEL PER DAY SPELLS KNOWN 0 0 0 0 0 1 1ST 0 0 0 2ND 0 0 0 0 3RD 0 0 0 0 4TH 0 0 0 0 6TH 0 0 0 0 7TH 0 0 0 0 9TH 0 0 0 0	SCHOOL ITEM SPELLS SPELLS
CLOSE RANCE 25 FT +5 FT PR 2 LEVEL MEDIUM RANGE 100 FT +10 FT PR LEVEL LONG RANGE 400 FT +40 FT PER LEVEL LONG RANGE 400 FT +40 FT 400 FT +40 FT LONG RANGE 400 FT +40 FT	SPELL SPELLS BONUS SPELLS SAVE DC LEVEL PER DAY SPELLS KNOWN 0 0 0 0 0 1 1ST 0 0 0 2ND 0 0 0 0 3RD 0 0 0 0 4TH 0 0 0 0 6TH 0 0 0 0 7TH 0 0 0 0 9TH 0 0 0 0	SCHOOL ITEM SPELLS SPELLS
CLOSE RANCE 25 FT +5 FT PR 2 LEVEL MEDIUM RANGE 100 FT +10 FT PR LEVEL LONG RANGE 400 FT +40 FT PER LEVEL LONG RANGE 400 FT +40 FT 400 FT +40 FT LONG RANGE 400 FT +40 FT	SPELL SPELLS BONUS SPELLS SAVE DC LEVEL PER DAY SPELLS KNOWN 0 0 0 0 0 1 1ST 0 0 0 2ND 0 0 0 0 3RD 0 0 0 0 4TH 0 0 0 0 6TH 0 0 0 0 7TH 0 0 0 0 9TH 0 0 0 0	SCHOOL ITEM SPELLS SPELLS

							CE / SENSES
CREATURE NAME	1	PRIMARY HABITAT / ECOLOGY	ALIGNMENT	PLAYER 1	NAME		
CREATURE RACE TEMPLATES	TYPE SIZE		GHT HAIR / H	FEATHERS SKIN	/ FUR (COLOR / PATTERN)		ION SCENT ANCE BONUS
	IS TOTAL HD	TOTAL BUFF TIME		TRICKS	TRAINED PUP	RPOSE	
	BUFFING BUFFING			ATTACK		A DIL UTILO	NITIATIVE
SCORE MODIFIER A		FLEX +	0	COME	FEATS & SPECIAL	ABILITIES CUR	RENT TEMP
DEX		/ILL +	0	DEFEND			SPEEDS
	(W) NOTES:	ISDOM)		DOWN		GRO	UND ARMORED
INT				FETCH GUARD			FT
				HEEL		BUR	ROW CLIMB
FULL AC	ELEMENTAL IMMU		0	PERFORM			FT
	TID COLD ELEC. FI	RE SONIC CURRENT TEMP	ο	SEEK		F	LY SWIM
TOUCH +			0	STAY			FT.
FLATFOOT + E	LEMENTAL RESIST 71D COLD ELEC. FI	FANCES CMD re sonic current temp	0	TRACK WORK			GHT PRIMARY MOVE TYPE
BARDING PROPERTIES		+	0				FL
WEAPON		GE TYPE		NTS MAX HP	TRAINED SKILL	IICT	TOTAL ABILITY
	CRITICAL DAMA		1		TRAINED SKILLS SKILL		BONUS USED
WEAPON		GE TYPE		TEMP HP	O ACROBATICS		= DEX
	CRITICAL DAMA		il		O CLIMBO ESCAPE ARTIST		= STR
WEAPON	DAMA	GE TYPE		G / WOUNDS	O FLY		= DEX = DEX
	CRITICAL DAMA		BLEEDIN HIT POINT I		O INTIMIDATE		= CHA
WEAPON	DAMA	GE TYPE	j L		O PERCEPTION		= WIS
ATTACK	CRITICAL DAMA	GE RANGE	SUB-DUA		O STEALTH		= DEX
WEAPON	DAMA	GE TYPE	1		O SURVIVAL O SWIM		= WIS = STR
ATTACK	CRITICAL DAMA	GE RANGE	© WICKED	"K" GAMES - 2009	0		=
SPELI CASTE	R INFOR	MATION	SPFI	IS PFR	DAY / SP	FLIS K	NOWN
SPELLCASTE	ER INFOR	_			DAY / SP		
CLOSE RANGE MEDIUM RANGE LO 25 FT +5 FT 100 FT + 10 FT 40	DNG RANGE 10 FT +40 FT	L	SPELL SAVE DC	SPELL SP	ELLS BONUS	ELLS K SPELLS SCH KNOWN SPE	OOL ITEM
CLOSE RANGE MEDIUM RANGE LO 25 FT +5 FT 100 FT + 10 FT 400	ONG RANGE O FT +40 FT PER LEVEL	ENT CY ATION	SPELL	SPELL SP	ELLS BONUS	SPELLS SCH	OOL ITEM
CLOSE RANGE MEDIUM RANGE LO 25 FT +5 FT 100 FT + 10 FT 40	ONG RANGE O FT +40 FT PER LEVEL	ENT CY ATION	SPELL	SPELL SP LEVEL PER	ELLS BONUS DAY SPELLS	SPELLS SCH	OOL ITEM
CLOSE RANGE MEDIUM RANGE LO 25 FT +5 FT 100 FT + 10 FT 40	ONG RANGE O FT +40 FT PER LEVEL	NNTMENT TION DN MANCY MUTATION RSAL	SPELL	SPELL SPI LEVEL PER O 1ST	ELLS BONUS DAY SPELLS	SPELLS SCH	OOL ITEM
CLOSE RANGE MEDIUM RANGE LO 25 FT +5 FT IO0 FT + I0 FT 400 PER 2 LEVELS PER LEVEL	NG RANGE 0 FT +40 FT PER LEVEL NOLLY TION	NNTMENT TION DN MANCY MUTATION RSAL	SPELL	SPELL SP LEVEL PER 0 1ST 2ND	ELLS BONUS DAY SPELLS	SPELLS SCH	OOL ITEM
CLOSE RANGE 25 FT +5 FT PER 2 LEVELS CONCENTRA MODIFIER + LEV	NG RANGE 0 FT +40 FT PER LEVEL NOLLY TION	NNTMENT TION DN MANCY MUTATION RSAL	SPELL	SPELL SP LEVEL PER 0 1 1ST 2ND 3RD 1	ELLS BONUS DAY SPELLS	SPELLS SCH	OOL ITEM
CLOSE RANGE 25 FT +5 FT PER 2 LEVELS CONCENTRA MODIFIER + LE CURRENT EFFEC CASTER LE	NOR RANGE 10 FT +40 FT PER LEVEL NOLLAND VEL THVE VEL	ANTMENT TION DN MANCY SMUTATION RSAL	SPELL	SPELL SP LEVEL PER 0 1 1ST 2 ND 3RD 3RD 4TH	ELLS BONUS DAY SPELLS	SPELLS SCH	OOL ITEM
CLOSE RANGE 25 FT +5 FT PER 2 LEVELS CONCENTRA MODIFIER + LEP CURRENT EFFEC CASTER LE CHOSEN SCH	NG RANGE 0 FT +40 FT PR LEVEL NOLL VIL NOLL VIL NOL	NNTMENT TION DN MANCY MUTATION RSAL	SPELL	SPELL SP LEVEL PER 0 [1ST [2ND [3RD [4TH [5TH [ELLS BONUS DAY SPELLS	SPELLS SCH	OOL ITEM
CLOSE RANGE 25 FT +5 FT PER 2 LEVELS	NOG RANGE 10 FT +40 FT PER LEVEL NOLLYNN VEL LIVE VEL LOOL 00LS 10 OLS 10 OL	NNTMENT TION DN MANCY MUTATION RSAL	SPELL	SPELL SP LEVEL PER 0 1 1ST 2 ND 3RD 3RD 4TH	ELLS BONUS DAY SPELLS	SPELLS SCH	OOL ITEM
CLOSE RANGE 25 FT +5 FT PER 2 LEVELS	NOG RANGE 10 FT +40 FT PFR LEVEL NOLLYNN VEL NOLLYNN NOLLYN	NNTMENT TION DN MANCY MUTATION RSAL	SPELL	SPELL SP LEVEL PER 0 [1ST [2ND [3RD [4TH [5TH [ELLS BONUS DAY SPELLS	SPELLS SCH	OOL ITEM
CLOSE RANGE 25 FT +5 FT PER 2 LEVELS	NOG RANGE 10 FT +40 FT PFR LEVEL NOLLYNN VEL NOLLYNN NOLLYN	NNTMENT TION DN MANCY MUTATION RSAL	SPELL	SPELL SP 0 1ST 2ND 3RD 4TH 5TH 6TH	ELLS BONUS DAY SPELLS	SPELLS SCH	OOL ITEM
CLOSE RANGE 25 FT +5 FT PER 2 LEVELS	NOG RANGE 0 FT +40 FT PRE LEVEL NOLLYNN VEL NOLLYNN	Image: Control in the second	SPELL	SPELL SPIPER 0 1ST 2ND 3RD 4TH 5TH 6TH 7TH	ELLS BONUS DAY SPELLS	SPELLS SCH	OOL ITEM
CLOSE RANGE 25 FT +5 FT PER 2 LEVELS	NOG RANGE 0 FT +40 FT PR LEVEL VOLLYNN VEL TIVE VEL NOLLYNN REV REV NOLLYNN REV NOLLYNN REV REV NOLLYNN REV REV REV REV REV REV REV REV	ENCHANTMENT	SPELL SAVE DC	SPELL SP 0 1ST 2ND 3RD 4TH 5TH 6TH 7TH 8TH 9TH	ELLS BONUS DAY SPELLS 0 [SPELLS SCH KNOWN SPE	OOL ITEM SPELLS SPELLS
CLOSE RANGE 25 FT +5 FT PER 2 LEVELS	NOG RANGE 0 FT +40 FT PR LEVEL VOLLYNN VEL TIVE VEL NOLLYNN REV REV NOLLYNN REV NOLLYNN REV REV REV REV REV REV REV REV	Image: Control in the second	SPELL SAVE DC	SPELL SP 0 1ST 2ND 3RD 4TH 5TH 6TH 7TH 8TH 9TH	ELLS BONUS DAY SPELLS	SPELLS SCH KNOWN SPE	OOL ITEM SPELLS SPELLS
CLOSE RANGE 25 FT +5 FT PER 2 LEVELS	NOG RANGE 0 FT +40 FT PR LEVEL VOLLYNN VEL TIVE VEL NOLLYNN REV REV NOLLYNN REV NOLLYNN REV REV NOLLYNN REV REV REV REV REV REV REV REV	ITAT SPEFTES	SPELL SAVE DC	SPELL SP LEVEL PER 0 1ST 3RD 3RD 3RD 4TH 5TH 6TH 8TH 9TH CONTINC	ELLS BONUS DAY SPELLS 0 [<t< td=""><td>SPELLS SCH KNOWN SPE</td><td>OOL ITEM SPELLS SPELLS CONSTRUCTION CONSTRUC</td></t<>	SPELLS SCH KNOWN SPE	OOL ITEM SPELLS SPELLS CONSTRUCTION CONSTRUC
CLOSE RANGE 25 FT +5 FT PER 2 LEVELS	NOG RANGE 0 FT +40 FT PR LEVEL VOLLYNN VEL TIVE VEL NOLLYNN REV REV NOLLYNN REV NOLLYNN REV REV NOLLYNN REV REV REV REV REV REV REV REV	ITAT SPEFTES	SPELL SAVE DC	SPELL SP LEVEL PER 0 1ST 3RD 3RD 3RD 4TH 5TH 6TH 8TH 9TH CONTINC	ELLS BONUS DAY SPELLS 0 [<t< td=""><td>SPELLS SCH KNOWN SPE</td><td>OOL ITEM SPELLS SPELLS CONSTRUCTION CONSTRUC</td></t<>	SPELLS SCH KNOWN SPE	OOL ITEM SPELLS SPELLS CONSTRUCTION CONSTRUC
CLOSE RANGE 25 FT +5 FT PER 2 LEVELS	NOG RANGE 0 FT +40 FT PR LEVEL VOLLYNN VEL TIVE VEL NOLLYNN REV REV NOLLYNN REV NOLLYNN REV REV NOLLYNN REV REV REV REV REV REV REV REV	ITAT SPEFTES	SPELL SAVE DC	SPELL SP LEVEL PER 0 1ST 3RD 3RD 3RD 4TH 5TH 6TH 8TH 9TH CONTINC	ELLS BONUS DAY SPELLS 0 [<t< td=""><td>SPELLS SCH KNOWN SPE</td><td>OOL ITEM SPELLS SPELLS CONSTRUCTION CONSTRUC</td></t<>	SPELLS SCH KNOWN SPE	OOL ITEM SPELLS SPELLS CONSTRUCTION CONSTRUC
CLOSE RANGE 25 FT +5 FT PER 2 LEVELS	NOG RANGE 0 FT +40 FT PR LEVEL VOLLYNN VEL TIVE VEL NOLLYNN REV REV NOLLYNN REV NOLLYNN REV REV NOLLYNN REV REV REV REV REV REV REV REV	ITAT SPEFTES	SPELL SAVE DC	SPELL SP LEVEL PER 0 1ST 3RD 3RD 3RD 4TH 5TH 6TH 8TH 9TH CONTINC	ELLS BONUS DAY SPELLS 0 [<t< td=""><td>SPELLS SCH KNOWN SPE</td><td>OOL ITEM SPELLS SPELLS CONSTRUCTION CONSTRUC</td></t<>	SPELLS SCH KNOWN SPE	OOL ITEM SPELLS SPELLS CONSTRUCTION CONSTRUC
CLOSE RANGE 25 FT +5 FT PER 2 LEVELS	NOG RANGE 0 FT +40 FT PR LEVEL VOLLYNN VEL TIVE VEL NOLLYNN REV REV NOLLYNN REV NOLLYNN REV REV NOLLYNN REV REV REV REV REV REV REV REV	ITAT SPEFTES	SPELL SAVE DC	SPELL SP LEVEL PER 0 1ST 3RD 3RD 3RD 4TH 5TH 6TH 8TH 9TH CONTINC	ELLS BONUS DAY SPELLS 0 [<t< td=""><td>SPELLS SCH KNOWN SPE</td><td>OOL ITEM SPELLS SPELLS CONSTRUCTION</td></t<>	SPELLS SCH KNOWN SPE	OOL ITEM SPELLS SPELLS CONSTRUCTION
CLOSE RANGE 25 FT +5 FT PER 2 LEVELS	NOG RANGE 0 FT +40 FT PR LEVEL VOLLYNN VEL TIVE VEL NOLLYNN REV REV NOLLYNN REV NOLLYNN REV REV NOLLYNN REV REV REV REV REV REV REV REV	ITAT SPEFTES	SPELL SAVE DC	SPELL SP LEVEL PER 0 1ST 3RD 3RD 3RD 4TH 5TH 6TH 8TH 9TH CONTINC	ELLS BONUS DAY SPELLS 0 [<t< td=""><td>SPELLS SCH KNOWN SPE</td><td>OOL ITEM SPELLS SPELLS CONSTRUCTION</td></t<>	SPELLS SCH KNOWN SPE	OOL ITEM SPELLS SPELLS CONSTRUCTION
CLOSE RANGE 25 FT +5 FT PER 2 LEVELS	NOG RANGE 0 FT +40 FT PR LEVEL VOLLYNN VEL TIVE VEL NOLLYNN REV REV NOLLYNN REV NOLLYNN REV REV NOLLYNN REV REV REV REV REV REV REV REV	ITAT SPEFTES	SPELL SAVE DC	SPELL SP LEVEL PER 0 1ST 3RD 3RD 3RD 4TH 5TH 6TH 8TH 9TH CONTINC	ELLS BONUS DAY SPELLS 0 [<t< td=""><td>SPELLS SCH KNOWN SPE</td><td>OOL ITEM SPELLS SPELLS CONSTRUCTION</td></t<>	SPELLS SCH KNOWN SPE	OOL ITEM SPELLS SPELLS CONSTRUCTION
CLOSE RANGE 25 FT +5 FT PER 2 LEVELS	NOG RANGE 0 FT +40 FT PR LEVEL VOLLYNN VEL TIVE VEL NOLLYNN REV REV NOLLYNN REV NOLLYNN REV REV NOLLYNN REV REV REV REV REV REV REV REV	ITAT SPEFTES	SPELL SAVE DC	SPELL SP LEVEL PER 0 1ST 3RD 3RD 3RD 4TH 5TH 6TH 8TH 9TH CONTINC	ELLS BONUS DAY SPELLS 0 [<t< td=""><td>SPELLS SCH KNOWN SPE</td><td>OOL ITEM SPELLS SPELLS CONSTRUCTION</td></t<>	SPELLS SCH KNOWN SPE	OOL ITEM SPELLS SPELLS CONSTRUCTION

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

	MAXIMUM POWER POINTSPOWER SAVE DCPOWER LEVELPOWERS KNOWNPOWER COSTCURRENT REMAINING POWER POINTS1ST00MANIFESTATION POINT LIMIT2ND11MANIFESTATION POINT LIMIT3RD11MANIFESTATION POINT LIMIT3RD11MANIFESTATION POINT LIMIT3RD11MANIFESTATION POINT LIMIT3RD11MANIFESTATION POINT LIMIT3RD11MANIFESTATION POINT LIMIT3RD11MANIFESTATION POINT LIMIT3RD11MANIFESTATION POINT LIMIT3RD11MANIFESTATION POINT LIMIT111MANIFESTATION POINT LIMIT111MANIFESTATION POINT LIMIT111MANIFESTATION POINT LIMIT111MANIFESTATION POINT LIMIT111MANIFESTATION POINT LIMIT111MANIFESTATION POINT6TH11ELUDE TOUCH SURGING EUPHORIA8TH11
BOOK FEATS / FLAWS / HALF-FEATS	VOLATILE MIND 9TH CLOSE RANGE 25 FT +5 FT PFR 2 LEVEL MEDUIUM RANGE 100 FT +10 FT PFR 1 LEVEL LONG RANGE 400 FT +40 FT PFR 1 LEVEL WSTOOB VLUE HULL VIE PFR 1 LEVEL CONCENTRATION MODIFIER + LEVEL HULL VIE PFR 1 LEVEL HULL VIE VIE VIE VIE VIE VIE VIE VIE VIE VIE
	IEVEL ADVANCEMENT EXPERIENCE XP REQUIREMENT PROGRESSION END OF SESSION +LA XP TOTAL +LA

				- FACE / SENSES
CREATURE NAME	PERSONALITY	ALIGNMENT PLAYER NA	AME	
MODIFICATIONS / MATERIAL COMPOSITION TYPE REPLACEMENT COST MASTER BASE ATTACK POWER	SIZE GENDER HEIGHT WE TOTAL BUFF TIM	IGHT SHAPE / FORM OPAQUE	COLOR / PATTERN / TEXTURE	VISION SCENT DISTANCE BONUS
& WAITING TIME LEVEL BONUS TOTAL RESIST	FORTITUDE +	CLASS ABILITY	PERSONALITY BENEFIT	
CURRENT CURRENT BUFFING BUFFING SCORE MODIFIER AMOUNT TIME LEFT		O ALERTNESS	FEATS & ABILITIES	INITIATIVE
STR MODIFIER AMOUNT TIME LEFT	(DEXTERITY) +	O CHANNEL POWER	TEATS & ADILITIES	CURRENT TEMP
DEX	WILL +	O DELIVER TOUCH		- SPEEDS
	(WISDOM)	O FLIGHT - O IMPROVED EVASION -		GROUND ARMORED
INT Image: second s		O IMPROVED PSICRYSTAL		- FT
CHA		O PERSONALITY		BURROW CLIMB
HARDNESS + ELEMENTAL	UT D	• POWER RESISTANCE _		- FL
CURRENT TEMP	C. FIRE SONIC CURRENT TEM	O SHARED POWERS -		FLY SWIM
FULL AC +		O SIGHT LINK		- FT
TOUCH + ELEMENTAL F		O SIGHTED – O TELEPATHIC LINK –		FLIGHT PRIMARY QUALITY MOVE TYPE
FLATFOOT +	+	O TELEPATHIC SPEECH		FL
WEAPON	DAMAGE TYPE	HIT POINTS MAX HP	TRAINED SKILL LIST	TOTAL ABILITY
ATTACK CRITICAL	DAMAGE		SKILLS I	BONUS USED
WEAPON	DAMAGE TYPE	TEMP HP	O CLIMB	= STR
ATTACK CRITICAL	DAMAGE		O FLYO PERCPETION	= DEX = WIS
WEAPON	DAMAGE TYPE	BLEEDING / WOUNDS	0	
ATTACK CRITICAL	DAMAGE RANGE	HIT POINT LOSS ROUNDS	0	=
WEAPON	DAMAGE TYPE		0	=
ATTACK CRITICAL	DAMAGE RANGE	SUB-DUAL DAMAGE DAMAGE REDUCTION	0 0	=
WEAPON	DAMAGE TYPE		0	
ATTACK CRITICAL	DAMAGE RANGE	© WICKED "K" GAMES - 2009	0	=
MANIFESTER INFO	ORMATION	POWER POIN	TS DAILY /	KNOWN
			IS DALL	
CLOSE RANGE MEDIUM RANGE LONG RANGE				
25 FT +5 FT 100 FT + 10 FT 400 FT +40 FT	WS _	MAXIMUM POWER POINTS		
25 FT +5 FT 100 FT + 10 FT 400 FT +40 FT	WS _	MAXIMUM	POWER POWER	POWERS POWER
25 FT +5 FT 100 FT + 10 FT 400 FT +40 FT PER 2 LEVEL PER LEVEL PER LEVEL	WS _	MAXIMUM POWER POINTS	POWER POWER SAVE DC LEVEL	POWERS POWER KNOWN COST
25 FT +5 FT PER 2 LEVELS PER LEVEL PER LEVEL CONCENTRATION	VTIENCE ATIVITY IESIS IESIS TABOLISM TATION HY	MAXIMUM POWER POINTS CURRENT REMAINING POWER POINTS MANIFESTATION	POWER POWER SAVE DC LEVEL	POWERS POWER KNOWN COST
25 FT +5 FT PER 2 LEVELS PER LEVEL PER LEVEL CONCENTRATION	VTIENCE ATIVITY IESIS IESIS TABOLISM TATION HY	MAXIMUM POWER POINTS CURRENT REMAINING POWER POINTS	POWER POWER SAVE DC LEVEL 0 1ST	POWERS POWER KNOWN COST
25 FT +5 FT PER 2 LEVELS 100 FT + 10 FT 400 FT +40 FT PER LEVEL 400 FT +40 FT PER LEVEL PER LEVEL 0 CONCENTRATION MODIFIER + LEVEL 0 CURRENT EFFECTIVE	VTIENCE ATIVITY IESIS IESIS TABOLISM TATION HY	MAXIMUM POWER POINTS CURRENT REMAINING POWER POINTS MANIFESTATION POINT LIMIT	POWER POWER SAVE DC LEVEL 0 1ST 2ND	POWERS POWER KNOWN COST
25 FT +5 FT PER 2 LEVELS PER LEVEL PER LEVEL CONCENTRATION	TTIENCE ATTVITY ESIS ABOLISM FATION HY	MAXIMUM POWER POINTS CURRENT REMAINING POWER POINTS MANIFESTATION	POWER POWER SAVE DC LEVEL 0 15T 2ND 3RD 4TH	POWERS POWER KNOWN COST
25 FT +5 FT PER 2 LEVELS 100 FT + 10 FT 400 FT +40 FT PER LEVEL 400 FT +40 FT PER LEVEL PER LEVEL 0 CONCENTRATION MODIFIER + LEVEL 0 CURRENT EFFECTIVE	VTIENCE ATIVITY IESIS IESIS TABOLISM TATION HY	MAXIMUM POWER POINTS CURRENT REMAINING POWER POINTS MANIFESTATION POINT LIMIT	POWER POWER SAVE DC LEVEL 0 1ST 2ND 3RD 4TH 5TH	POWERS POWER KNOWN COST
25 FT +5 FT PER 2 LEVELS 100 FT + 10 FT PER LEVEL 400 FT +40 FT PER LEVEL 400 FT PER LEVEL 400 FT +40 FT PER LEVEL 400 FT PE	VTIENCE ATIVITY IESIS IESIS TABOLISM TATION HY	MAXIMUM POWER POINTS	POWER POWER SAVE DC LEVEL 0 1ST 2ND 3RD 4TH 5TH 6TH	POWERS POWER KNOWN COST
25 FT +5 FT PER 2 LEVELS 100 FT + 10 FT 400 FT +40 FT PER LEVEL 400 FT +40 FT PER LEVEL 100 FT PER LEVEL 100 FT PER	VTIENCE ATIVITY IESIS IESIS TABOLISM TATION HY	MAXIMUM POWER POINTS CURRENT REMAINING POWER POINTS MANIFESTATION POINT LIMIT MANIFESTATION POINT LIMIT WILD SURGE PSY-ENERVATION ELUDE TOUCH	POWER POWER SAVE DC LEVEL 0 15T 2ND 3RD 4TH 5TH 6TH 7TH	POWERS POWER KNOWN COST
25 FT +5 FT PER 2 LEVELS 100 FT +10 FT 400 FT +40 FT PER LEVEL 400 FT +40 FT FT +40 FT	CLARSENTIENCE RETACRATIVITY PSY-KINESIS PSY-METABOLISM PSY-PORTATION PSY-PORTATION TELEPATHY	MAXIMUM POWER POINTS CURRENT REMAINING POWER POINTS MANIFESTATION MANIFESTATION POINT LIMIT POINT LIMIT WILD SURGE PSY-ENERVATION ELUDE TOUCH SURGING EUPHORIA	POWER POWER SAVE DC LEVEL 0 1ST 2ND 3RD 3RD 4TH 5TH 6TH 7TH 8TH	POWERS POWER KNOWN COST
25 FT +5 FT PER 2 LEVELS 100 FT +10 FT PER LEVEL 400 FT +40 FT PER LEVEL 400 FT PER LEVEL 40	CLARSENTIENCE RETACRATIVITY PSY-KINESIS PSY-METABOLISM PSY-PORTATION PSY-PORTATION TELEPATHY	MAXIMUM POWER POINTS CURRENT REMAINING POWER POINTS MANIFESTATION POINT LIMIT MANIFESTATION POINT LIMIT WILD SURGE PSY-ENERVATION ELUDE TOUCH	POWER POWER SAVE DC LEVEL 0 15T 2ND 3RD 4TH 5TH 6TH 7TH	POWERS POWER KNOWN COST
25 FT +5 FT PER 2 LEVELS 100 FT +10 FT 400 FT +40 FT PER LEVEL 400 FT +40 FT FT +40 FT	CLARSENTIENCE RETACRATIVITY PSY-KINESIS PSY-METABOLISM PSY-PORTATION PSY-PORTATION TELEPATHY	MAXIMUM POWER POINTSCURRENT REMAINING POWER POINTSMANIFESTATION POINT LIMITMANIFESTATION POINT LIMITMANIFESTA	POWER SAVE DCPOWER LEVEL001ST2ND3RD4TH5TH6TH7TH9TH	POWERS POWER KNOWN COST 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 <
25 FT +5 FT PER 2 LEVELS 100 FT +10 FT PER LEVEL 400 FT +40 FT PER L	CLARSENTIENCE METACRATIVITY METACRATIVITY METACRATIVITY PSY-KINESIS PSY-METABOLISM PSY-PORTATION TELEPATHY	MAXIMUM POWER POINTS	POWER POWER SAVE DC LEVEL 0 1ST 2ND 3RD 3RD 4TH 5TH 6TH 7TH 8TH 9TH ENCY / GEAS / C	POWERS KNOWN COST 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
25 FT +5 FT PER 2 LEVELS 100 FT +10 FT PER LEVEL 400 FT +40 FT PER L	CLARSENTIENCE METACRATIVITY METACRATIVITY METACRATIVITY PSY-KINESIS PSY-METABOLISM PSY-PORTATION TELEPATHY	MAXIMUM POWER POINTSCURRENT REMAINING POWER POINTSMANIFESTATION POINT LIMITMANIFESTATION POINT LIMITMANIFESTA	POWER POWER SAVE DC LEVEL 0 1ST 2ND 3RD 3RD 4TH 5TH 6TH 7TH 8TH 9TH ENCY / GEAS / C	POWERS KNOWN COST 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
25 FT +5 FT PER 2 LEVELS 100 FT +10 FT PER LEVEL 400 FT +40 FT PER L	CLARSENTIENCE METACRATIVITY METACRATIVITY METACRATIVITY PSY-KINESIS PSY-METABOLISM PSY-PORTATION TELEPATHY	MAXIMUM POWER POINTS	POWER POWER SAVE DC LEVEL 0 1ST 2ND 3RD 3RD 4TH 5TH 6TH 7TH 8TH 9TH ENCY / GEAS / C	POWERS KNOWN COST 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
25 FT +5 FT PER 2 LEVELS 100 FT +10 FT PER LEVEL 400 FT +40 FT PER L	CLARSENTIENCE METACRATIVITY METACRATIVITY METACRATIVITY PSY-KINESIS PSY-METABOLISM PSY-PORTATION TELEPATHY	MAXIMUM POWER POINTS	POWER POWER SAVE DC LEVEL 0 1ST 2ND 3RD 3RD 4TH 5TH 6TH 7TH 8TH 9TH ENCY / GEAS / C	POWERS KNOWN COST 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
25 FT +5 FT PER 2 LEVELS 100 FT +10 FT PER LEVEL 400 FT +40 FT PER L	CLARSENTIENCE METACRATIVITY METACRATIVITY METACRATIVITY PSY-KINESIS PSY-METABOLISM PSY-PORTATION TELEPATHY	MAXIMUM POWER POINTS	POWER POWER SAVE DC LEVEL 0 1ST 2ND 3RD 3RD 4TH 5TH 6TH 7TH 8TH 9TH ENCY / GEAS / C	POWERS KNOWN COST 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
25 FT +5 FT PER 2 LEVELS 100 FT +10 FT PER LEVEL 400 FT +40 FT PER L	CLARSENTIENCE METACRATIVITY METACRATIVITY METACRATIVITY PSY-KINESIS PSY-METABOLISM PSY-PORTATION TELEPATHY	MAXIMUM POWER POINTS	POWER POWER SAVE DC LEVEL 0 1ST 2ND 3RD 3RD 4TH 5TH 6TH 7TH 8TH 9TH ENCY / GEAS / C	POWERS KNOWN COST 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
25 FT +5 FT PER 2 LEVELS 100 FT +10 FT PER LEVEL 400 FT +40 FT PER L	CLARSENTIENCE METACRATIVITY METACRATIVITY METACRATIVITY PSY-KINESIS PSY-METABOLISM PSY-PORTATION TELEPATHY	MAXIMUM POWER POINTS	POWER POWER SAVE DC LEVEL 0 1ST 2ND 3RD 3RD 4TH 5TH 6TH 7TH 8TH 9TH ENCY / GEAS / C	POWERS KNOWN COST 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
25 FT +5 FT PER 2 LEVELS 100 FT +10 FT PER LEVEL 400 FT +40 FT PER L	CLARSENTIENCE METACRATIVITY METACRATIVITY METACRATIVITY PSY-KINESIS PSY-METABOLISM PSY-PORTATION TELEPATHY	MAXIMUM POWER POINTS	POWER POWER SAVE DC LEVEL 0 1ST 2ND 3RD 3RD 4TH 5TH 6TH 7TH 8TH 9TH ENCY / GEAS / C	POWERS KNOWN COST 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

USER NAME ______ USER LEVEL _____ USER CLASS _____

LEVEL DC NAME	AIM	SR / PR YES / NO CASTING
SAVES FORT REF WILL SCHOOL PARTIAL EFFECT	SUB- SCHOOL TYPED	RANGE V S M F OF DURATION COMPONENTS C T TIME
6 NEGATES EFFECT		
LEVEL DC NAME	АІМ	SR / PR YES / NO CASTING TIME
	SUB-	V S M F DF DURATION
SAVES FORT REF WILL SCHOOL PARTIAL EFFECT	SCHOOL	
LEVEL DC NAME	AIM	SR / PR
LEVEL DC NAME SAVES FORT REF WILL PARTIAL C C SCHOOL NEGATES EFFECT	SUB- SCHOOL TYPED	RANGE V S M F DF DURATION COMPONENTS COMPONENTS TIME
NEGATES EFFECT		
LEVEL DC NAME SAVES FORT REF WILL PARTIAL NEGATES FOR FORT REF FOR FORT	SUB-	
PARTIAL SCHOOL	SCHOOL TYPED	RANGE V S M F DF DURATION COMPONENTS COMPONENTS TIME
δ NEGATES EFFECT		
LEVEL DC NAME	AIM	SR / PR YES / NO CASTING IIME
SAVES FORT REF WILL SCHOOL	SUB- SCHOOL	RANGE V S M F DF DURATION COMPONENTS C THE
SAVES FORT REF WILL SCHOOL PARTIAL EFFECT	Selled	
LEVEL DC NAME	AIM	SR / PR
SAVES FORT REF WILL SCHOOL PARTIAL	SUB- SCHOOL TYPED	RANGE V S M F DF DURATION COMPONENTS COMPONENTS
NEGATES EFFECT		
	AIM	SR / PR
SAVES FORT REF WILL SCHOOL	SUB- SCHOOL TYPED	RANGE V S M F DF DURATION COMPONENTS COMPONENTS TIME
NEGATES EFFECT		
		CD / DD YES/NO CASTING
LEVEL DC NAME	SUB-	SR / PR YES / NO CASTING TIME PANCE V S M F DF
PARTIAL SCHOOL	SUB- SCHOOL TYPED	
NEGATES EFFECT		
LEVEL DC NAME	AIM	SR / PR YES / NO CASTING TIME
SAVES FORT REF WILL PARTIAL	SUB- SCHOOL TYPED	RANGE V S M F DF DURATION COMPONENTS C TIME
NEGATES EFFECT		
LEVEL DC NAME SAVES FORT REF WILL PARTIAL PARTIAL FIGATES FORT REF WILL FORT	AIM	
SAVES FORT REF WILL SCHOOL PARTIAL	SUB- SCHOOL TYPED	RANGE V S M F DF DURATION COMPONENTS C T TIME
NEGATES EFFECT		
LEVEL DC NAME	AIM	SR / PR YES / NO CASTING TIME
SAVES FORT REF WILL SCHOOL	SUB-	V S M F DF DURATION
LEVEL DC NAME SAVES FORT REF WILL PARTIAL NEGATES	SCHOOL	KANGE COMPONENTS
LEVEL DC NAME	AIM	SR / PR YES / NO CASTING TIME
LEVEL DC NAME SAVES FORT REF WILL PARTIAL C EFFECT	SUB- SCHOOL TYPED	RANGE V S M F DF DURATION COMPONENTS COMPONENTS TIME
NEGATES EFFECT		



LEVEL DC NAME SAVES FORT REF NEGS/PART SAVES SR / PR READY USED EFFECT	LEVEL DC NAME SAVES FORT REF NEGS/PART SR / PR DURATION TIME READY USED
LEVEL DC NAME SAVES FORT REF NEGS/PART SR / PR READY USED EFFECT	Image: Saves fort ref will regs/part DC NAME Saves fort ref will regs/part SR / PR Used Beffect Effect
LEVEL DC NAME SAVES FORT REF NEGS/PART SR / PR READY USED EFFECT	Image: Book of the second s
LEVEL DC NAME SAVES FORT REF NEGS/PART SR / PR DURATION TIME READY USED	LEVEL DC NAME SAVES FORT REF NEGS/PART SR / PR READY USED EFFECT
LEVEL DC NAME SAVES FORT REF NEGS/PART SR / PR DURATION READY USED EFFECT	LEVEL DC NAME SAVES FORT REF WILL NEGS/PART SR / PR Duration READY USED EFFECT
LEVEL DC NAME SAVES FORT REF NEGS/PART SR / PR READY USED EFFECT	LEVEL DC NAME SAVES FORT REF Negs/part SR / PR READY USED EFFECT
LEVEL DC NAME SAVES FORT REF NECS/PART SR / PR Image: Comparison of the compa	LEVEL DC NAME SAVES FORT REF NEGS/PART SR / PR USED READY USED EFFECT
LEVEL DC NAME SAVES FORT REF NEGS/PART SR / PR DURATION READY USED EFFECT	LEVEL DC NAME SAVES FORT REF WILL NEGS/PART SR / PR DURATION TIME LEFT READY USED EFFECT
LEVEL DC NAME SAVES FORT REF NEGS/PART SR / PR DURATION READY USED EFFECT	LEVEL DC NAME SAVES FORT REF WILL NEGS/PART SR / PR Duration LEFT READY USED EFFECT
LEVEL DC NAME SAVES FORT REF NEGS/PART SR / PR DURATION READY USED EFFECT	LEVEL DC NAME SAVES FORT REF WILL NEGS/PART SR / PR DURATION TIME LEFT READY USED EFFECT
LEVEL DC NAME SAVES FORT REF NEGS/PART SR / PR USED READY USED EFFECT	LEVEL DC NAME SAVES FORT REF NEGS/PART SR / PR URATION TIME READY USED EFFECT
LEVEL DC NAME SAVES FORT REF NECS/PART SR / PR READY USED EFFECT	LEVEL DC NAME SAVES FORT REF NEGS/PART SR / PR USED EFFECT TIME

© WICKED "K" GAMES - 2009

USER NAME ______ USER LEVEL _____ USER CLASS _____

SPELL	LEVEL SAVES		DC REF	WILL	NAME	SUB-	AIM		SR / PR YES / NO	ASTING TIME
Power/S	PARTIAL NEGATES				SCHOOL EFFECT	SCHOOL	TYPED	RANGE		TIME
POWER/SPELL	LEVEL SAVES		DC REF	WILL	NAME SCHOOL	SUB- SCHOOL	AIM TYPED	RANGE	SR / PR YES / NO C	
. Powe	PARTIAL NEGATES				EFFECT					
ER/SPELL	LEVEL SAVES PARTIAL	FORT	DC REF	WILL	NAME SCHOOL	SUB- SCHOOL	AIM TYPED	RANGE	SR / PR YES / NO C	
ELL POWER/	NEGATES LEVEL		DC		EFFECT NAME		AIM		SR / PR YIS / NO	CASTING
POWER/SPEI	SAVES PARTIAL NEGATES		REF	WILL	SCHOOL EFFECT	SUB- SCHOOL	TYPED	RANGE	V S M F DF D COMPONENTS	
SPELL	LEVEL		DC		NAME		AIM		SR / PR YES / NO	
POWER/S	SAVES PARTIAL NEGATES	FORT	REF	WILL	SCHOOL EFFECT	SUB- SCHOOL	TYPED	RANGE	V S M F DF	
/SPELL	LEVEL SAVES		DC REF	WILL	NAME SCHOOL	SUB-	AIM TYPED	RANGE	SR / PR YES / NO C	URATION
POWER/	PARTIAL NEGATES				EFFECT	SCHOOL		KANOL		TIME
R/SPELL	LEVEL SAVES		DC REF	WILL	NAME SCHOOL	SUB- SCHOOL	AIM TYPED	RANGE	SR / PR YES / NO O	
- POWER	PARTIAL NEGATES				EFFECT					
POWER/SPELL	LEVEL SAVES PARTIAL		DC REF	WILL	NAME SCHOOL	SUB- SCHOOL	AIM TYPED	RANGE	SR / PR YES / NO C	
	NEGATES		DC		EFFECT		AIM		SR / PR YES / NO	CASTING
POWER/SPELL	SAVES PARTIAL	FORT		WILL	SCHOOL	SUB- SCHOOL	TYPED	RANGE		URATION
-	NEGATES LEVEL		DC		EFFECT NAME		AIM		SR / PR YES / NO	CASTING
POWER/SPELL	SAVES PARTIAL NEGATES	FORT	REF	WILL	SCHOOL EFFECT	SUB- SCHOOL	TYPED	RANGE	V S M F DF D COMPONENTS	
	LEVEL		DC		NAME		AIM		SR / PR YES / NO	
POWER/SPELL	SAVES PARTIAL NEGATES	FORT	REF	WILL	SCHOOL EFFECT	SUB- SCHOOL	TYPED	RANGE	V S M F DF D COMPONENTS	URATION TIME
SPELL	LEVEL SAVES		DC REF	WILL	NAME	SUB-	AIM		SR / PR	
POWER/SP	PARTIAL NEGATES				SCHOOL EFFECT	SCHOOL	TYPED	RANGE		TIME
NSPELL	LEVEL SAVES		DC REF	WILL	NAME SCHOOL	SUB-	AIM TYPED	RANGE	SR / PR YES / NO O	URATION
POWER/SI	PARTIAL NEGATES				EFFECT	SCHOOL				IME

USER NAME ______ USER LEVEL _____ USER CLASS ______

LEVEL DC NAME SAVES FORT REF WILL PARTIAL SCHOOL NEGATES EFFECT	SUB- SCHOOL	AIM TYPED RANGE	SR / PR YES / NO CASTING TIME V S M F DF DURATION COMPONENTS I TIME
LEVEL DC NAME SAVES FORT REF WILL PARTIAL NEGATES EFFECT	SUB- SCHOOL	AIM TYPED RANGE	SR / PR YES / NO CASTING IIME V S M F DF DURATION COMPONENTS
LEVEL DC NAME SAVES FORT REF WILL PARTIAL NEGATES EFFECT	SUB- SCHOOL	AIM TYPED RANGE	SR / PR YES / NO CASTING TIME
LEVEL DC NAME SAVES FORT REF WILL PARTIAL SCHOOL NEGATES EFFECT	SUB- SCHOOL	AIM TYPED RANGE	SR / PR YES / NO CASTING TIME
ILEVEL DC NAME SAVES FORT REF WILL PARTIAL SCHOOL NEGATES EFFECT	SUB- SCHOOL	AIM TYPED RANGE	SR / PR YES / NO CASTING TIME V S M F DF DURATION COMPONENTS COMPONENTS TIME
LEVEL DC NAME SAVES FORT REF WILL PARTIAL PARTIAL EFFECT	SUB- SCHOOL	AIM TYPED RANGE	SR / PR YES / NO CASTING TIME V S M F DF COMPONENTS Image: Component in the image: C
LEVEL DC NAME SAVES FORT REF WILL SCHOOL PARTIAL EFFECT	SUB- SCHOOL	AIM TYPED RANGE	SR / PR YES / NO CASTING TIME V S M F DF DURATION COMPONENTS COMPONENTS TIME
LEVEL DC NAME SAVES FORT REF WILL PARTIAL SCHOOL NEGATES EFFECT	SUB- SCHOOL	AIM TYPED RANGE	SR / PR YES / NO CASTING TIME V S M F DF DURATION COMPONENTS COMPONENTS COMPONENTS
ILEVEL DC NAME SAVES FORT REF WILL PARTIAL NEGATES EFFECT	SUB- SCHOOL	AIM TYPED RANGE	SR / PR YES / NO CASTING TIME V S M F DF DURATION COMPONENTS
LEVEL DC NAME SAVES FORT REF WILL PARTIAL SCHOOL NEGATES EFFECT	SUB- SCHOOL	AIM TYPED RANGE	SR / PR YES / NO CASTING TIME V S M F DF DURATION COMPONENTS COMPONENTS COMPONENTS COMPONENTS
LEVEL DC NAME SAVES FORT REF WILL PARTIAL SCHOOL NEGATES EFFECT	SUB- SCHOOL	AIM TYPED RANGE	SR / PR YES / NO CASTING TIME V S M F DF DURATION COMPONENTS COMPONENTS COMPONENTS
LEVEL DC NAME SAVES FORT REF WILL PARTIAL NEGATES EFFECT	SUB- SCHOOL	AIM TYPED RANGE	SR / PR YES / NO CASTING I IIME V S M F DF DURATION COMPONENTS I I I I I I I I I I I I I I I I I I I
ILEVEL DC NAME SAVES FORT REF WILL PARTIAL NEGATES EFFECT	SUB- SCHOOL	AIM TYPED RANGE	SR / PR YES / NO CASTING TIME V S M F DF DURATION COMPONENTS D DURATION TIME

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

STORY INTRODUCTION :	
TRAVELING COMPANIONS :	

ŝ	NPC NAME	WHY A KEY ROLE / IMPORTANCE	NPC NAME	WHY A KEY ROLE / IMPORTANCE
RACTER				
Y CHAF				
KE				

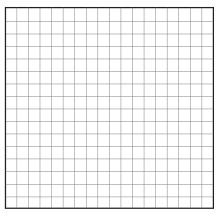
	-			
	CATALYST / REASON	LOCATION	PIVOTAL PLOT POINT	NEW DIRECTION HEADED
1 A				
2				
Ś				
<u> </u>				
2				
5				
ŏ				
Ř				
•				
4				
ā 🗌				

η PLOT KNOWN THUS FAR :	
DTE	
Z	
-	
RA	
0	

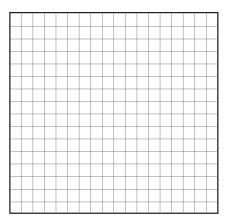
VISUAL ELEMENT

_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_	_
L							_								_	

VISUAL ELEMENT

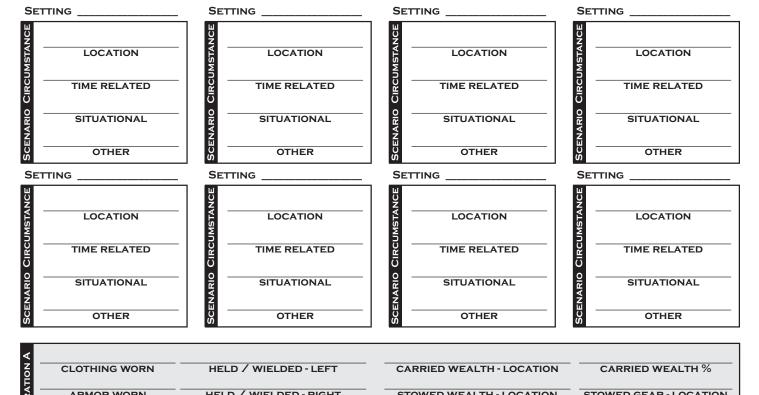


VISUAL ELEMENT



© WICKED "K" GAMES - 2009

URAT	ARMOR WORN	HELD / WIELDED - RIGHT	STOWED WEALTH - LOCATION	STOWED GEAR - LOCATION		
Configurati	COMPANION / MOUNT LOCATION		CONTAINERS WOR	N OR CARRIED		
й —		IMPORTANT KIT	S / GEAR INCLUDED			
۵						
CONFIGURATION B	CLOTHING WORN	HELD / WIELDED - LEFT	CARRIED WEALTH - LOCATION	CARRIED WEALTH %		
sura 	ARMOR WORN	HELD / WIELDED - RIGHT	STOWED WEALTH - LOCATION	STOWED GEAR - LOCATION		
ONFIG	COMPANION	A / MOUNT LOCATION	CONTAINERS WOR	N OR CARRIED		
Ŭ —		IMPORTANT KIT	S / GEAR INCLUDED			
υ						
	CLOTHING WORN	HELD / WIELDED - LEFT	CARRIED WEALTH - LOCATION	CARRIED WEALTH %		
sura 	ARMOR WORN	HELD / WIELDED - RIGHT	STOWED WEALTH - LOCATION	STOWED GEAR - LOCATION		
ONFIG	COMPANION	A / MOUNT LOCATION	CONTAINERS WORN OR CARRIED			
υ —	IMPORTANT KITS		/ GEAR INCLUDED			
۵						
TION	CLOTHING WORN	HELD / WIELDED - LEFT	CARRIED WEALTH - LOCATION	CARRIED WEALTH %		
CONFIGURATION D	ARMOR WORN	HELD / WIELDED - RIGHT	STOWED WEALTH - LOCATION	STOWED GEAR - LOCATION		
ONFI	COMPANION / MOUNT LOCATION		CONTAINERS WORN OR CARRIED			
υ —		IMPORTANT KIT	S / GEAR INCLUDED			
ш						
	CLOTHING WORN	HELD / WIELDED - LEFT	CARRIED WEALTH - LOCATION	CARRIED WEALTH %		
GURA	ARMOR WORN	HELD / WIELDED - RIGHT	STOWED WEALTH - LOCATION	STOWED GEAR - LOCATION		
CONFIGURATION E	COMPANION	A / MOUNT LOCATION	CONTAINERS WOR	N OR CARRIED		
0 -		IMPORTANT KIT	S / GEAR INCLUDED			
	© WICKED "K" GAMES - 2009					



CHARACTER NAME:

SCENARIO ORGANIZING PLANNER

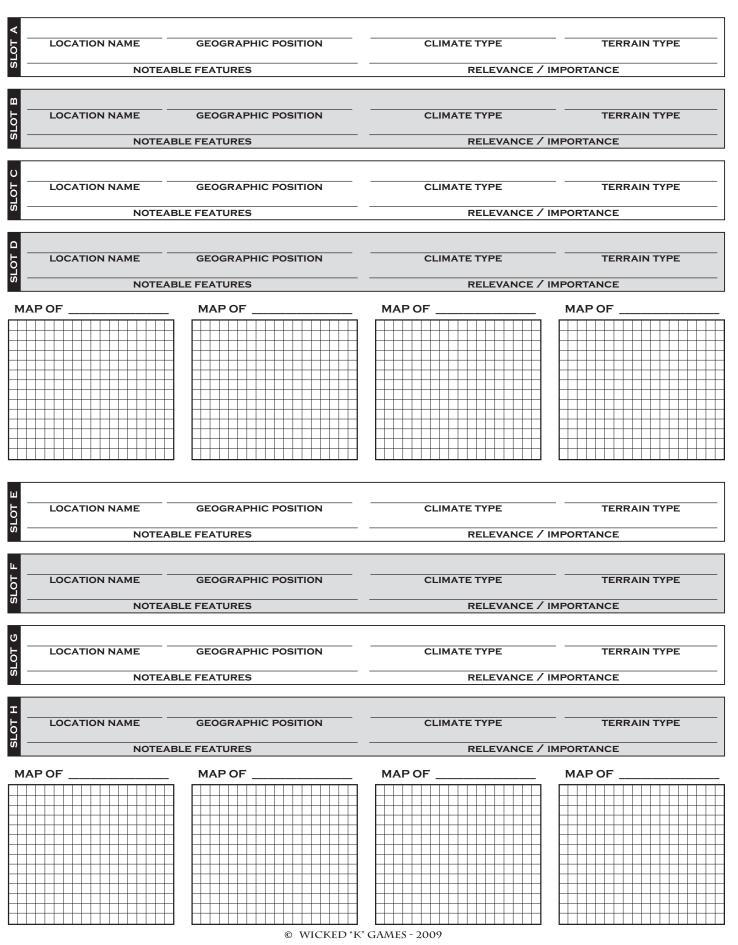
JOURNAL ENTRY # _

ADVENTURE:

DATE:	_/_	/
-------	-----	---

<u></u>				
ROSTER	PARTY MEMBERS PRESENT : _ -			
EVENTS	EVENT	ENVIRONMENT	LOCATION	IMPACT ON PARTY
PROGRESS	QUEST / GOAL / JOB		CURRENT STATUS	RESULT / REWARD
NPCS	NPC NAME	INTERACTION	NPC NAME	INTERACTION
SUMMARY	SESSION CONCLUSSION :			
TIMELINE	PAST & FUTURE FACTORS : _ - - -			
JC	OURNAL ENTRY #	ADVENTU	URE:	DATE: / /
ROSTER	PARTY MEMBERS PRESENT :			
EVENTS	EVENT	ENVIRONMENT	LOCATION	IMPACT ON PARTY
PROGRESS	QUEST / GOAL / JOB		CURRENT STATUS	RESULT / REWARD
NPCS	NPC NAME	INTERACTION	NPC NAME	INTERACTION
SUMMARY	SESSION CONCLUSSION :			
TIMELINE	PAST & FUTURE FACTORS :			

LOCATION SHEET # _____ DATES USED: __ / __ / ___ TO __ / ___/



CONTACT SHEET # _____ DATES USED: __ / __ / ___ TO __ / __ / ___

SLOT A	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
ທ	VAR	IOUS ALIASES	RELEVANCE / IMPORTANCE	
SLOT B	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
<u>س</u>	VAR	NOUS ALIASES	RELEVANCE / IM	PORTANCE
	NPC NAME	RELATION TO CHARACTER		
0/	VAR	IOUS ALIASES	RELEVANCE / IM	PORTANCE
-				
SLOT D	NPC NAME	RELATION TO CHARACTER		
0/	VAR	IOUS ALIASES	RELEVANCE / IM	PORTANCE
]
SLOT E	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
0)	VAR	NOUS ALIASES	RELEVANCE / IM	PORTANCE
SLOT F	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
o/	VAR	IOUS ALIASES	RELEVANCE / IM	PORTANCE
SLOT G	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	
07	VAR	IOUS ALIASES	RELEVANCE / IM	PORTANCE
SLOT H	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
	VAR	IOUS ALIASES	RELEVANCE / IM	PORTANCE
]
		RELATION TO CHARACTER		
	VAR	IOUS ALIASES	RELEVANCE / IM	PORTANCE
L TOIR	NPC NAME	RELATION TO CHARACTER		MEETING PLACES
	VAR	IOUS ALIASES	RELEVANCE / IM	PORTANCE
SLOT K	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
	VAR	IOUS ALIASES	RELEVANCE / IM	PORTANCE
SLOT L	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
	VAR	IOUS ALIASES	RELEVANCE / IM	PORTANCE
SLOT M	NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
ν	VAR	IOUS ALIASES	RELEVANCE / IM	PORTANCE

EMPLOYMENT SHEET # _____ DATES USED: ___/ ___ TO ___/ ___ TO ___/ ___

SLOT A	CLIENT / EMPLOYER	VORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
- sr	PARTICIPANTS / PREP NEED	ED	RESULTS / COMPENSATION / CONSEQUENCES
SLOT B	CLIENT / EMPLOYER V	VORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
<u> </u>	PARTICIPANTS / PREP NEED	ED	RESULTS / COMPENSATION / CONSEQUENCES
υ			
SLOT C	CLIENT / EMPLOYER W	VORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
0)	PARTICIPANTS / PREP NEED	ED	RESULTS / COMPENSATION / CONSEQUENCES
۵			
SLOT D		VORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
•/	PARTICIPANTS / PREP NEED	ED	RESULTS / COMPENSATION / CONSEQUENCES
ш			
SLOT E	CLIENT / EMPLOYER W	VORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
<u>.</u> –	PARTICIPANTS / PREP NEED	ED	RESULTS / COMPENSATION / CONSEQUENCES
ш			
SLOT F	CLIENT / EMPLOYER	VORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
ิด –	PARTICIPANTS / PREP NEED	ED	RESULTS / COMPENSATION / CONSEQUENCES
(5)			
SLOT G	CLIENT / EMPLOYER	VORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
<u>.</u> –	PARTICIPANTS / PREP NEED	ED	RESULTS / COMPENSATION / CONSEQUENCES
I			
SLOT H	CLIENT / EMPLOYER W	VORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
<u>ო</u> —	PARTICIPANTS / PREP NEED	ED	RESULTS / COMPENSATION / CONSEQUENCES
_			
ГОТ —	CLIENT / EMPLOYER V	VORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
- N	PARTICIPANTS / PREP NEED	ED	RESULTS / COMPENSATION / CONSEQUENCES
-			
SLOT J	CLIENT / EMPLOYER	VORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
เช —	PARTICIPANTS / PREP NEED	ED	RESULTS / COMPENSATION / CONSEQUENCES
~			
SLOT K	CLIENT / EMPLOYER V	VORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
	PARTICIPANTS / PREP NEED	ED	RESULTS / COMPENSATION / CONSEQUENCES
SLOT L	CLIENT / EMPLOYER V	VORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
<u> </u>	PARTICIPANTS / PREP NEED	ED	RESULTS / COMPENSATION / CONSEQUENCES
5			
SLOT M	CLIENT / EMPLOYER	VORK AREA	TERMS OF COMPLETION / FAVOR OUTLINE
- sr	PARTICIPANTS / PREP NEED	ED	RESULTS / COMPENSATION / CONSEQUENCES

ONGOING TASKS SHEET # ____ DATES USED: ___ / ___ TO ___ / ___ TO ___ / ___

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	

	GOAL / QUEST	LOCATIONS	TASK GIVEN / REQUIREMENTS FOR COMPLETION
m			
Lot	PARTICIPANTS / PREPAI	RATIONS MADE	NEXT STEP / CONTINUED FROM LAST SLOT
S	PARTICIPANTS / PREPARATIONS MADE		NEXT STEP / CONTINUED FROM LAST SLOT
PARTICIPANTS / PREPARATIONS MADE		RATIONS MADE	FINAL STEP / LAST ENTRY FOR THIS SLOT

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

0	GOAL / QUEST	LOCATIONS	TASK GIVEN / REQUIREMENTS FOR COMPLETION
LOT	PARTICIPANTS / PREPAR	ATIONS MADE	NEXT STEP / CONTINUED FROM LAST SLOT
ົທ	PARTICIPANTS / PREPAR	ATIONS MADE	NEXT STEP / CONTINUED FROM LAST SLOT
	PARTICIPANTS / PREPARATIONS MADE		FINAL STEP / LAST ENTRY FOR THIS SLOT

GOAL	/ QUEST	LOCATIONS	TASK GIVEN / REQUIREMENTS FOR COMPLETION
PARTICIPANTS / PREPARATIONS MADE			NEXT STEP / CONTINUED FROM LAST SLOT
้ดี PART	TICIPANTS / PREPAR	RATIONS MADE	NEXT STEP / CONTINUED FROM LAST SLOT
PAR	TICIPANTS / PREPAR	RATIONS MADE	FINAL STEP / LAST ENTRY FOR THIS SLOT

L	GOAL / QUEST	LOCATIONS	TASK GIVEN / REQUIREMENTS FOR COMPLETION
	PARTICIPANTS / PREP	ARATIONS MADE	NEXT STEP / CONTINUED FROM LAST SLOT
ω —	PARTICIPANTS / PREP	ARATIONS MADE	NEXT STEP / CONTINUED FROM LAST SLOT
	PARTICIPANTS / PREP	ARATIONS MADE	FINAL STEP / LAST ENTRY FOR THIS SLOT

	GOAL / QUEST	LOCATIONS	TASK GIVEN / REQUIREMENTS FOR COMPLETION
0 L0	PARTICIPANTS / PREF	PARATIONS MADE	NEXT STEP / CONTINUED FROM LAST SLOT
S	PARTICIPANTS / PREF	ARATIONS MADE	NEXT STEP / CONTINUED FROM LAST SLOT
	PARTICIPANTS / PREPARATIONS MADE		FINAL STEP / LAST ENTRY FOR THIS SLOT

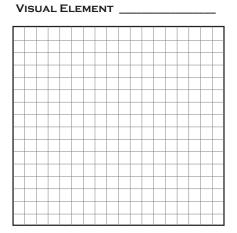
 REWARDS SHEET # _____
 DATES USED: ___/ ___
 TO ___/ ___

۲	PROJECT NAME / UNDE		REWARD IF COMPLETED WITHIN GIVE PARAMETERS
SLOT	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
		OTTLER LIMITS	REWARDS FOR ONSATISFACTOR RESOLTS
SLOT B	PROJECT NAME / UNDE	RTAKING NAME	REWARD IF COMPLETED WITHIN GIVE PARAMETERS
SL(TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
υ			
SLOT	PROJECT NAME / UNDE	RTAKING NAME	REWARD IF COMPLETED WITHIN GIVE PARAMETERS
<u></u>	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
<u> </u>	i		
sLoT	PROJECT NAME / UNDE		REWARD IF COMPLETED WITHIN GIVE PARAMETERS
	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
от — —	PROJECT NAME / UNDE	RTAKING NAME	REWARD IF COMPLETED WITHIN GIVE PARAMETERS
SLOT	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
LL.			
LoT	PROJECT NAME / UNDE	RTAKING NAME	REWARD IF COMPLETED WITHIN GIVE PARAMETERS
<u>ທ</u> ——	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
<u>ს</u>	PROJECT NAME / UNDERTAKING NAME		
			REWARD IF COMPLETED WITHIN GIVE PARAMETERS
	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
н —	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS
SL0	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
_			
SLOT	PROJECT NAME / UNDE	RTAKING NAME	REWARD IF COMPLETED WITHIN GIVE PARAMETERS
ົດ	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
ר			
SLOT	PROJECT NAME / UNDE	RTAKING NAME	REWARD IF COMPLETED WITHIN GIVE PARAMETERS
	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
н Т	PROJECT NAME / UNDE	RTAKING NAME	REWARD IF COMPLETED WITHIN GIVE PARAMETERS
SLOT	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
	-		
Ъ —	PROJECT NAME / UNDE		REWARD IF COMPLETED WITHIN GIVE PARAMETERS
אר אר	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS
Σ			
ГОТ	PROJECT NAME / UNDE	RTAKING NAME	REWARD IF COMPLETED WITHIN GIVE PARAMETERS
<u></u>	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY RESULTS

CAMPAIGN / ADVENTURE NAME: _____ STARTING DATE: ___ / ___ / ____

KEY CHARACTERS

STORY INTRODUCTION :		
5		
TRAVELING COMPANIONS:	 	



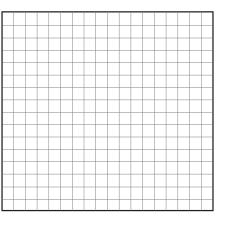
VISUAL ELEMENT

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

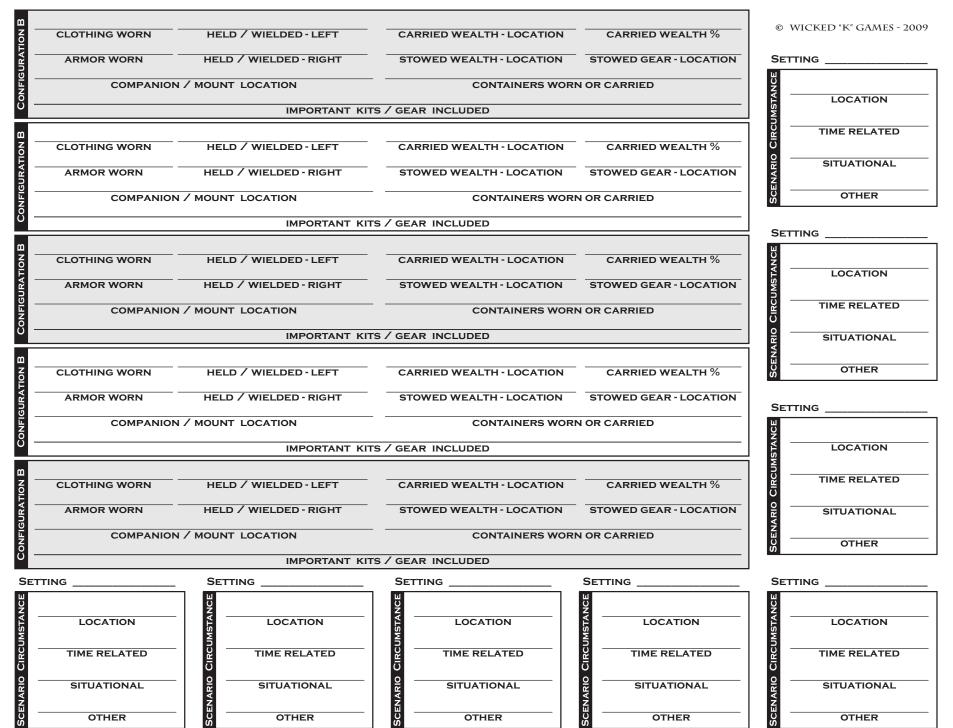
NO	CATALYST / REASON	LOCATION	PIVOTAL PLOT POINT	NEW DIRECTION HEADED
ESSI				
ROGR				
ΤPR				
PLO				

NOTES	PLOT KNOWN THUS FAR :	
RALL N		
OVE		

VISUAL ELEMENT



© WICKED "K" GAMES - 2009



SCENARIO ORGANIZING PLANNER

HARACTER NAME:

JOURNAL ENTRY #	&	ADVENTURE:	DATES: / /	&//
PARTY MEMBERS PRESENT :				
SEVENT	ENVIRONMENT	LOCATION	IMPACT ON PARTY	
ØUEST / SGOAL / JOB 0 0 0 0 0	LOCATION	CURRENT STATUS	RESULT / REWARD	
	INTERACTION	NPC NAME	INTERACTION	
SESSION CONCLUSSION : _				
PAST & FUTURE FACTORS : 				
PARTY MEMBERS PRESENT :				
S EVENT	ENVIRONMENT	LOCATION	IMPACT ON PARTY	
GOAL / JOB	LOCATION	CURRENT STATUS	RESULT / REWARD	
NPC NAME	INTERACTION	NPC NAME	INTERACTION	
SESSION CONCLUSSION : _				
PAST & FUTURE FACTORS :				

© WICKED "K" GAMES - 2009

<					© WICKED "K" GAMES - 2009
LO LO	LOCATION NAME	GEOGRAPHIC POSITION	CLIMATE TYPE	TERRAIN TYPE	MAP OF
<u>v</u>	NOTEA	ABLE FEATURES	RELEVANCE /	IMPORTANCE	
<u>ш</u>					
SLOT	LOCATION NAME	GEOGRAPHIC POSITION	CLIMATE TYPE	TERRAIN TYPE	
ิ เกิ	NOTEA	ABLE FEATURES	RELEVANCE /	IMPORTANCE	
U					
SLOT	LOCATION NAME	GEOGRAPHIC POSITION	CLIMATE TYPE	TERRAIN TYPE	
ร	NOTEA	ABLE FEATURES	RELEVANCE /	IMPORTANCE	
]
					MAP OF
Ь	LOCATION NAME	GEOGRAPHIC POSITION	CLIMATE TYPE	TERRAIN TYPE	
SL	NOTEA		RELEVANCE /		
	NOTER		KELEVANCE /	IMI OKTANCE	
1.1					1
E .	LOCATION NAME	GEOGRAPHIC POSITION	CLIMATE TYPE	TERRAIN TYPE	
SLOT					
0/	NOTEA	ABLE FEATURES	RELEVANCE /	IMPORTANCE	
<u>ш</u> .		GEOGRAPHIC POSITION		TERRAIN TYPE	
SLOT	LOCATION NAME				MAP OF
ω ·	NOTEA	ABLE FEATURES	RELEVANCE /	IMPORTANCE	
ڻ ا					
Ģ	LOCATION NAME	GEOGRAPHIC POSITION	CLIMATE TYPE	TERRAIN TYPE	
SL	NOTEA	ABLE FEATURES	RELEVANCE /	IMPORTANCE	
Ξ					
6	LOCATION NAME	GEOGRAPHIC POSITION	CLIMATE TYPE	TERRAIN TYPE	
ิง เ	NOTEA	ABLE FEATURES	RELEVANCE /	IMPORTANCE	
	APOF	MAP OF	MAPOF	MAP OF	
					1
		┨╴┠┼┼┼┼┼┼┼┼┼┼┼┤			

LOCATION SHEET #

	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
O VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
0 NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
NPC	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
L NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
VARIOUS ALIASES		RELEVANCE / IMPORTANCE	FLACES
0 NPC NAME	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
NPC	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
	RELATION TO CHARACTER		MEETING PLACES
VARIOUS ALIASES		RELEVANCE / IMPORTANCE	
	RELATION TO CHARACTER	ALLEGIANCES	MEETING PLACES
VARIOUS ALIASES		RELEVANCE / IMPORTANCE	

CLIENT / EMPLOYER PARTICIPANTS / PREP NEEDED	WORK AREA	TERMS OF COMPLETION COMPENSATION / CONSEQUENCES
CLIENT / EMPLOYER PARTICIPANTS / PREP NEEDED	WORK AREA	TERMS OF COMPLETION COMPENSATION / CONSEQUENCES
O CLIENT / EMPLOYER PARTICIPANTS / PREP NEEDED	WORK AREA	TERMS OF COMPLETION COMPENSATION / CONSEQUENCES
CLIENT / EMPLOYER PARTICIPANTS / PREP NEEDED	WORK AREA	TERMS OF COMPLETION COMPENSATION / CONSEQUENCES
CLIENT / EMPLOYER PARTICIPANTS / PREP NEEDED	WORK AREA	TERMS OF COMPLETION COMPENSATION / CONSEQUENCES
CLIENT / EMPLOYER PARTICIPANTS / PREP NEEDED	WORK AREA	TERMS OF COMPLETION COMPENSATION / CONSEQUENCES
0 CLIENT / EMPLOYER 0 PARTICIPANTS / PREP NEEDED	WORK AREA	TERMS OF COMPLETION COMPENSATION / CONSEQUENCES
I CLIENT / EMPLOYER PARTICIPANTS / PREP NEEDED	WORK AREA	COMPENSATION / CONSEQUENCES
CLIENT / EMPLOYER PARTICIPANTS / PREP NEEDED	WORK AREA	TERMS OF COMPLETION COMPENSATION / CONSEQUENCES
CLIENT / EMPLOYER PARTICIPANTS / PREP NEEDED	WORK AREA	TERMS OF COMPLETION COMPENSATION / CONSEQUENCES
CLIENT / EMPLOYER PARTICIPANTS / PREP NEEDED	WORK AREA	TERMS OF COMPLETION COMPENSATION / CONSEQUENCES
CLIENT / EMPLOYER PARTICIPANTS / PREP NEEDED	WORK AREA	TERMS OF COMPLETION COMPENSATION / CONSEQUENCES

OL

DATES USED: _

	GOAL / QUEST	LOCATIONS	TASK GIVEN
τA	PARTICIPANTS / PREPARATIONS MADE		
SLOT	PARTICIPANTS / PREPARATIONS MADE		NEXT STEP
	PARTICIPANTS / PREPARATIONS MADE		NEXT STEP
	GOAL / QUEST	LOCATIONS	TASK GIVEN
ш Г	PARTICIPANTS / PREPARATIONS MADE		
SLOT	PARTICIPANTS / PREPARATIONS MADE		
	PARTICIPANTS / PREPARATIONS MADE		NEXT STEP
	GOAL / QUEST	LOCATIONS	TASK GIVEN
U	PARTICIPANTS / PREPARATIONS MADE		NEXT STEP
SLOT	PARTICIPANTS / PREPARATIONS MADE		
	PARTICIPANTS / PREPARATIONS MADE		NEXT STEP
	GOAL /	LOCATIONS	
	QUEST		TASK GIVEN
ГD	QUEST PARTICIPANTS / PREPARATIONS MADE		
SLOT D	PARTICIPANTS /		
	PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS /		NEXT STEP
	PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS /		NEXT STEP
	PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS /		NEXT STEP NEXT STEP NEXT STEP
E SLOT	PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE		NEXT STEP NEXT STEP NEXT STEP
	PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE GOAL / QUEST PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE	LOCATIONS	NEXT STEP NEXT STEP NEXT STEP TASK GIVEN NEXT STEP
E SLOT	PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE GOAL / QUEST PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE	LOCATIONS	NEXT STEP NEXT STEP NEXT STEP TASK GIVEN NEXT STEP
E SLOT	PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE GOAL / QUEST PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS /	LOCATIONS	NEXT STEP NEXT STEP NEXT STEP TASK GIVEN NEXT STEP NEXT STEP NEXT STEP
E SLOT	PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE GOAL / QUEST PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE COAL / QUEST	LOCATIONS	NEXT STEP NEXT STEP NEXT STEP TASK GIVEN NEXT STEP NEXT STEP NEXT STEP
F SLOT E SLOT	PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE GOAL / QUEST PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE COAL / COAL	LOCATIONS	NEXT STEP NEXT STEP NEXT STEP TASK GIVEN NEXT STEP NEXT STEP NEXT STEP NEXT STEP NEXT STEP
E SLOT	PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE GOAL / QUEST PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE PARTICIPANTS / PREPARATIONS MADE COAL / QUEST	LOCATIONS	NEXT STEP NEXT STEP NEXT STEP TASK GIVEN NEXT STEP NEXT STEP NEXT STEP NEXT STEP TASK GIVEN

© WICKED "K" GAMES - 2009

OL

۲	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS	
SLOT	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY	
07		· · · · · · · · · · · · · · · · · · ·		
m	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS	
SLOT	ТІМЕ	OTHER	REWARDS FOR	
ິທ	CONSTRAINTS		UNSATISFACTORY	
υ	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS	
SLOT		OTHER LIMITS	REWARDS FOR UNSATISFACTORY	
ົດ	CONSTRAINTS			
	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS	
SLOT	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY	
S				
ш	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS	
SLOT		OTHER	REWARDS FOR	
ิธ	CONSTRAINTS		UNSATISFACTORY	
ш	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS	
SLOT	TIME	OTHER	REWARDS FOR	
SL	CONSTRAINTS		UNSATISFACTORY	
ი	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS	
SLOT	ТІМЕ	OTHER	REWARDS FOR	
ิณ			UNSATISFACTORY	
Т	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS	
SLOT	ТІМЕ	OTHER LIMITS	REWARDS FOR UNSATISFACTORY	
N				
-	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS	
SLOT	TIME	OTHER	REWARDS FOR	
N			UNSATISFACTORY	
٦	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS	
SLOT	ТІМЕ	OTHER LIMITS	REWARDS FOR UNSATISFACTORY	
ω	CONSTRAINTS	LIVII 13		
¥	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS	
SLOT K	TIME CONSTRAINTS	OTHER LIMITS	REWARDS FOR UNSATISFACTORY	
S				
ц Ц	PROJECT NAME / UNDERTAKING NAME		REWARD IF COMPLETED WITHIN GIVE PARAMETERS	
SLOT L	PROJECT NAME / UNDERTAKING NAME	OTHER LIMITS	REWARD IF COMPLETED WITHIN GIVE PARAMETERS REWARDS FOR UNSATISFACTORY	

OL

DATES USED: _

WE WOULD LIKE TO THANK THE FOLLOWING NON-AUTHOR INDIVIDUALS FOR INPUT, FEEDBACK, AND CONTRIBUTIONS

USED TOWARD THE RELEASE OF THIS PRODUCT:

* LISTED BY DATE OF JOINING THE DISCUSSION *

DANA WILERSON JOEY FERGUSON JAMES, RICHARD, & VALERIE EWING THE 'NORTH HOUSTON D&D / PATHFINDER EXP' MEETUP

> MATTHEW MORRIS WATCHER BROCK FAKEHEALER SIRURZA KOR – ORC SCROLLKEEPER **TALONNE HAUK URIZEN** CHRISTOPHER VRYSEN WRAITHSTRIKE DRYDER **JREYST MDT** MARSHALL JANSEN SALAMA DONNALD JOHNSON CHRISREVOCATUER SILVERHAIR2008 XUM **EXILED PRINCE UNDEADLORD** ZIMITH **CHUBBS MCGEE** MAVERICKWOLF DARK MISTRESS SARANDOSIL

OPEN GAMING LICENSE VERSION 1.0A

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

15. COPYRIGHT NOTICE

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

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

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

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

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

Wicked K Games - Character Portfolio for Pathfinder, Copyright 2009, Karl Keddington, Wicked K Games.

The following is Open Content: All Text.