



ANIMAL COMPANION

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

AC
ARMOR CLASS

TOTAL = 10 + [ARMOR BONUS] + [SHIELD BONUS] + [DEX MOD.] + [SIZE MOD.] + [NAT. ARMOR] + [DEFLECT MOD.] + [MISC. MODIFIER]

TOUCH

FLAT FOOTED

FORTITUDE CONSTITUTION	MODIFIERS	B.A.B.	MODIFIERS
REFLEX DEXTERITY		CMB	
WILL WISDOM		CMD	

PRIMARY ATK.

ATTACK BONUS	DAMAGE	CRITICAL

TYPE RANGE SPECIAL PROPERTIES

SECONDARY ATK.

ATTACK BONUS	DAMAGE	CRITICAL

TYPE RANGE SPECIAL PROPERTIES

EXTRAORDINARY ATK.

CARRYING CAPACITY

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

FEAT	PAGE REF.	FEAT	PAGE REF.
:		:	
FEAT	PAGE REF.	FEAT	PAGE REF.
:		:	
FEAT	PAGE REF.	FEAT	PAGE REF.
:		:	
FEAT	PAGE REF.	FEAT	PAGE REF.
:		:	

NAME TYPE SIZE OWNER

HP HIT POINTS

TOTAL NONLETHAL

WOUNDS/CURRENT HP

SPACE REACH

INIT. MOD. TOTAL = [DEX MOD.] + [MISC. MOD.]

DAMAGE REDUCTION

SPELL RESISTANCE

ENERGY RESISTANCE

MOVEMENT

FT. SQ. BASE SPEED	FT. SQ. ARMOR SPEED	FT. BURROW	
FT. MANEUVERABILITY FLY	FT. SWIM	FT. CLIMB	TEMP. MODIFIERS

SKILLS

SKILL NAME	KEY ABILITY	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
				+	+
				+	+
				+	+
				+	+
				+	+
				+	+
				+	+
				+	+
				+	+
				+	+

TRICKS

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX

CHECK PENALTY WEIGHT SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

SPECIAL ABILITIES

ABILITIES

APPEARANCE/DESCRIPTION



MOUNT

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

NAME

TYPE

SIZE

OWNER

HP

HIT POINTS TOTAL NONLETHAL

WOUNDS / CURRENT HP /

SPACE REACH

INIT. MOD. = +

TOTAL DEX MOD. MISC. MOD.

DAMAGE REDUCTION

SPELL RESISTANCE

ENERGY RESISTANCE

AC = 10 + + + + + + + +

ARMOR CLASS TOTAL ARMOR BONUS SHIELD BONUS DEX MOD. SIZE MOD. NAT. ARMOR DEFLECT MOD. MISC. MODIFIER

TOUCH **MODIFIERS**

FLAT FOOTED

FORTITUDE **MODIFIERS**

REFLEX

WILL

B.A.B. **MODIFIERS**

CMB

CMD

PRIMARY ATK. ATTACK BONUS DAMAGE CRITICAL

TYPE	RANGE	SPECIAL PROPERTIES

SECONDARY ATK. ATTACK BONUS DAMAGE CRITICAL

TYPE	RANGE	SPECIAL PROPERTIES

EXTRAORDINARY ATK.

CARRYING CAPACITY

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

FEAT	PAGE REF.	FEAT	PAGE REF.
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FEAT	PAGE REF.	FEAT	PAGE REF.
⋮		⋮	
FEAT	PAGE REF.	FEAT	PAGE REF.
⋮		⋮	
FEAT	PAGE REF.	FEAT	PAGE REF.
⋮		⋮	

MOVEMENT

<input type="text"/> FT. SQ.	<input type="text"/> FT. SQ.	<input type="text"/> FT.	<input type="text"/>
BASE SPEED	ARMOR SPEED	BURROW	
<input type="text"/> FT.	<input type="text"/> FT.	<input type="text"/> FT.	<input type="text"/>
FLY	MANUEVERABILITY	SWIM	CLIMB
TEMP. MODIFIERS			

SKILLS

SKILL NAME	KEY ABILITY	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
		<input type="text"/>	+	<input type="text"/>	+
		<input type="text"/>	+	<input type="text"/>	+
		<input type="text"/>	+	<input type="text"/>	+
		<input type="text"/>	+	<input type="text"/>	+
		<input type="text"/>	+	<input type="text"/>	+
		<input type="text"/>	+	<input type="text"/>	+
		<input type="text"/>	+	<input type="text"/>	+
		<input type="text"/>	+	<input type="text"/>	+
		<input type="text"/>	+	<input type="text"/>	+
		<input type="text"/>	+	<input type="text"/>	+

TRICKS

ARMOR/PROTECTIVE ITEM TYPE AC BONUS MAX DEX

CHECK PENALTY	WEIGHT	SPECIAL PROPERTIES	

PROTECTIVE ITEM AC BONUS WEIGHT SPECIAL PROPERTIES

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SPECIAL ABILITIES

ABILITIES

APPEARANCE/DESCRIPTION



Familiar

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

AC (ARMOR CLASS) = 10 + (ARMOR BONUS) + (SHIELD BONUS) + (DEX MOD.) + (SIZE MOD.) + (NAT. ARMOR) + (DEFLECT MOD.) + (MISC. MODIFIER)

TOUCH **MODIFIERS**

FLAT FOOTED

FORTITUDE CONSTITUTION	<input type="text"/>	MODIFIERS	<input type="text"/>
REFLEX DEXTERITY	<input type="text"/>	B.A.B.	<input type="text"/>
WILL WISDOM	<input type="text"/>	CMB	<input type="text"/>
		CMD	<input type="text"/>

PRIMARY ATK.

TYPE	RANGE	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

SECONDARY ATK.

TYPE	RANGE	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

EXTRAORDINARY ATK.

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CARRYING CAPACITY

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

FEAT	<input type="text"/>	PAGE REF.	<input type="text"/>	FEAT	<input type="text"/>	PAGE REF.	<input type="text"/>
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FEAT	<input type="text"/>	PAGE REF.	<input type="text"/>	FEAT	<input type="text"/>	PAGE REF.	<input type="text"/>
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FEAT	<input type="text"/>	PAGE REF.	<input type="text"/>	FEAT	<input type="text"/>	PAGE REF.	<input type="text"/>
⋮				⋮			
FEAT	<input type="text"/>	PAGE REF.	<input type="text"/>	FEAT	<input type="text"/>	PAGE REF.	<input type="text"/>
⋮				⋮			

NAME _____ **TYPE** _____ **SIZE** _____ **MASTER** _____

HP (HIT POINTS) **TOTAL** **NONLETHAL**

WOUNDS / CURRENT HP /

SPACE REACH

INIT. MOD. = (DEX MOD.) + (MISC. MOD.)

DAMAGE REDUCTION

SPELL RESISTANCE

ENERGY RESISTANCE

MOVEMENT

<input type="text"/> FT. <input type="text"/> SQ.	<input type="text"/> FT.	<input type="text"/>
BASE SPEED	FLY	MANEUVERABILITY
<input type="text"/> FT.	<input type="text"/> FT.	<input type="text"/> FT.
BURROW	SWIM	CLIMB
		TEMP. MODIFIERS


SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> ACROBATICS	_____	=DEX	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> CLIMB	_____	=STR	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> FLY	_____	=DEX	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> PERCEPTION	_____	=WIS	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> STEALTH	_____	=DEX	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> SWIM	_____	=STR	_____ + _____	_____ + _____
<input type="checkbox"/> _____	_____		_____ + _____	_____ + _____
<input type="checkbox"/> _____	_____		_____ + _____	_____ + _____
<input type="checkbox"/> _____	_____		_____ + _____	_____ + _____
<input type="checkbox"/> _____	_____		_____ + _____	_____ + _____
<input type="checkbox"/> _____	_____		_____ + _____	_____ + _____
<input type="checkbox"/> _____	_____		_____ + _____	_____ + _____

TRICKS

ARMOR/PROTECTIVE ITEM	TYPE	AC BONUS	MAX DEX
CHECK PENALTY	WEIGHT	SPECIAL PROPERTIES	

SPECIAL ABILITIES

	ABILITIES

APPEARANCE/DESCRIPTION

EIDOLON

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

AC ARMOR CLASS = 10 + + + + + + + + +

TOTAL ARMOR BONUS SHIELD BONUS DEX MOD. SIZE MOD. NAT. ARMOR DEFLECT MOD. MISC. MODIFIER

TOUCH MODIFIERS

FLAT FOOTED

FORTITUDE CONSTITUTION MODIFIERS

REFLEX DEXTERITY

WILL WISDOM

B.A.B. MODIFIERS

CMB

CMD

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

EXTRAORDINARY ATK.

FEAT	PAGE REF.	FEAT	PAGE REF.
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FEAT	PAGE REF.	FEAT	PAGE REF.
:		:	
FEAT	PAGE REF.	FEAT	PAGE REF.
:		:	
FEAT	PAGE REF.	FEAT	PAGE REF.
:		:	

NAME _____ TYPE _____ SIZE _____ SUMMONER _____

HP HIT POINTS TOTAL NONLETHAL

WOUNDS / CURRENT HP

/ /

100-1,000 FT. 1,000-10,000 FT.

INIT. MOD. = +

TOTAL DEX MOD. MISC. MOD.

DAMAGE REDUCTION

SPELL RESISTANCE

ENERGY RESISTANCE

MOVEMENT

FT. SQ. FT.

BASE SPEED FLY MANUEVRABILITY

FT. FT. FT.

BURROW SWIM CLIMB TEMP. MODIFIERS

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> BLUFF	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES)*	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> PERCEPTION	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> SENSE MOTIVE	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> STEALTH	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> _____	_____		____ + ____	+ ____
<input checked="" type="checkbox"/> _____	_____		____ + ____	+ ____
<input checked="" type="checkbox"/> _____	_____		____ + ____	+ ____
<input type="checkbox"/> _____	_____		____ + ____	+ ____
<input type="checkbox"/> _____	_____		____ + ____	+ ____

CARRYING CAPACITY

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

EVOLUTIONS

EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT

APPEARANCE / DESCRIPTION

EVOLUTION POOL



EIDOLON

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

AC ARMOR CLASS = 10 + ARMOR BONUS + SHIELD BONUS + DEX MOD. + SIZE MOD. + NAT. ARMOR + DEFLECT MOD. + MISC. MODIFIER

TOUCH **MODIFIERS** _____

FLAT FOOTED

FORTITUDE CONSTITUTION **MODIFIERS** _____

REFLEX DEXTERITY **MODIFIERS** _____

WILL WISDOM **MODIFIERS** _____

B.A.B. **MODIFIERS** _____

CMB **MODIFIERS** _____

CMD **MODIFIERS** _____

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

EXTRAORDINARY ATK.

FEAT	PAGE REF.	FEAT	PAGE REF.
_____	_____	_____	_____
FEAT	PAGE REF.	FEAT	PAGE REF.
_____	_____	_____	_____
FEAT	PAGE REF.	FEAT	PAGE REF.
_____	_____	_____	_____
FEAT	PAGE REF.	FEAT	PAGE REF.
_____	_____	_____	_____

NAME _____ TYPE _____ SIZE _____ SUMMONER _____

HP HIT POINTS TOTAL NONLETHAL

WOUNDS / CURRENT HP /

100-1,000 FT. 1,000-10,000 FT.

INIT. MOD. = DEX MOD. + MISC. MOD.

DAMAGE REDUCTION

SPELL RESISTANCE

ENERGY RESISTANCE

MOVEMENT

BASE SPEED FT. SQ.

FLY FT. MANUEVERABILITY

BURROW FT. SWIM FT. CLIMB FT.

TEMP. MODIFIERS

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> BLUFF	_____	=CHA	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> CRAFT	_____	=INT	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES)*	_____	=INT	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> PERCEPTION	_____	=WIS	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> SENSE MOTIVE	_____	=WIS	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> STEALTH	_____	=DEX	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> _____	_____		_____ + _____	_____ + _____
<input checked="" type="checkbox"/> _____	_____		_____ + _____	_____ + _____
<input checked="" type="checkbox"/> _____	_____		_____ + _____	_____ + _____
<input type="checkbox"/> _____	_____		_____ + _____	_____ + _____
<input type="checkbox"/> _____	_____		_____ + _____	_____ + _____

CARRYING CAPACITY

LIGHT LOAD MEDIUM LOAD HEAVY LOAD

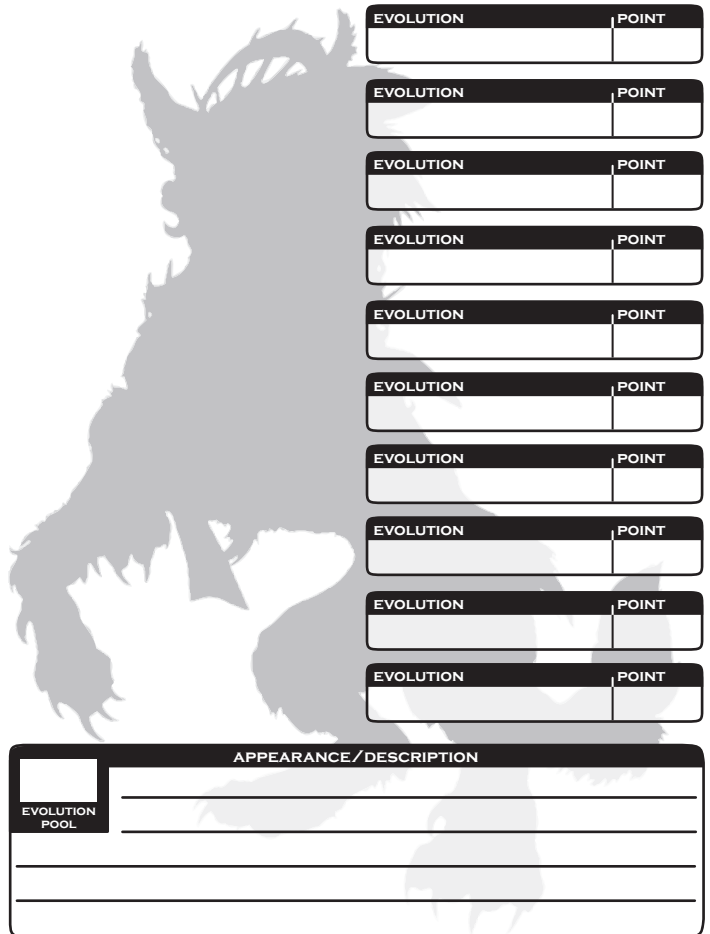
LIFT OVER HEAD LIFT OFF GROUND PUSH OR DRAG

EVOLUTIONS

EVOLUTION	POINT
_____	_____
EVOLUTION	POINT
_____	_____
EVOLUTION	POINT
_____	_____
EVOLUTION	POINT
_____	_____
EVOLUTION	POINT
_____	_____
EVOLUTION	POINT
_____	_____
EVOLUTION	POINT
_____	_____
EVOLUTION	POINT
_____	_____

APPEARANCE/DESCRIPTION

EVOLUTION POOL



EIDOLON

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMP. SCORE	TEMP. MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

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TOUCH MODIFIERS

FLAT FOOTED

FORTITUDE CONSTITUTION MODIFIERS

REFLEX DEXTERITY

WILL WISDOM

B.A.B. MODIFIERS

CMB

CMD

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

EXTRAORDINARY ATK.

FEAT	PAGE REF.	FEAT	PAGE REF.
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FEAT	PAGE REF.	FEAT	PAGE REF.
:		:	
FEAT	PAGE REF.	FEAT	PAGE REF.
:		:	
FEAT	PAGE REF.	FEAT	PAGE REF.
:		:	

NAME _____ TYPE _____ SIZE _____ SUMMONER _____

HP HIT POINTS TOTAL NONLETHAL

WOUNDS / CURRENT HP /

100-1,000 FT. 1,000-10,000 FT.

INIT. MOD. = +

TOTAL DEX MOD. MISC. MOD.

DAMAGE REDUCTION

SPELL RESISTANCE

ENERGY RESISTANCE

MOVEMENT

BASE SPEED FT. SQ.

FLY FT. MANEUVERABILITY

BURROW FT. SWIM FT. CLIMB FT.

TEMP. MODIFIERS

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> BLUFF	_____	=CHA	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> CRAFT	_____	=INT	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES)*	_____	=INT	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> PERCEPTION	_____	=WIS	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> SENSE MOTIVE	_____	=WIS	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> STEALTH	_____	=DEX	_____ + _____	_____ + _____
<input checked="" type="checkbox"/>	_____		_____ + _____	_____ + _____
<input checked="" type="checkbox"/>	_____		_____ + _____	_____ + _____
<input checked="" type="checkbox"/>	_____		_____ + _____	_____ + _____
<input type="checkbox"/>	_____		_____ + _____	_____ + _____
<input type="checkbox"/>	_____		_____ + _____	_____ + _____

CARRYING CAPACITY

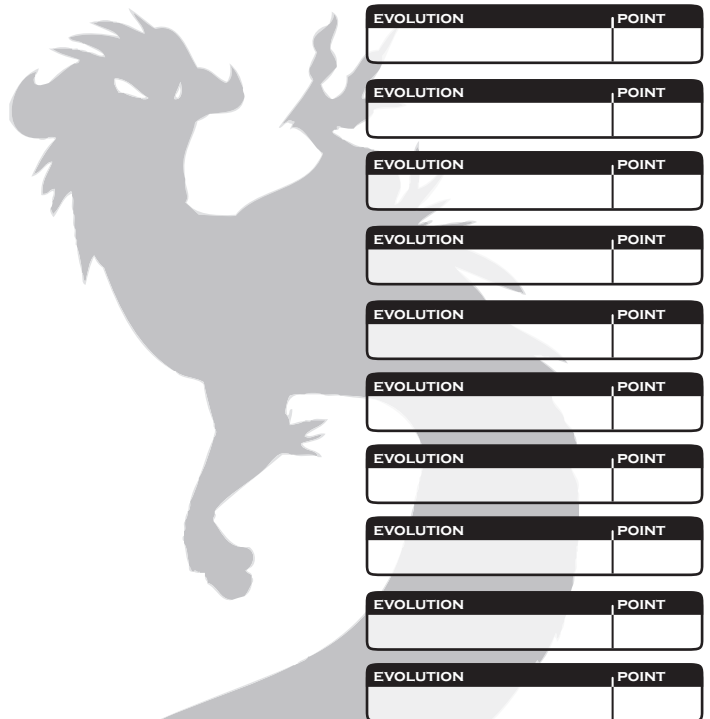
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

EVOLUTIONS

EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT
EVOLUTION	POINT

APPEARANCE / DESCRIPTION

EVOLUTION POOL



COMMON SUMMONED MONSTERS

SUMMON MONSTER		CR							
		HP / HP CURRENT / MAX							
		INIT.	FORT	REFLEX	WILL				
STR		AC / TOUCH / FLAT FOOTED							
DEX		PRIMARY ATK.		ATTACK BONUS	DAMAGE	CRIT.			
CON		SPECIAL PROPERTIES							
INT		SECONDARY ATK.		ATTACK BONUS	DAMAGE	CRIT.			
WIS		SPECIAL PROPERTIES							
CHA		SPECIAL PROPERTIES							
SKILLS		FEATS		SPECIAL PROPERTIES AND ABILITIES					

SUMMON MONSTER		CR							
		HP / HP CURRENT / MAX							
		INIT.	FORT	REFLEX	WILL				
STR		AC / TOUCH / FLAT FOOTED							
DEX		PRIMARY ATK.		ATTACK BONUS	DAMAGE	CRIT.			
CON		SPECIAL PROPERTIES							
INT		SECONDARY ATK.		ATTACK BONUS	DAMAGE	CRIT.			
WIS		SPECIAL PROPERTIES							
CHA		SPECIAL PROPERTIES							
SKILLS		FEATS		SPECIAL PROPERTIES AND ABILITIES					

SUMMON MONSTER		CR							
		HP / HP CURRENT / MAX							
		INIT.	FORT	REFLEX	WILL				
STR		AC / TOUCH / FLAT FOOTED							
DEX		PRIMARY ATK.		ATTACK BONUS	DAMAGE	CRIT.			
CON		SPECIAL PROPERTIES							
INT		SECONDARY ATK.		ATTACK BONUS	DAMAGE	CRIT.			
WIS		SPECIAL PROPERTIES							
CHA		SPECIAL PROPERTIES							
SKILLS		FEATS		SPECIAL PROPERTIES AND ABILITIES					

SUMMON MONSTER		CR							
		HP / HP CURRENT / MAX							
		INIT.	FORT	REFLEX	WILL				
STR		AC / TOUCH / FLAT FOOTED							
DEX		PRIMARY ATK.		ATTACK BONUS	DAMAGE	CRIT.			
CON		SPECIAL PROPERTIES							
INT		SECONDARY ATK.		ATTACK BONUS	DAMAGE	CRIT.			
WIS		SPECIAL PROPERTIES							
CHA		SPECIAL PROPERTIES							
SKILLS		FEATS		SPECIAL PROPERTIES AND ABILITIES					

SUMMON MONSTER		CR							
		HP / HP CURRENT / MAX							
		INIT.	FORT	REFLEX	WILL				
STR		AC / TOUCH / FLAT FOOTED							
DEX		PRIMARY ATK.		ATTACK BONUS	DAMAGE	CRIT.			
CON		SPECIAL PROPERTIES							
INT		SECONDARY ATK.		ATTACK BONUS	DAMAGE	CRIT.			
WIS		SPECIAL PROPERTIES							
CHA		SPECIAL PROPERTIES							
SKILLS		FEATS		SPECIAL PROPERTIES AND ABILITIES					

SUMMON MONSTER		CR							
		HP / HP CURRENT / MAX							
		INIT.	FORT	REFLEX	WILL				
STR		AC / TOUCH / FLAT FOOTED							
DEX		PRIMARY ATK.		ATTACK BONUS	DAMAGE	CRIT.			
CON		SPECIAL PROPERTIES							
INT		SECONDARY ATK.		ATTACK BONUS	DAMAGE	CRIT.			
WIS		SPECIAL PROPERTIES							
CHA		SPECIAL PROPERTIES							
SKILLS		FEATS		SPECIAL PROPERTIES AND ABILITIES					

SPELLS

KNOWN
PREP'D
SCROLL

SPELL NAME

SCHOOL

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

0 LEVEL

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

SPELLS

KNOWN
PREP'D
SCROLL

SPELL NAME

SCHOOL

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

0 LEVEL

1ST LEVEL

2ND LEVEL

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

8TH LEVEL

9TH LEVEL

SPELLS

KNOWN
PREP'D
SCROLL

SPELL NAME

SCHOOL

COMP.

CAST TIME

RANGE

DURATION

SAVE

SR

EFFECT

3RD LEVEL

4TH LEVEL

5TH LEVEL

6TH LEVEL

7TH LEVEL

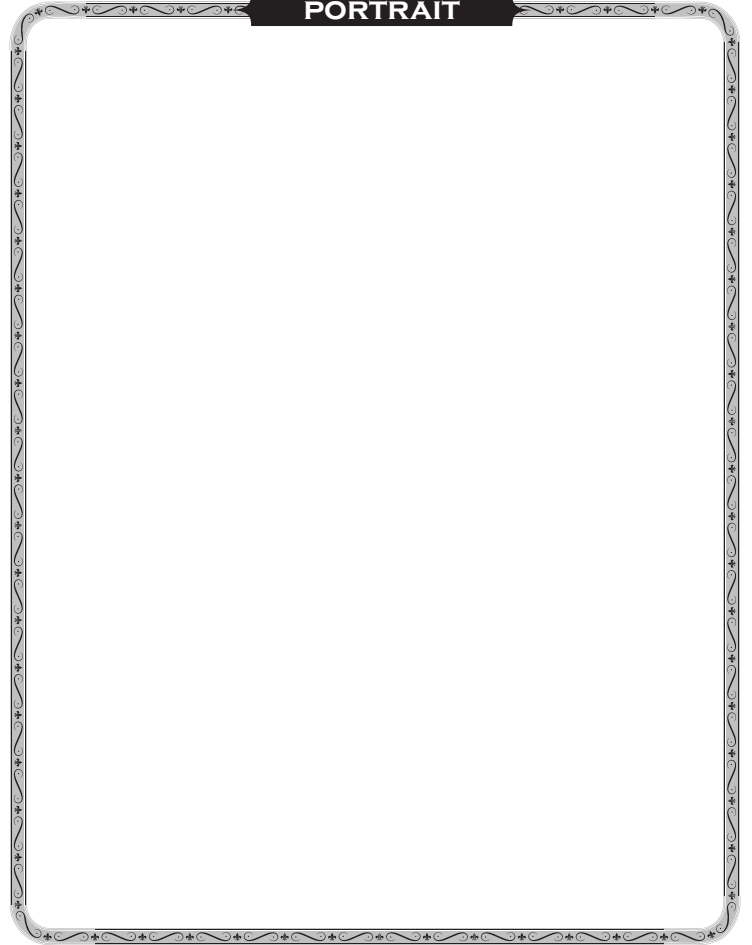
8TH LEVEL

9TH LEVEL

BACKGROUND

HOMETOWN:

PORTRAIT



CAMPAIGN NOTES

PEOPLE

PLACES

THINGS

ACTIONS IN COMBAT

	ATTACK OF OPPORTUNITY ¹
STANDARD ACTION	
ATTACK (MELEE)	NO
ATTACK (RANGED)	YES
ATTACK (UNARMED)	YES
ACTIVATE A MAGIC ITEM OTHER THAN A POTION OR OIL	NO
AID ANOTHER	MAYBE ²
CAST A SPELL (1 STANDARD ACTION CASTING TIME)	YES
CHANNEL ENERGY	NO
CONCENTRATE TO MAINTAIN AN ACTIVE SPELL	NO
DISMISS A SPELL	NO
DRAW A HIDDEN WEAPON (SEE SLIGHT OF HAND SKILL)	NO
DRINK A POTION OR APPLY AN OIL	YES
ESCAPE A GRAPPLE	NO
FEINT	NO
LIGHT A TORCH WITH A TINDERWIG	YES
LOWER SPELL RESISTANCE	NO
READ A SCROLL	YES
READY (TRIGGERS A STANDARD ACTION)	NO
STABILIZE A DYING FRIEND (SEE HEAL SKILL)	YES
TOTAL DEFENSE	NO
USE EXTRAORDINARY ABILITY	NO
USE SKILL THAT TAKES 1 ACTION	USUALLY
USE SPELL-LIKE ABILITY	YES
USE SUPERNATURAL ABILITY	NO

MOVE ACTION	
MOVE	YES
CONTROL A FRIGHTENED MOUNT	YES
DIRECT OR REDIRECT AN ACTIVE SPELL	NO
DRAW A WEAPON ³	NO
LOAD A HAND CROSSBOW OR LIGHT CROSSBOW	YES
OPEN OR CLOSE A DOOR	NO
MOUNT/DISMOUNT A STEED	NO
MOVE A HEAVY OBJECT	YES
PICK UP AN ITEM	YES
SHEATHE A WEAPON	YES
STAND UP FROM PRONE	YES
READY OR DROP A SHIELD	NO
RETRIEVE A STORED ITEM	YES

FULL-ROUND ACTION	
FULL ATTACK	NO
CHARGE ⁴	NO
DELIVER COUP DE GRACE	YES
ESCAPE FROM A NET	YES
EXTINGUISH FLAMES	NO
LIGHT A TORCH	YES
LOAD A HEAVY OR REPEATING CROSSBOW	YES
LOCK OR UNLOCK WEAPON IN LOCKED GAUNTLET	YES
PREPARE TO THROW A SPLASH WEAPON	YES
RUN	YES
USE SKILL THAT TAKES 1 ROUND	USUALLY
USE A TOUCH SPELL ON UP TO SIX FRIENDS	YES
WITHDRAW	NO

FREE ACTION	
CEASE CONCENTRATION ON A SPELL	NO
DROP AN ITEM	NO
DROP TO THE FLOOR	NO
PREPARE SPELL COMPONENTS TO CAST A SPELL ⁵	NO
SPEAK	NO

SWIFT ACTION	
CAST A QUICKENED SPELL	NO

IMMEDIATE ACTION	
CAST FEATHER FALL	NO

No ACTION	
DELAY	NO
5-FOOT STEP	NO

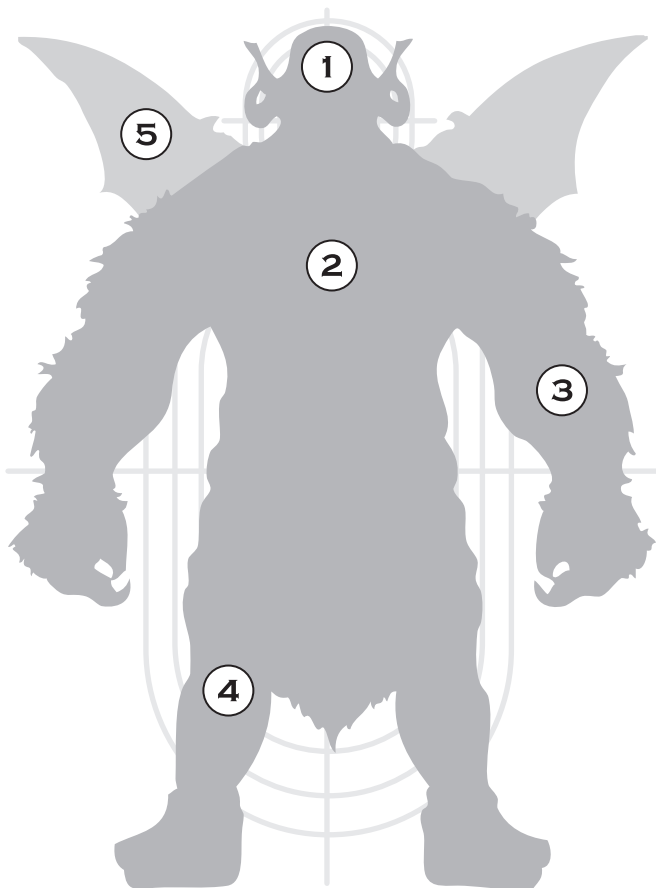
ACTION TYPE VARIES	
PERFORM A COMBAT MANEUVER ⁶	YES
USE FEAT ⁷	VARIES

- 1** REGARDLESS OF THE ACTION, IF YOU MOVE OUT OF A THREATENED SQUARE, YOU USUALLY PROVOKE AN ATTACK OF OPPORTUNITY. THIS COLUMN INDICATES WHETHER THE ACTION ITSELF, NOT MOVING, PROVOKES AN ATTACK OF OPPORTUNITY.
- 2** IF YOU AID SOMEONE PERFORMING AN ACTION THAT WOULD NORMALLY PROVOKE AN ATTACK OF OPPORTUNITY, THEN THE ACT OF AIDING ANOTHER PROVOKES AN ATTACK OF OPPORTUNITY AS WELL.
- 3** IF YOU HAVE A BASE ATTACK BONUS OF +1 OR HIGHER, YOU CAN COMBINE ONE OF THESE ACTION WITH A REGULAR MOVE. IF YOU HAVE THE TWO-WEAPON FIGHTING FEAT, YOU CAN DRAW TWO LIGHT OR ONE-HANDED WEAPONS IN THE TIME IT WOULD NORMALLY TAKE TO DRAW ONE.
- 4** MAY BE TAKEN AS A STANDARD ACTION IF YOU ARE LIMITED TO TAKING ONLY A SINGLE ACTION IN A ROUND.
- 5** UNLESS THE COMPONENT IS AN EXTREMELY LARGE OR AWKWARD ITEM.
- 6** SOME COMBAT MANEUVERS SUBSTITUTE FOR A MELEE ATTACK, NOT AN ACTION. AS MELEE ATTACKS, THEY CAN BE USED ONCE IN AN ATTACK OR CHARGE ACTION, ONE OF MORE TIMES IN A FULL-ATTACK ACTION, OR EVEN AS AN ATTACK OF OPPORTUNITY. OTHER ARE USED AS A SEPARATE ACTION.
- 7** THE DESCRIPTION OF A FEAT DEFINES ITS EFFECT.

PORTRAIT

BACKGROUND

TARGETING



(Ex): AS A FULL-ROUND ACTION, MAKE A SINGLE FIREARM ATTACK AND CHOOSE PART OF THE BODY TO TARGET. THE ATTACK GAINS ONE OF THE FOLLOWING EFFECTS DEPENDING ON THE PART OF THE BODY TARGETED. THIS DEED COSTS 1 GRIT POINT TO PERFORM NO MATTER WHICH PART OF THE CREATURE YOU TARGET. CREATURES THAT ARE IMMUNE TO SNEAK ATTACKS ARE IMMUNE TO THESE EFFECTS.

1 - HEAD: THE TARGET IS DAMAGED NORMALLY, AND IS ALSO CONFUSED FOR 1 ROUND. THIS IS A MIND-AFFECTING EFFECT.

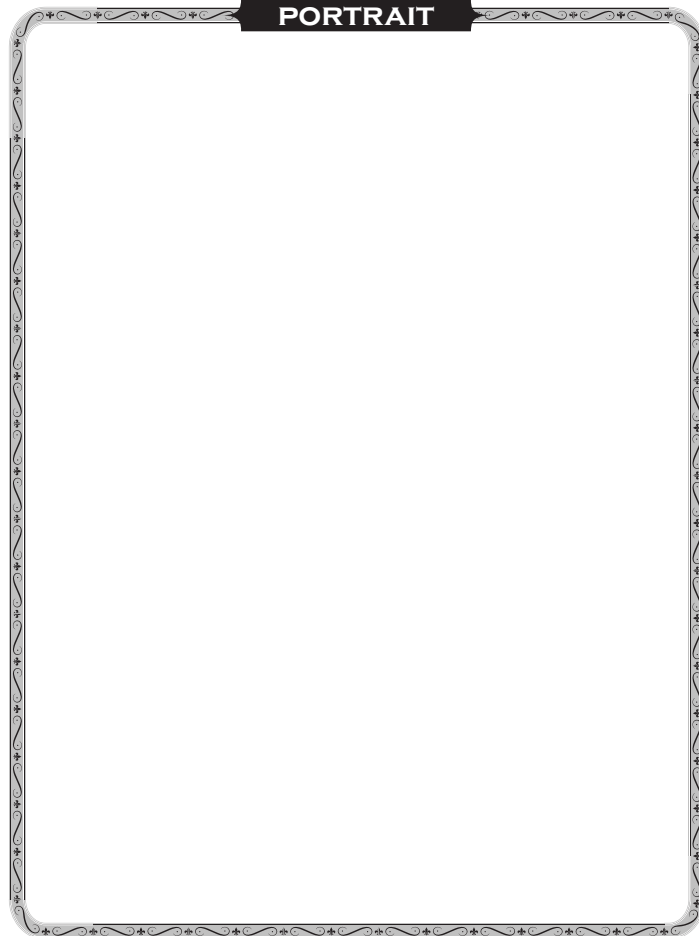
2 - TORSO: TARGETING THE TORSO THREATENS A CRITICAL ON A 19–20.

3 - ARM: THE TARGET TAKES NO DAMAGE FROM THE HIT BUT DROPS ONE CARRIED ITEM OF THE GUNSLINGER’S CHOICE, EVEN IF THE ITEM IS WIELDED WITH TWO HANDS. ITEMS HELD IN A LOCKED GAUNTLET ARE NOT DROPPED ON A HIT.

4 - LEG: THE TARGET IS DAMAGED NORMALLY AND KNOCKED PRONE. CREATURES THAT HAVE FOUR OR MORE LEGS OR THAT ARE IMMUNE TO TRIP ATTACKS ARE IMMUNE TO THIS EFFECT.

5 - WING: THE TARGET IS DAMAGED NORMALLY, AND MUST MAKE A DC 20 FLY CHECK OR FALL 20 FT.

PORTRAIT



BACKGROUND

COMBAT MANEUVERS

CMB

$$\text{TOTAL} = \text{B.A.B.} + \text{STR MODIFIER} + \text{SIZE MODIFIER}$$

BULL RUSH

STANDARD ACTION / CHARGE

+ vs. CMD
CMB BONUS

FAILURE YOU END YOUR MOVEMENT IN FRONT OF THE TARGET.

PASS YOU PUSH THE TARGET 5 FT.

PASS +5 YOU PUSH THE TARGET +5 FT FOR EVERY 5 YOU BEAT THE CMD, UP TO YOUR AVAILABLE MOVEMENT.

IMPROVED
 GREATER

DISARM

STANDARD ACTION / MELEE

+ vs. CMD
CMB BONUS

FAIL -10 YOU DROP THE WEAPON OR ITEM YOU ATTEMPTED THE DISARM WITH.

FAILURE NOTHING HAPPENS.

PASS TARGET DROPS 1 ITEM IT CARRIES. YOU PICK WHICH ITEM.

PASS +10 TARGET DROPS ITEMS CARRIED IN BOTH HANDS, MAX OF 2.

ATTEMPTING TO DISARM WHILE UNARMED IMPOSES A -4 PENALTY.

IMPROVED GREATER

GRAPPLE

STANDARD ACTION

+ vs. CMD
CMB BONUS

FAILURE NOTHING HAPPENS.

PASS YOU AND YOUR OPPONENT ARE GRAPPLED; YOU GET +5 TO MAINTAIN THE GRAPPLE, AND YOU CAN PERFORM ANY OF THE FOLLOWING ACTIONS:

IMPROVED GREATER

ACTIONS WHILE GRAPPLING

MOVE MOVE BOTH YOU AND YOUR TARGET UP TO HALF YOUR SPEED. AT THE END OF YOUR MOVEMENT, YOU CAN PLACE YOUR TARGET IN ANY SQUARE ADJACENT TO YOU. PLACING HIM ON A HAZARD GIVES HIM A FREE ATTEMPT TO BREAK YOUR GRAPPLE WITH A +4 BONUS.

DAMAGE INFLICT DAMAGE TO YOUR TARGET = YOUR UNARMED STRIKE, A NATURAL ATTACK, OR AN ATTACK MADE WITH ARMOR SPIKES OR A LIGHT OR ONE-HANDED WEAPON. THIS DAMAGE CAN BE EITHER LETHAL OR NON-LETHAL.

PIN OPPONENT IS PINNED. WHILE PINNING, YOU ARE STILL CONSIDERED GRAPPLED, BUT YOU LOSE YOUR DEX BONUS TO AC.

TIE UP WHILE OPPONENT IS PINNED OR UNCONSCIOUS, YOU CAN USE ROPE TO TIE HIM UP. THIS WORKS LIKE A PIN EFFECT, BUT THE DC TO ESCAPE = 20 + YOUR CMB. IF THE TARGET IS GRAPPLED, YOU CAN TIE HIM UP AT A -10 PENALTY.

RELEASE YOU CAN RELEASE YOUR GRAPPLE AS A FREE ACTION.

OVERRUN

STANDARD / MOVE / CHARGE

+ vs. CMD
CMB BONUS

YOUR TARGET CAN CHOOSE TO AVOID YOU, LETTING YOU PASS. IF NOT, MAKE A COMBAT MANEUVER CHECK.

FAILURE YOU STOP IN FRONT OF TARGET.

PASS YOU MOVE THROUGH A TARGET'S SPACE.

PASS +5 YOU MOVE THROUGH A TARGET'S SPACE AND THE TARGET IS KNOCKED PRONE

YOU MOVE THROUGH AN OPPONENTS SQUARE, WHO IS NO MORE THAN 1 SIZE CATEGORY LARGER THAN YOU.

IMPROVED GREATER

SUNDER

IN PLACE OF A MELEE ATTACK

+ vs. CMD
CMB BONUS

FAILURE NOTHING HAPPENS.

PASS DEAL DAMAGE TO THE ITEM NORMALLY. HARDNESS APPLIES. AT 50% HP, THE ITEM GAINS THE BROKEN CONDITION. AT 0 HP, YOU CAN CHOOSE TO BREAK IT.

IMPROVED GREATER

TRIP

IN PLACE OF A MELEE ATTACK

+ vs. CMD
CMB BONUS

IF THE TARGET HAS MORE THAN 2 LEGS, ADD +2 TO THE DC FOR EACH ADDITIONAL LEG.

FAIL -10 YOU ARE KNOCKED PRONE.

FAILURE NOTHING HAPPENS.

PASS TARGET IS KNOCKED PRONE.

IMPROVED GREATER

FEINT

STANDARD ACTION

+ vs. $\frac{10 + \text{SENSE MOTIVE OR } 10 + \text{BAB} + \text{Wis}}{10}$
BLUFF BONUS

FAILURE NOTHING HAPPENS.

PASS TARGET IS DENIED DEX BONUS TO AC FOR YOUR NEXT ATTACK.

VS. NON HUMANOID CREATURES = -4 PENALTY.
VS. ANIMAL INT (1 OR 2) = -8 PENALTY.
VS. CREATURE WITH NO INT SCORE = IMPOSSIBLE.

IMPROVED GREATER

DIRTY TRICK

STANDARD ACTION

+ vs. CMD
CMB BONUS

FAILURE NOTHING HAPPENS.

PASS SITUATIONAL ATTACK THAT CAN MAKE THE TARGET BLINDED, DAZZLED, DEAFENED, ENTANGLED, SHAKEN, OR SICKENED FOR 1 ROUND. IT CAN BE REMOVED AS A MOVE ACTION.

PASS +5 Add +1 round to the duration for every 5 you beat the CMD.

IMPROVED
 GREATER

DRAG

STANDARD ACTION

+ vs. CMD
CMB BONUS

FAILURE NOTHING HAPPENS.

PASS YOU DRAG THE TARGET BACK 5 FT.

PASS +5 YOU DRAG THE TARGET +5 FT. FOR EVERY 5 YOU BEAT THE CMD, UP TO YOUR REMAINING MOVEMENT. YOU MUST TRAVEL IN A STRAIGHT LINE.

IMPROVED GREATER

REPOSITION

STANDARD ACTION

+ vs. CMD
CMB BONUS

FAILURE NOTHING HAPPENS.

PASS YOU MOVE THE TARGET 5 FT. WITHIN YOUR CURRENT REACH. THE TARGET CANNOT BE MOVED TO A SPACE THATS INTRINSICALLY DANGEROUS.

PASS +5 YOU MOVE THE TARGET +5 FT. FOR EVERY 5 YOU BEAT THE CMD. THE FINAL 5 FT. CAN BE TAKEN AS A SPACE ADJACENT TO YOUR REACH.

IMPROVED
 GREATER

STEAL

STANDARD ACTION

+ vs. CMD
CMB BONUS

YOU MUST HAVE ONE HAND FREE TO STEAL. CHOOSE A VISIBLE, UNHELD ITEM ON YOUR TARGET. LOOSE ITEMS ARE NORMAL, FASTENED ITEMS ARE HARDER (+5 DC OR MORE), AND ANYTHING CLOSELY WORN CANNOT BE STOLEN. STEALING WITH A WHIP CAN BE DONE AT A -4 PENALTY.

FAILURE NOTHING HAPPENS.

PASS YOU STEAL THE CHOSEN ITEM FROM YOUR TARGET.

IMPROVED
 GREATER

ACTIONS IN COMBAT

STANDARD ACTION

ATTACK (MELEE)
ATTACK (RANGED)
ATTACK (UNARMED)
ACTIVATE A MAGIC ITEM OTHER THAN A POTION OR OIL
AID ANOTHER
CAST A SPELL (1 STANDARD ACTION CASTING TIME)
CHANNEL ENERGY
CONCENTRATE TO MAINTAIN AN ACTIVE SPELL
DISMISS A SPELL
DRAW A HIDDEN WEAPON (SEE SLIGHT OF HAND SKILL)
DRINK A POTION OR APPLY AN OIL
ESCAPE A GRAPPLE
FEINT
LIGHT A TORCH WITH A TINDERWIG
LOWER SPELL RESISTANCE
READ A SCROLL
READY (TRIGGERS A STANDARD ACTION)
STABILIZE A DYING FRIEND (SEE HEAL SKILL)
TOTAL DEFENSE
USE EXTRAORDINARY ABILITY
USE SKILL THAT TAKES 1 ACTION
USE SPELL-LIKE ABILITY
USE SUPERNATURAL ABILITY

ATTACK OF OPPORTUNITY¹

NO
YES
YES
NO
MAYBE²
YES
NO
NO
NO
NO
NO
YES
NO
YES
YES
NO
YES
NO
NO
NO
USUALLY
YES
NO

MOVE ACTION

MOVE
CONTROL A FRIGHTENED MOUNT
DIRECT OR REDIRECT AN ACTIVE SPELL
DRAW A WEAPON³
LOAD A HAND CROSSBOW OR LIGHT CROSSBOW
OPEN OR CLOSE A DOOR
MOUNT/DISMOUNT A STEED
MOVE A HEAVY OBJECT
PICK UP AN ITEM
SHEATHE A WEAPON
STAND UP FROM PRONE
READY OR DROP A SHIELD
RETRIEVE A STORED ITEM

YES
YES
NO
NO
YES
NO
NO
YES
YES
YES
NO
YES
YES
NO
YES

FULL-ROUND ACTION

FULL ATTACK
CHARGE⁴
DELIVER COUP DE GRACE
ESCAPE FROM A NET
EXTINGUISH FLAMES
LIGHT A TORCH
LOAD A HEAVY OR REPEATING CROSSBOW
LOCK OR UNLOCK WEAPON IN LOCKED GAUNTLET
PREPARE TO THROW A SPLASH WEAPON
RUN
USE SKILL THAT TAKES 1 ROUND
USE A TOUCH SPELL ON UP TO SIX FRIENDS
WITHDRAW

NO
NO
YES
YES
NO
YES
YES
YES
YES
USUALLY
YES
NO

FREE ACTION

CEASE CONCENTRATION ON A SPELL
DROP AN ITEM
DROP TO THE FLOOR
PREPARE SPELL COMPONENTS TO CAST A SPELL⁵
SPEAK

NO
NO
NO
NO
NO

SWIFT ACTION

CAST A QUICKENED SPELL

NO

IMMEDIATE ACTION

CAST FEATHER FALL

NO

NO ACTION

DELAY
5-FOOT STEP

NO
NO

ACTION TYPE VARIES

PERFORM A COMBAT MANEUVER⁶
USE FEAT⁷

YES
VARIES

- REGARDLESS OF THE ACTION, IF YOU MOVE OUT OF A THREATENED SQUARE, YOU USUALLY PROVOKE AN ATTACK OF OPPORTUNITY. THIS COLUMN INDICATES WHETHER THE ACTION ITSELF, NOT MOVING, PROVOKES AN ATTACK OF OPPORTUNITY.
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- THE DESCRIPTION OF A FEAT DEFINES ITS EFFECT.

SKILL DCs

ACROBATICS

SURFACE WIDTH DC

- >3 FEET WIDE 0*
- 1-3 FEET WIDE 5*
- 7-11 INCHES WIDE 10
- 2-6 INCHES WIDE 15
- <2 INCHES WIDE 20

*NO CHECK IS NEEDED TO MOVE UNLESS SURFACE TYPE INCREASES DC BY 10 OR MORE.

SITUATION DC

- TREAT A FALL AS IF IT WERE 10 FT. SHORTER THAN IT REALLY IS WHEN DETERMINING DAMAGE. OPP. CMD
- MOVE AT ONE-HALF SPEED AS PART OF NORMAL MOVEMENT, PROVOKING NO ATTACKS OF OPPORTUNITY WHILE DOING SO. FAILURE MEANS YOU PROVOKE ATTACKS OF OPPORTUNITY NORMALLY. CHECK SEPARATELY FOR EACH OPPONENT YOU MOVE PAST. OPP. CMD+5
- MOVE AT ONE-HALF SPEED THROUGH AN AREA OCCUPIED BY AN ENEMY AS PART OF NORMAL MOVEMENT, PROVOKING NO ATTACKS OF OPPORTUNITY WHILE DOING SO. FAILURE MEANS YOU STOP BEFORE ENTERING THE ENEMY-OCCUPIED AREA AND PROVOKE AN ATTACK OF OPPORTUNITY FROM THAT ENEMY. CHECK SEPARATELY FOR EACH OPPONENT.

*EACH ADDITIONAL ENEMY AFTER THE FIRST ADDS +2 TO THE DC. TO MOVE AT FULL SPEED ADDS +10 TO THE DC. YOU CANNOT PERFORM THESE MANEUVERS IF YOUR SPEED IS REDUCED BY LOAD SIZE OR ARMOR, UNLESS YOUR SPEED IS ENHANCED TO NORMAL LAND SPEED OF A CREATURE YOUR SIZE.

LONG JUMP DISTANCE	DC*	HIGH JUMP DISTANCE	DC*
5 FEET	5	1 FOOT	4
10 FEET	10	2 FEET	8
15 FEET	15	3 FEET	12
20 FEET	20	4 FEET	16
ETC...	ETC	ETC...	ETC

*REQUIRES A 20-FOOT RUNNING START. IF NOT DOUBLE THE DC.

TERRAIN DC MOD.

- SLIGHTLY OBSTRUCTED +2
- SEVERELY OBSTRUCTED +5
- SLIGHTLY SLIPPERY +2
- SEVERELY SLIPPERY +5
- SLIGHTLY SLOPED +2
- SEVERELY SLOPED +5
- SLIGHTLY UNSTEADY +2
- MODERATELY UNSTEADY +5
- SEVERELY UNSTEADY +10
- HARD TERRAIN AT FULL SPEED +5*

*DOES NOT APPLY TO CHECKS MADE TO JUMP.

BLUFF

CIRCUMSTANCES BLUFF MOD.

- WANTS TO BELIEVE YOU +5
- LIE IS BELIEVABLE +0
- LIE IS UNLIKELY -5
- LIE IS FAR-FETCHED -10
- LIE IS IMPOSSIBLE -20
- TARGET IS DRUNK/IMPAIRED +5
- HAVE CONVINCING PROOF UP TO +10

CLIMB

CLIMB DC EXAMPLE SURFACE OR ACTIVITY

0	SLOPE TOO STEEP TO WALK UP; KNOTTED ROPE WITH WALL TO BRACE UP AGAINST.
5	ROPE WITH WALL TO BRACE, OR KNOTTED ROPE, OR ROPE AFFECTED BY ROPE TRICK SPELL.
10	SURFACE WITH LEDGES, A VERY ROUGH WALL, OR SHIP'S RIGGING.
15	SURFACE WITH ADEQUATE HANDHOLDS AND FOOTHOLDS, AN UNKNOTTED ROPE, OR PULLING YOURSELF UP WHEN DANGLING BY YOUR HANDS.
20	UNEVEN SURFACE WITH SOME NARROW HANDHOLDS AND FOOTHOLDS.
25	ROUGH SURFACE, SUCH AS A NATURAL ROCK WALL.
30	AN OVERHAND OR CEILING WITH HANDHOLDS BUT NO FOOTHOLDS.
-	A PERFECTLY SMOOTH FLAT VERTICAL SURFACE CANNOT BE CLIMBED.

DC MOD.* EXAMPLE SURFACE OR ACTIVITY

-10	CLIMBING A CHIMNEY OR OTHER LOCATION WHERE YOU CAN BRACE AGAINST TWO OPPOSITE WALLS.
-5	CLIMBING A CORNER WHERE YOU CAN BRACE AGAINST PERPENDICULAR WALLS.
+5	SURFACE IS SLIPPERY.

*THESE MODIFIERS STACK

DIPLOMACY

STARTING ATTITUDE DC

- HOSTILE 25 + TARGET'S CHA MOD.
- UNFRIENDLY 20 + TARGET'S CHA MOD.
- INDIFFERENT 15 + TARGET'S CHA MOD.
- FRIENDLY 10 + TARGET'S CHA MOD.
- HELPFUL 0 + TARGET'S CHA MOD.

REQUEST DC MOD.

- ADVICE OR DIRECTIONS -5
- DETAILED ADVICE +0
- SIMPLE AID +0
- AN UNIMPORTANT SECRET +5
- LENGTHY OR COMPLICATED AID +5
- DANGEROUS AID +10
- AN IMPORTANT SECRET +10 OR MORE
- AID THAT COULD RESULT IN PUNISHMENT +15 OR MORE
- ADDITIONAL REQUESTS +5 PER REQUEST

DISABLE DEVICE

DEVICE TIME DC*

- SIMPLE 1 ROUND 10
- TRICKY 1D4 ROUNDS 15
- DIFFICULT 2D4 ROUNDS 20
- WICKED 2D4 ROUNDS 25

*IF YOU ATTEMPT TO LEAVE BEHIND NO TRACE OF YOUR TAMPERING ADD 5 TO THE DC.

LOCK QUALITY DC*

- SIMPLE 10
- AVERAGE 15
- GOOD 20
- SUPERIOR 25

*IF YOU DO NOT HAVE A SET OF THIEVES' TOOLS, THESE DCs INCREASE BY 10.

DISGUISE

DISGUISE CHECK MOD.

- MINOR DETAILS ONLY +5
- A DIFFERENT GENDER -2
- A DIFFERENT RACE -2
- A DIFFERENT AGE CATEGORY -2~
- A DIFFERENT SIZE CATEGORY -10

*THESE MODIFIERS STACK.

~PER STEP BETWEEN ACTUAL AGE CATEGORY AND DISGUISED AGE CATEGORY.

FAMILIARITY VIEWER BONUS

- RECOGNIZES ON SIGHT +4
- FRIENDS OR ASSOCIATES +6
- CLOSE FRIENDS +8
- INTIMATE +10

ESCAPE ARTIST

RESTRAINT DC

- ROPE/BINDINGS BINDER'S CMD+20
- NET, ANIMATE ROPE, COMMAND PLANTS, CONTROL PLANTS, ENTANGLE 20
- SNARE SPELL 23
- MANACLES 30
- TIGHT SPACE 30
- MASTERWORK MANACLES 35
- GRAPPLER GRAPPLER'S CMD

HEAL

TASK DC

- STABILIZE A DYING CHARACTER 15
- LONG-TERM CARE (DAY OR MORE) 15
- TREAT WOUNDS FROM CALTROP, SPIKE GROWTH, OR SPIKE STONES 15
- TREAT DEADLY WOUNDS (1 HOUR) 20
- TREAT POISON POISON'S SAVE DC
- TREAT DISEASE DISEASE'S SAVE DC

PERCEPTION

DETAIL DC

- HEAR THE SOUND OF BATTLE -10
- SMELL ROTTING GARBAGE -10
- DETECT THE SMELL OF SMOKE 0
- HEAR THE DETAILS OF A CONVERSATION 0
- NOTICE A VISIBLE CREATURE 0
- DETERMINE IF FOOD IS SPOILED 5
- HEAR A CREATURE WALKING 10
- HEAR A WHISPERED CONVERSATION 15
- FIND THE AVERAGE CONCEALED DOOR 15
- HEAR A KEY TURN IN A LOCK 20
- FIND THE AVERAGE SECRET DOOR 20
- HEAR A BOW BEING DRAWN 25
- FEEL A BURROWING CREATURE 25
- NOTICE A PICKPOCKET OPP. SOH
- NOTICE A STEALTHED CREATURE OPP. SLTH
- FIND A HIDDEN TRAP VARIES
- IDENTIFY A POTION THROUGH TASTE 15+ C.LVL.

CIRCUMSTANCE DC MOD.

- DISTANCE TO SOURCE OF CHECK +1/10 FT.
- THROUGH A CLOSED DOOR +5
- THROUGH A WALL +10/FT. THICK
- FAVORABLE CONDITIONS -2
- UNFAVORABLE CONDITIONS +2
- TERRIBLE CONDITIONS +5
- CREATURE W/CHECK IS DISTRACTED +5
- CREATURE W/CHECK IS ASLEEP +10
- CREATURE OR OBJECT IS INVISIBLE +20

RIDE

TASK DC

- GUIDE WITH KNEES 5
- STAY IN SADDLE 5
- FIGHT W/ COMBAT-TRAINED MOUNT 10
- COVER 15
- SOFT FALL 15
- LEAP 15
- SPUR MOUNT 15
- CONTROL MOUNT IN BATTLE 20
- FAST MOUNT OR DISMOUNT 20

SLEIGHT OF HAND

TASK DC

- PALM A COIN-SIZED OBJECT, MAKE A COIN DISAPPEAR. 10
- LIFT A SMALL OBJECT FROM A PERSON. 20

SURVIVAL

TASK DC

- GET ALONG IN THE WILD 10
- +2 TO FORT. SAVES VS. WEATHER WHILE MOVING (+4 IF STATIONARY)* 15
- AVOID GETTING LOST AND NATURAL HAZARDS. 15
- PREDICT WEATHER UP TO 24 IN ADVANCE.~ 15

*APPLIES TO ONE OTHER CHAR. FOR EVERY POINT YOUR CHECK EXCEEDS 15. ~+24 HOURS FOR EVERY FIVE POINTS YOUR CHECK EXCEEDS 15.

SURFACE DC

- VERY SOFT GROUND 5
- SOFT GROUND 10
- FIRM GROUND 15
- HARD GROUND 20

CONDITION DC MOD.

- PER THREE CREATURES IN GROUP -1
- SIZE OF CREATURE BEING TRACKED +8
- FINE DIMINUTIVE +4
- TINY +2
- SMALL +1
- MEDIUM +0
- LARGE -1
- HUGE -2
- GARGANTUAN -4
- COLOSSAL -8
- PER 24 HOURS SINCE TRAIL WAS MADE. +1
- PER HOUR OF RAIN SINCE TRAIL WAS MADE. +1
- FRESH SNOW SINCE TRAIL WAS MADE. +10
- POOR VISIBILITY +6
- OVERCAST OR MOONLESS NIGHT +3
- MOONLIGHT +3
- FOG OR PRECIPITATION +3
- TRAIL HIDES TRAIL (HALF SPEED) +5

SPELLCRAFT

TASK DC

- IDENTIFY A SPELL AS IT IS BEING CAST 15+SPELL LVL.
- LEARN A SPELL FROM A SPELLBOOK OR SCROLL. 15+SPELL LVL.
- PREPARE A SPELL FROM A BORROWED SPELLBOOK. 15+SPELL LVL.
- IDENTIFY PROPERTIES OF AN ITEM WITH DETECT MAGIC. 15+ITEM'S CL.
- DECIPHER A SCROLL. 20+SPELL LVL.
- CRAFT A MAGIC ITEM. VARIES BY ITEM

USE MAGIC DEVICE

TASK DC

- ACTIVATE BLINDLY 25
- DECIPHER A WRITTEN SPELL 25+SPELL LVL.
- USE A SCROLL 20+CASTER LVL.
- USE A WAND 20
- EMULATE A CLASS FEATURE 20
- EMULATE AN ABILITY SCORE SPECIAL*
- EMULATE A RACE 25
- EMULATE AN ALIGNMENT 30

*SEE CRB PG. 109

CONCENTRATION

TASK DC

- CAST DEFENSIVELY. 15 + DOUBLE SPELL LVL
- INJURED WHILE CASTING. 10 + DMG DEALT + SPELL LVL
- CONTINUOUS DAMAGE WHILE CASTING. 10 + 1/2 DMG DEALT + SPELL LVL
- AFFECTED BY A NON-DMG SPELL WHILE CASTING. DC OF THE SPELL + SPELL LVL
- GRAPPLED OR PINNED WHILE CASTING. 10 + GRAPPLERS CMD + SPELL LVL
- VIGOROUS MOTION WHILE CASTING. 10 + SPELL LVL
- VIOLENT MOTION WHILE CASTING. 15 + SPELL LVL
- EXTREMELY VIOLENT MOTION WHILE CASTING. 20 + SPELL LVL
- WIND WITH RAIN OR SLEET WHILE CASTING. 5 + SPELL LVL
- WIND WITH HAIL AND DEBRIS WHILE CASTING. 10 + SPELL LVL
- WEATHER CAUSED BY SPELL. SEE SPELL
- ENTANGLED WHILE CASTING. 15 + SPELL LVL