

## COMBAT MANEUVERS

### CMB

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

#### BULL RUSH STANDARD ACTION / CHARGE

☐ + ☐ vs. CMD  
CMB BONUS

☐ IMPROVED  
☐ GREATER

**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.

#### DISARM

##### STANDARD ACTION / MELEE

☐ + ☐ vs. CMD  
CMB BONUS

ATTEMPTING TO DISARM WHILE UNARMED IMPOSES A -4 PENALTY.

☐ IMPROVED ☐ GREATER

**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.

#### GRAPPLE

##### STANDARD ACTION

☐ + ☐ vs. CMD  
CMB BONUS

☐ IMPROVED ☐ GREATER

**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:

#### 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

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

☐ IMPROVED ☐ GREATER

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

#### SUNDER

##### IN PLACE OF A MELEE ATTACK

☐ + ☐ vs. CMD  
CMB BONUS

☐ IMPROVED ☐ GREATER

**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.

#### TRIP

##### IN PLACE OF A MELEE ATTACK

☐ + ☐ vs. CMD  
CMB BONUS

☐ IMPROVED ☐ GREATER

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.

#### FEINT

##### STANDARD ACTION

☐ + ☐ vs. **10+SENSE MOTIVE OR 10+BAB + Wis**  
BLUFF BONUS

☐ IMPROVED ☐ GREATER

**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.

#### DIRTY TRICK

##### STANDARD ACTION

☐ + ☐ vs. CMD  
CMB BONUS

☐ IMPROVED  
☐ GREATER

**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.

#### DRAW

##### STANDARD ACTION

☐ + ☐ vs. CMD  
CMB BONUS

☐ IMPROVED ☐ GREATER

**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.

#### REPOSITION

##### STANDARD ACTION

☐ + ☐ vs. CMD  
CMB BONUS

☐ IMPROVED  
☐ GREATER

**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 A SPACE ADJACENT TO YOUR REACH.

#### STEAL

##### STANDARD ACTION

☐ + ☐ vs. CMD  
CMB BONUS

☐ IMPROVED  
☐ GREATER

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.

## 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 OPPORTUNITY<sup>1</sup>

NO  
YES  
YES  
NO  
MAYBE<sup>2</sup>  
YES  
NO  
NO  
NO  
NO  
YES  
NO  
YES  
NO  
YES  
NO  
NO  
NO  
USUALLY  
YES  
NO

### MOVE ACTION

MOVE  
CONTROL A FRIGHTENED MOUNT  
DIRECT OR REDIRECT AN ACTIVE SPELL  
DRAW A WEAPON<sup>3</sup>  
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  
YES  
NO  
YES

### FULL-ROUND ACTION

FULL ATTACK  
CHARGE<sup>4</sup>  
DELIVER COUP DE GRACE  
ESCAPE FROM A NET  
EXTINGUSH 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 SPELL<sup>5</sup>  
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 MANEUVER<sup>6</sup>  
USE FEAT<sup>7</sup>

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.
- 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.
- 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.
- MAY BE TAKEN AS A STANDARD ACTION IF YOU ARE LIMITED TO TAKING ONLY A SINGLE ACTION IN A ROUND.
- UNLESS THE COMPONENT IS AN EXTREMELY LARGE OR AWKWARD ITEM.
- 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.
- 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 10FT. 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 SEPERATELY 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 SEPERATELY 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 MANUEVERS 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 FOOHOLDS, AN UNKNOTTED ROPE, OR PULLING YOURSELF UP WHEN DANGLING BY YOUR HANDS.
20	UNEVEN SURFACE WITH SOME NARROW HANDHOLDS AND FOOHOLDS.
25	ROUGH SURFACE, SUCH AS A NATURAL ROCK WALL.
30	AN OVERHAND OR CEILING WITH HANDHOLDS BUT NO FOOHOLDS.
∞	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

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

### VIEWER BONUS

## ESCAPE ARTIST

### RESTRAINT DC

- ROPE/BINDINGS BINDER'S CMB+20
- NET, ANIMATE ROPE, COMMAND 20
- PLANTS, CONTROL PLANTS, ENTANGLE
- 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

- 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

### DC MOD.

## 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
- FINE +8
- 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
- OVERCAST OR MOONLESS NIGHT +6
- MOONLIGHT +3
- FOG OR PRECIPITATION +3
- TARGET 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 15+SPELL LVL.
- OR SCROLL.
- PREPARE A SPELL FROM A 15+SPELL LVL.
- BORROWED SPELLBOOK.
- IDENTIFY PROPERTIES OF AN ITEM WITH 15+ITEM'S CL.
- DETECT MAGIC.
- 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 CMB + 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

## BACKGROUND

HOMETOWN: \_\_\_\_\_

## PORTRAIT

## CAMPAIGN NOTES

## ACTIONS IN COMBAT

## PORTRAIT

STANDARD ACTION	ATTACK OF OPPORTUNITY <sup>1</sup>
ATTACK (MELEE)	NO
ATTACK (RANGED)	YES
ATTACK (UNARMED)	YES
ACTIVATE A MAGIC ITEM OTHER THAN A POTION OR OIL	NO
AID ANOTHER	MAYBE <sup>2</sup>
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
<b>MOVE ACTION</b>	
MOVE	YES
CONTROL A FRIGHTENED MOUNT	YES
DIRECT OR REDIRECT AN ACTIVE SPELL	NO
DRAW A WEAPON <sup>3</sup>	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
<b>FULL-ROUND ACTION</b>	
FULL ATTACK	NO
CHARGE <sup>4</sup>	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
<b>FREE ACTION</b>	
CEASE CONCENTRATION ON A SPELL	NO
DROP AN ITEM	NO
DROP TO THE FLOOR	NO
PREPARE SPELL COMPONENTS TO CAST A SPELL <sup>5</sup>	NO
SPEAK	NO
<b>SWIFT ACTION</b>	
CAST A QUICKENED SPELL	NO
<b>IMMEDIATE ACTION</b>	
CAST FEATHER FALL	NO
<b>No ACTION</b>	
DELAY	NO
5-FOOT STEP	NO
<b>ACTION TYPE VARIES</b>	
PERFORM A COMBAT MANEUVER <sup>6</sup>	YES
USE FEAT <sup>7</sup>	VARIES

## BACKGROUND

- 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.
- 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.
- 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.
- MAY BE TAKEN AS A STANDARD ACTION IF YOU ARE LIMITED TO TAKING ONLY A SINGLE ACTION IN A ROUND.
- UNLESS THE COMPONENT IS AN EXTREMELY LARGE OR AWKWARD ITEM.
- 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.
- THE DESCRIPTION OF A FEAT DEFINES ITS EFFECT.

## COMBAT MANEUVERS

### CMB

$$\boxed{\phantom{00}} = \boxed{\phantom{00}} + \boxed{\phantom{00}} + \boxed{\phantom{00}}$$

TOTAL                      B.A.B.                      STR                      SIZE  
MODIFIER                      MODIFIER                      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** INFLECT 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. <sup>10+SENSE</sup>  
BLUFF BONUS <sup>MOTIVE</sup>  
OR  
<sup>10+BAB</sup>  
+ <sup>WIS</sup>

**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

#### DRAW 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 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

## PORTRAIT

## BACKGROUND

## 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.	15

• 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

• 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.

OPP. CMD+5

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 MANUVERS 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 OVERHANG 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

### 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

### 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

### 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

## PORTRAIT

## BACKGROUND





<h2 style="margin: 0;">SPELLCASTING</h2>										<h3 style="margin: 0;">FEATURES</h3>					
SPILLS PER DAY	<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"/>	CONDITIONAL MODIFIERS	<input type="text"/> / TIMES PER DAY	SAVE DC <input type="text"/> = 10 + <input type="text"/> TOTAL	+ <input type="text"/> 1/2 CLASS LEVEL	+ <input type="text"/> KEY STAT. MODIFIER	+ <input type="text"/> MISC.
BONUS SPILLS	—	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>						
	0	1ST	2ND	3RD	4TH	5TH	6TH	7TH	8TH		9TH				
SPILLS KNOWN	<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"/>				
SAVE DC	<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"/>						

[illegible]



## SPELLS

[illegible]

SPELLS

KNOWN	PREP'D	SCROLL	SPELL NAME	SCHOOL	COMP.	CAST TIME	RANGE	DURATION	SAVE	SR	EFFECT
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0 LEVEL								
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1ST LEVEL								
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	2ND LEVEL								
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	3RD LEVEL								
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	4TH LEVEL								
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5TH LEVEL								
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6TH LEVEL								
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	7TH LEVEL								
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	8TH LEVEL								
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	9TH LEVEL								



## SPELLS

[illegible]



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APPEARANCE/DESCRIPTION	



## MOUNT

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

<b>AC</b> ARMOR CLASS		=10+		+		+		+		+		+		+		+		
	TOTAL		ARMOR BONUS	SHIELD BONUS	DEX MOD.	SIZE MOD.	NAT. ARMOR	DEFLECT MOD.	MISC. MODIFIER									
<b>TOUCH</b>		MODIFIERS																
<b>FLAT FOOTED</b>																		

<b>FORTITUDE</b> CONSTITUTION		MODIFIERS	<b>B.A.B.</b>		MODIFIERS
<b>REFLEX</b> DEXTERITY			<b>CMB</b>		
<b>WILL</b> WISDOM			<b>CMD</b>		

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

<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
:		:	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
:		:	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
:		:	
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
:		:	

NAME

TYPE

SIZE

OWNER

<b>HP</b> 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.	FT. SQ.	FT.	
BASE SPEED	ARMOR SPEED	BURROW	
FT.	FT.	FT.	TEMP. MODIFIERS
FLY	MANUEVERABILITY	SWIM	CLIMB

### 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



<b>FEAT</b>	<b>PAGE REF.</b>	<b>FEAT</b>	<b>PAGE REF.</b>
...		...	
<b>FEAT</b>	<b>PAGE REF.</b>	<b>FEAT</b>	<b>PAGE REF.</b>
...		...	
<b>FEAT</b>	<b>PAGE REF.</b>	<b>FEAT</b>	<b>PAGE REF.</b>
...		...	
<b>FEAT</b>	<b>PAGE REF.</b>	<b>FEAT</b>	<b>PAGE REF.</b>
...		...	

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		B.A.B.		MODIFIERS	
REFLEX DEXTERITY				CMB			
WILL WISDOM				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.
:		:	

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

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
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

<b>AC</b> ARMOR CLASS		=10+		+		+		+		+		+		+		+		
<b>TOUCH</b>																		
<b>FLAT FOOTED</b>																		

<b>FORTITUDE</b> CONSTITUTION		<b>MODIFIERS</b>	<b>B.A.B.</b>		<b>MODIFIERS</b>
<b>REFLEX</b> DEXTERITY			<b>CMB</b>		
<b>WILL</b> WISDOM			<b>CMD</b>		

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	

<b>EXTRAORDINARY ATK.</b>

<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.
<b>FEAT</b>	PAGE REF.	<b>FEAT</b>	PAGE REF.

NAME

<b>HP</b> HIT POINTS		
TOTAL		NONLETHAL
/		
WOUNDS / CURRENT HP		
/		/
100-1,000 FT.		1,000-10,000 FT.
INIT. MOD.		=
TOTAL		DEX MOD.
DAMAGE REDUCTION		
SPELL RESISTANCE		
ENERGY RESISTANCE		

TYPE

SIZE

SUMMONER

### MOVEMENT

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

### 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



### 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+		+		+		+		+		+		+		+		
TOTAL		ARMOR BONUS		SHIELD BONUS		DEX MOD.		SIZE MOD.		NAT. ARMOR		DEFLECT MOD.		MISC. MODIFIER				
TOUCH		MODIFIERS																
FLAT FOOTED																		

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

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 MANEUVERABILITY	
FT.	FT.	FT.	TEMP. MODIFIERS
BURROW	SWIM	CLIMB	

SKILLS		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	

## COMMON SUMMONED MONSTERS

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

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

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

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

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

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