epic path

— Heroic Fantasy Role-Playing —

EpicPath.Org

Character Name | Alignment | Level | Character Class(es)

Race | Size | Gender | Deity | Homeland

Hair | Eyes | Dominant Traits or Quirks | Height | Weight

Brief Description

STR		Mod
DEX		Mod
CON		Mod
INT		Mod
WIS		Mod
CHA		Mod

Max HP | Tmp HP

Damage Taken

Non-Lethal Dmg

Init (Initiative)

DR and ER

DR/ER Value / Resistance

DR/ER Value / Resistance

DR/ER Value / Resistance

Regen | SR

Senses	Range (ft)	Move Types	Speed (ft)
		Walk	

AC (Armor Class) | **Touch** (Touch AC) | **FF AC** (Flat-Footed)

FORT (Fortitude Save) | **REFL** (Reflex Save) | **WILL** (Will Save)

Maneuver Offense

Might (b.rush, drag, grap, ovrrn, repos, sund, trip)

Sleight of Hand (dirty trick, disarm, steal)

Maneuver Damage

Man Def (Maneuver Defense)

FF Man Def (Flat-Footed MD)

Weapon 1	To-Hit	Damage	Crit	Range
Notes				

Weapon 2	To-Hit	Damage	Crit	Range
Notes				

Weapon 3	To-Hit	Damage	Crit	Range
Notes				

Armor	Base AC	Magic AC	Total AC
Notes			

Shield	Base AC	Magic AC	Total AC
Notes			

Equipment

Skills

Skill	Skill Bonus	Crit Range	Crit Bonus
Acrobatics		(/)	
Bailiwick *		(/)	
Barter		(/)	
Bluff		(/)	
Diplomacy		(/)	
Disable Device *		(/)	
Disguise		(/)	
Escape Artist		(/)	
Handle Animal *		(/)	
Heal		(/)	
Intimidate		(/)	
Know. (Arcana) *		(/)	
Know. (Deep History) *		(/)	
Know. (Dungeoneering) *		(/)	
Know. (Engineering) *		(/)	
Know. (Geography) *		(/)	
Know. (History) *		(/)	
Know. (Local) *		(/)	
Know. (Logic) *		(/)	

* Trained Only

Skill	Skill Bonus	Crit Range	Crit Bonus
Know. (Nature) *		(/)	
Know. (Nobility) *		(/)	
Know. (Planes) *		(/)	
Know. (Religion) *		(/)	
Linguistics *		(/)	
Might		(/)	
Movement		(/)	
Perception		(/)	
Perform		(/)	
Piloting		(/)	
Profession 1 *		(/)	
Profession 2 *		(/)	
Ride		(/)	
Sense Motive		(/)	
Sleight of Hand *		(/)	
Stealth		(/)	
Survival		(/)	
Use Magic Device *		(/)	

Skill DCs This Level:	Easy	Average	Challenging	Hard	Impossible

Languages Known

Equipped Magic Items

XP (Experience Points) | Next Level

Treasure (gp) (Unspent Money) | Earned To Date

Load (lbs) (Total Weight Carried) | Encumbrance Category

Class Features

Feats

Racial Traits

Domain / Bloodline Ability	Per Day	Damage / Effect

Implement	Enhance Bonus	Properties

Notes

Caster
Caster Check

Ranged
Ranged To-Hit

Melee
Melee To-Hit

Domains / Bloodlines / Schools

Spells

Known	Lvl	Per Day	Cast Today
	0th		
	1st		
	2nd		
	3rd		
	4th		
	5th		
	6th		
	7th		
	8th		
	9th		
	10th		
	11th		
	12th		
	13th		
	14th		
	15th		
	16th		
	17th		

Favorite / Memorized Spells

Spell Name	Lvl	Action	Compnts	Range	AoE	Duration	Save	DC	SR?	Damage	Effect	Chg?
									☐			☐
									☐			☐
									☐			☐
									☐			☐
									☐			☐
									☐			☐
									☐			☐
									☐			☐
									☐			☐
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									☐			☐
									☐			☐
									☐			☐
									☐			☐
									☐			☐
									☐			☐

Appearance, personality, habits, style of dress, etc.

Early life, family (parents, siblings, etc.), position in society, education, training, important events, reasons for adventuring, etc.

Current goals, unresolved problems, outstanding debts, guild affiliations and other political, factional, or professional entanglements, etc.

Character Portrait Here

Business

Business name	Brief description of business	Business headquarters town	Lifestyle in headquarters town	Lifestyle elsewhere

Business details: nature of business, important people, professional contacts, legality of business, locations of offices, etc.

Patron

Patron name	Brief description of patron	Patron's home town	Lifestyle in patron's town	Lifestyle elsewhere

Patron details: social status, habits, personality, important relations, useful resources, opinion of you, etc.

Contacts / Important NPC's

Name	Occupation	Disposition toward you	Description, personaility, quirks, motivation	Current whereabouts

Level-Up Log

Bonus Hit Pts Per Level	Bonus Hit Pts (one-time)	Retraining Hit Pts	Total Hit Points At Current Level	Bonus Skill Pts Per Level	Bonus Skill Pts (One Time)	Retraining Skill Pts

Lvl	Character Class	Fav. Class Bonus		Hit Points Gained				Skill Points Gained			Stat Bonus	BAB	Save Bonuses			Feats	Skill Basis	Natural Talent	Notes
		+1 hp	+1 skl	Dice	Max Result	Con Score	Total	From Class	INT Mod	Total			Fort	Refl	Will				Class Bailiwick
1		☐	☐	Dice	Die Result	Con Mod	Total	From Class	INT Mod	Total							+1		
2		☐	☐														+1		
3		☐	☐														+1		
4		☐	☐														+2		
5		☐	☐														+2		
6		☐	☐														+2		
7		☐	☐														+2		
8		☐	☐														+3		Base Wpn Dice x2
9		☐	☐														+3		
10		☐	☐														+3		
11		☐	☐														+3		
12		☐	☐														+4		
13		☐	☐														+4		
14		☐	☐														+4		
15		☐	☐														+4		Base Wpn Dice x3
16		☐	☐														+5		
17		☐	☐														+5		
18		☐	☐														+5		
19		☐	☐														+5		
20		☐	☐														+6		
21		☐	☐														+6		
22		☐	☐														+6		Base Wpn Dice x4
23		☐	☐														+6		
24		☐	☐														+7		
25		☐	☐														+7		
26		☐	☐														+7		
27		☐	☐														+7		
28		☐	☐														+8		
29		☐	☐														+8		Base Wpn Dice x5
30		☐	☐														+8		
31		☐	☐														+8		
32		☐	☐														+9		
33		☐	☐														+9		
34		☐	☐														+9		
35		☐	☐														+9		

XP and GP Awards Log

#	Session Name / Brief Description	XP Award	GP Award	Notes

Stats Worksheet

Point Buy

Starting Points

Stat	7	8	9	10	11	12	13	14	15	16	17	18
Pt. Cost	-4	-2	-1	0	1	2	3	5	7	10	13	17

Ability Modifiers

Stat	7	8-9	10-11	12-13	14-15	16-17	18-19	20-21	22-23	24-25	26-27	28-29
Modifier	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9

Formula: (Ability Score - 10) / 2 (round down)

Ability Scores

		Mod	=	Base Stat	Pt. Cost	+ Race Bonus	+ Level Bonus	+ Enhance Bonus	+ Class Bonus	+ Feat Bonus	+ Manual / Tome	+ Other	+ Other
STR			=			+	+	+	+	+	+	+	+
DEX			=			+	+	+	+	+	+	+	+
CON			=			+	+	+	+	+	+	+	+
INT			=			+	+	+	+	+	+	+	+
WIS			=			+	+	+	+	+	+	+	+
CHA			=			+	+	+	+	+	+	+	+

Total Points Spent:

Initiative

Init (Initiative) = DEX Mod + Feat Bonus + Race Bonus + Class Bonus + Martial Bonus + Magic Item + Other

Initiative Notes

Caster Checks

Cast Chk (Caster Check) = Your Bailiwick skill (i.e., Divinty, Naturalism, Reason, or Spellcraft)

Caster Check Notes

Saving Throws

		=		+	+	+	+	+	+	+	+	
FORT Fortitude Save		=	Class Base	+ CON Mod	+ Resist Bonus	+ Feat Bonus	+ Race Bonus	+ Class Bonus	+ Other	+ Other		Fortitude Save Notes
REFL Reflex Save		=	Class Base	+ DEX Mod	+ Resist Bonus	+ Feat Bonus	+ Race Bonus	+ Class Bonus	+ Other	+ Other		Reflex Save Notes
WILL Will Save		=	Class Base	+ WIS Mod	+ Resist Bonus	+ Feat Bonus	+ Race Bonus	+ Class Bonus	+ Other	+ Other		Will Save Notes

Combat Maneuvers

Mnv Def (Maneuver Defense) = Class Base + 1/2 Char Level + STR Mod + DEX Mod + Dodge AC + Deflect AC + Feat Bonus + Race Bonus + Class Bonus + Dweomermetal + Size Mod + Other

FF M. Def (Flat-Footed Mnv Defense) = Class Base + 1/2 Char Level + STR Mod + Deflect AC + Feat Bonus + Race Bonus + Class Bonus + Dweomermetal + Size Mod + Other

Mnv Dmg (Maneuver Damage) = (Base Wpn Dice x Wpn Lvl Mult) + Feat Bonus + Race Bonus + Class Bonus + Other

Combat Maneuver Notes

Specific Combat Maneuvers

	Mnv Off Bonus	Mnv Def Bonus	Addt'l Damage Dice	Addt'l Damage Adders
Bull Rush				
Dirty Trick				
Disarm				
Drag				
Grapple				
Overrun				
Reposition				
Steal				
Sunder				
Trip				

Senses

Sense	Range	Source (e.g. race, item)	Notes	Sense	Range	Source (e.g. race, item)	Notes
	ft.				ft.		
	ft.				ft.		
	ft.				ft.		
	ft.				ft.		

Move Speeds

Race Walk Speed ft. | Armor Speed Penalty ft. | Encumbrance Penalty ft.

Move Type	Speed	Source (e.g. race, item)	Notes	Move Type	Speed	Source (e.g. race, item)	Notes
Walk	ft.				ft.		
	ft.				ft.		
	ft.				ft.		
	ft.				ft.		

Skills & Languages

Ranks from Levels	+	Ranks from INT Mod	+	Favored Class Ranks	+	Bonus Ranks Granted	+	Ranks from Retraining	+	Linked Knowledge Skill	=	Total Ranks	-	Ranks Spent	=	Available Ranks

Skills	Total Bonus	=	Ranks	+	Skill Basis	Natural Talent	Default Stat	+	Stat Mod	+	Armor Chk Pen	+	Training Bonus	+	Feat Bonus	+	Enhance Bonus	+	Integral Bonus	+	Other Bonus	Crit Chance	/	Crit Bonus	Notes
Acrobatics		=		+		☐	/ Dex	+		+		+		+		+		+		+		(	/	)	
Bailiwick *		=		+		☐	/ ?	+				+		+		+		+		+		(	/	)	
Barter		=		+		☐	/ Wis	+				+		+		+		+		+		(	/	)	
Bluff		=		+		☐	/ Cha	+				+		+		+		+		+		(	/	)	
Diplomacy		=		+		☐	/ Cha	+				+		+		+		+		+		(	/	)	
Disable Device *		=		+		☐	/ Dex	+		+		+		+		+		+		+		(	/	)	
Disguise		=		+		☐	/ Cha	+				+		+		+		+		+		(	/	)	
Escape Artist		=		+		☐	/ Dex	+		+		+		+		+		+		+		(	/	)	
Handle Animal *		=		+		☐	/ Cha	+				+		+		+		+		+		(	/	)	
Heal		=		+		☐	/ Wis	+				+		+		+		+		+		(	/	)	
Intimidate		=		+		☐	/ Cha	+				+		+		+		+		+		(	/	)	
Know. (Arcana) *		=		+		☐	/ Int	+				+		+		+		+		+		(	/	)	
Know. (Deep History) *		=		+		☐	/ Int	+				+		+		+		+		+		(	/	)	
Know. (Dungeoneering) *		=		+		☐	/ Int	+				+		+		+		+		+		(	/	)	
Know. (Engineering) *		=		+		☐	/ Int	+				+		+		+		+		+		(	/	)	
Know. (Geography) *		=		+		☐	/ Int	+				+		+		+		+		+		(	/	)	
Know. (History) *		=		+		☐	/ Int	+				+		+		+		+		+		(	/	)	
Know. (Local) *		=		+		☐	/ Int	+				+		+		+		+		+		(	/	)	
Know. (Logic) *		=		+		☐	/ Int	+				+		+		+		+		+		(	/	)	
Know. (Nature) *		=		+		☐	/ Int	+				+		+		+		+		+		(	/	)	
Know. (Nobility) *		=		+		☐	/ Int	+				+		+		+		+		+		(	/	)	
Know. (Planes) *		=		+		☐	/ Int	+				+		+		+		+		+		(	/	)	
Know. (Religion) *		=		+		☐	/ Int	+				+		+		+		+		+		(	/	)	
Linguistics *		=		+		☐	/ Int	+				+		+		+		+		+		(	/	)	
Might		=		+		☐	/ Str	+		+		+		+		+		+		+		(	/	)	
Movement		=		+		☐	/ Dex	+		+		+		+		+		+		+		(	/	)	
Perception		=		+		☐	/ Wis	+				+		+		+		+		+		(	/	)	
Perform		=		+		☐	/ Cha	+				+		+		+		+		+		(	/	)	
Piloting		=		+		☐	/ ?	+				+		+		+		+		+		(	/	)	
Profession 1 *		=		+		☐	/ Wis	+				+		+		+		+		+		(	/	)	
Profession 2 *		=		+		☐	/ Wis	+				+		+		+		+		+		(	/	)	
Ride		=		+		☐	/ Dex	+		+		+		+		+		+		+		(	/	)	
Sense Motive		=		+		☐	/ Wis	+				+		+		+		+		+		(	/	)	
Sleight of Hand *		=		+		☐	/ Dex	+		+		+		+		+		+		+		(	/	)	
Stealth		=		+		☐	/ Dex	+		+		+		+		+		+		+		(	/	)	
Survival		=		+		☐	/ Wis	+				+		+		+		+		+		(	/	)	
Use Magic Device *		=		+		☐	/ Cha	+				+		+		+		+		+		(	/	)	
		=		+		☐	/ ?	+		+		+		+		+		+		+		(	/	)	
		=		+		☐	/ ?	+		+		+		+		+		+		+		(	/	)	
		=		+		☐	/ ?	+		+		+		+		+		+		+		(	/	)	

** - indicates skill is trained only*

Other Skill Notes

Languages Known

Fluency: *Pidgin (P), Average (A), Fluent (F), Native (N)*

Language Name	Fluency	Language Name	Fluency	Language Name	Fluency	Language Name	Fluency	Language Name	Fluency	Language Name	Fluency

Traits, Class Features, & Feats

Racial Traits	Value	Value	Description	Improves At Level(s):

Class Features	Value	Value	Description	Improves At Level(s):

Feats	Value	Value	Description	Improves At Level(s):

Weapons / Implements

Equipped: Main-Hand | Off-Hand

Weapon (or Implement) Name:

Base Weapon	Weapon Qualities	Weapon Quality Effects Notes
e.g. Longsword, etc.		
Damage Type		
e.g. Bludeoning, Slashing, etc.		
Weapon Size	**Dweomermetal**	**Dweomermetal Effects Notes**
i.e. made for creatures of size...		
Weapon Handiness	**Magic Properties**	**Magic Properties Effects Notes**
Light, 1-hand, 2-hand, Projectile		

Weapon Cost

Base Wpn Cost	_____	gp
Dwmrmetal Cost	_____	gp
Enhance Bonus	_____	gp
Magic Properties	_____	gp
(add each element)		
Total Wpn Cost		**gp**

Range Incrmt	Max Range

if thrown or projectile

Weapon Weight

Base Wpn Weight	_____	lbs
Weapon Size Mod	_____	lbs
Dwmrmetal Mod	_____	lbs
(multiply each element)		
Total Wpn Wt.		**lbs**

Crit Range	Crit Multiplier

To-Hit = BAB + Stat To-Hit Bonuses (Ability Score / Mod) + Feat To-Hit Bonuses (Feat Name / Bonus) + Class Feature To-Hit (Feature Name / Bonus) + Racial Trait To-Hit (Racial Trait / Bonus) + Enhance To-Hit + Dweomermetal To-Hit (Dweomermetal / Bonus) + Other To-Hit Modifiers (Source / Bonus)

Conditional To-Hit Bonuses / Notes

Dmg = (Base Wpn Dice x Wpn Lvl Mult) + Stat Damage Bonuses (Ability Score / Mod) + Feat Damage Bonuses (Feat Name / Bonus) + Class Feature Damage (Feature Name / Bonus) + Magic Property Damage (Property Name / Bonus) + Other Damage Modifiers (Source / Bonus)

+ Enhance Damage + Dweomermetal Damage (Dweomermetal / Bonus) + Racial Trait Damage (Racial Trait / Bonus)

Conditional Damage Bonuses / Notes

Weapon (or Implement) Name:

Base Weapon	Weapon Qualities	Weapon Quality Effects Notes
e.g. Longsword, etc.		
Damage Type		
e.g. Bludeoning, Slashing, etc.		
Weapon Size	**Dweomermetal**	**Dweomermetal Effects Notes**
i.e. made for creatures of size...		
Weapon Handiness	**Magic Properties**	**Magic Properties Effects Notes**
Light, 1-hand, 2-hand, Projectile		

Weapon Cost

Base Wpn Cost	_____	gp
Dwmrmetal Cost	_____	gp
Enhance Bonus	_____	gp
Magic Properties	_____	gp
(add each element)		
Total Wpn Cost		**gp**

Range Incrmt	Max Range

if thrown or projectile

Weapon Weight

Base Wpn Weight	_____	lbs
Weapon Size Mod	_____	lbs
Dwmrmetal Mod	_____	lbs
(multiply each element)		
Total Wpn Wt.		**lbs**

Crit Range	Crit Multiplier

To-Hit = BAB + Stat To-Hit Bonuses (Ability Score / Mod) + Feat To-Hit Bonuses (Feat Name / Bonus) + Class Feature To-Hit (Feature Name / Bonus) + Racial Trait To-Hit (Racial Trait / Bonus) + Enhance To-Hit + Dweomermetal To-Hit (Dweomermetal / Bonus) + Other To-Hit Modifiers (Source / Bonus)

Conditional To-Hit Bonuses / Notes

Dmg = (Base Wpn Dice x Wpn Lvl Mult) + Stat Damage Bonuses (Ability Score / Mod) + Feat Damage Bonuses (Feat Name / Bonus) + Class Feature Damage (Feature Name / Bonus) + Magic Property Damage (Property Name / Bonus) + Other Damage Modifiers (Source / Bonus)

+ Enhance Damage + Dweomermetal Damage (Dweomermetal / Bonus) + Racial Trait Damage (Racial Trait / Bonus)

Conditional Damage Bonuses / Notes

Armor / Shield & AC Calcs

Equipped: | Armor Slot | Shield (Off-Hand)

Armor Name:

Base Armor	Armor Check Pen.	Dweomermetal	Dweomermetal Effects Notes

e.g. Chain Mail, etc.

Armor Type	Move Penalty

Lt, Med, Hvy

Max Dex	Arcane Spell Fail

Armor Base AC	Enhance Bonus

Magic Properties	Magic Properties Effects Notes

Armor Cost

Base Armor Cost _____ gp
Dwmrmetal Cost _____ gp
Enhance Bonus _____ gp
Magic Properties _____ gp
(add each element)
Total Armor Cost _____ **gp**

Armor Weight

Base Armor Wt. _____ lbs
Dwmrmetal Mod _____ lbs
(multiply each element)
Total Armor Wt. _____ **lbs**

Shield 1 Name:

Base Shield	Armor Check Pen.	Dweomermetal	Dweomermetal Effects Notes

e.g. Light Wooden Shield, etc.

Max Dex	Arcane Spell Fail

Shield Base AC	Enhance Bonus

Magic Properties	Magic Properties Effects Notes

Shield Cost

Base Shield Cost _____ gp
Dwmrmetal Cost _____ gp
Enhance Bonus _____ gp
Magic Properties _____ gp
(add each element)
Total Shield Cost _____ **gp**

Shield Weight

Base Shield Wt. _____ lbs
Dwmrmetal Mod _____ lbs
(multiply each element)
Total Shield Wt. _____ **lbs**

Shield 2 Name:

Base Shield	Armor Check Pen.	Dweomermetal	Dweomermetal Effects Notes

e.g. Light Wooden Shield, etc.

Max Dex	Arcane Spell Fail

Shield Base AC	Enhance Bonus

Magic Properties	Magic Properties Effects Notes

Shield Cost

Base Shield Cost _____ gp
Dwmrmetal Cost _____ gp
Enhance Bonus _____ gp
Magic Properties _____ gp
(add each element)
Total Shield Cost _____ **gp**

Shield Weight

Base Shield Wt. _____ lbs
Dwmrmetal Mod _____ lbs
(multiply each element)
Total Shield Wt. _____ **lbs**

Other AC-Affecting Items

Item Name	AC Bonus	Bonus Type	Item Slot	Other Effects or Notes	Weight	Cost

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Armor Class Calculations

		=	Base	+	Armor Base AC	+	Armor Magic AC	+	Dex / Max Dex	+	Deflect AC	+	Dodge AC	+	Natural AC	+	Shield Base AC	+	Shield Magic AC	+	Size Mod	+	Other AC
AC		=		+		+		+		+		+		+		+		+		+		+	
Armor Class																							
Touch		=				+		+		+		+						+				+	
Touch AC			Base				Armor Magic AC		Dex / Max Dex		Deflect AC		Dodge AC						Shield Magic AC				Other AC
FF		=		+		+				+				+		+		+		+		+	
Flat-Footed AC			Base		Armor Base AC		Armor Magic AC				Deflect AC				Natural AC		Shield Base AC		Shield Magic AC		Size Mod		Other AC

Magic Items & Equipment

Encumbrance:

Light Load from STR	+	Light Load from Might	=	Light Load	Medium Load (Light x 2)	Heavy Load (Light x 3)	Lift Over Head (Light x 3)	Lift Off Ground (Light x 6)	Push / Drag (Light x 15)

Magic Items by Slot

	Item Name	Cost (gp)	Weight	Value 1	Value 2	Effects / Notes
Armor		gp	lbs			
Belt		gp	lbs			
Body		gp	lbs			
Chest		gp	lbs			
Eyes		gp	lbs			
Feet		gp	lbs			
Hands		gp	lbs			
Head		gp	lbs			
Headband		gp	lbs			
Neck		gp	lbs			
Ring 1		gp	lbs			
Ring 2		gp	lbs			
Shoulders		gp	lbs			
Wrist		gp	lbs			
Main-Hand		gp	lbs			
Off-Hand		gp	lbs			

Slotless and Consumable Magic Items

Item Name	Cost (gp)	Weight	Effects / Notes
	gp	lbs	
	gp	lbs	
	gp	lbs	
	gp	lbs	
	gp	lbs	
	gp	lbs	
	gp	lbs	
	gp	lbs	
	gp	lbs	
	gp	lbs	
	gp	lbs	
	gp	lbs	
	gp	lbs	
	gp	lbs	
	gp	lbs	
	gp	lbs	

Equipment

Item Name	Cost (gp)	Weight	Item Name	Cost (gp)	Weight	Item Name	Cost (gp)	Weight
	gp	lbs		gp	lbs		gp	lbs
	gp	lbs		gp	lbs		gp	lbs
	gp	lbs		gp	lbs		gp	lbs
	gp	lbs		gp	lbs		gp	lbs
	gp	lbs		gp	lbs		gp	lbs
	gp	lbs		gp	lbs		gp	lbs
	gp	lbs		gp	lbs		gp	lbs
	gp	lbs		gp	lbs		gp	lbs
	gp	lbs		gp	lbs		gp	lbs
	gp	lbs		gp	lbs		gp	lbs
	gp	lbs		gp	lbs		gp	lbs
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	gp	lbs		gp	lbs		gp	lbs
	gp	lbs		gp	lbs		gp	lbs
	gp	lbs		gp	lbs		gp	lbs
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	gp	lbs		gp	lbs		gp	lbs
	gp	lbs		gp	lbs		gp	lbs
	gp	lbs		gp	lbs		gp	lbs
	gp	lbs		gp	lbs		gp	lbs

Domains / Bloodlines / Schools

Caster Check	Implement To-Hit	Implement Damage	Other Bonus Damage

Domain / Bloodline / School:

Ability Name	Ex / Su / Sp	Times / Day	Action	To-Hit Type	Range	Target / AOE	Save Type	Save DC	SR?	Lays Chrg?	Effects / Damage / Notes
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									☐	☐	
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Domain / Bloodline / School:

Ability Name	Ex / Su / Sp	Times / Day	Action	To-Hit Type	Range	Target / AOE	Save Type	Save DC	SR?	Lays Chrg?	Effects / Damage / Notes
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Bonus Spells

Gained At Level	Spell	Times / Day	Action	To-Hit Type	Range	Target / AOE	Save Type	Save DC	SR?	Lays Chrg?	Effects / Damage / Notes
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									☐	☐	

Other Benefits / Notes

Spellbook

Caster Check	Implement To-Hit	Implement Damage	Other Bonus Damage	Max Damage Circle

Spell Level:		Known:		Cast Per Day:		Cast Today:	

Spell	Mem'zd	Action	To-Hit Type	Range	Target / AOE	Save Type	Save DC	SR?	Lays Chrg?	Effects / Damage / Notes
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Spell Level:		Known:		Cast Per Day:		Cast Today:	

Spell	Mem'zd	Action	To-Hit Type	Range	Target / AOE	Save Type	Save DC	SR?	Lays Chrg?	Effects / Damage / Notes
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Spell Level:		Known:		Cast Per Day:		Cast Today:	

Spell	Mem'zd	Action	To-Hit Type	Range	Target / AOE	Save Type	Save DC	SR?	Lays Chrg?	Effects / Damage / Notes
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								☐	☐	

Spell Level:		Known:		Cast Per Day:		Cast Today:	

Spell	Mem'zd	Action	To-Hit Type	Range	Target / AOE	Save Type	Save DC	SR?	Lays Chrg?	Effects / Damage / Notes
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Downtime Log

Retraining Days in Campaign To-Date

Retraining Projects Undertaken	Days to Completion	Days Spent So Far	Done?	Effects
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Quick Reference	Avg. Days to Complete
Reselection	
Reassign Skill Ranks	3
Swap a Feat	5
Reselect a Class Feature / Racial Trait	9
Reallocate Ability Points	9
Self-Improvement	
Gain a Hit Point	4*
Additional Skill Rank	8
Improve Language to Native Fluency	15
Gain Natural Talent in a Skill	90
Additional Non-Epic Feat	130
Additional Epic Feat	260
Additional Minor Racial Trait	95
Additional Major Racial Trait	375
Permanent +1 to an Ability Score	235
Spell Research	10
Single-Use Boons	
Extra Action Point	6
Combat Bonus	4
Fortune's Favor	7
Downtime Skill Uses	
Research in a Library	1
Shopping	1
Inscribe a Spell into a Spellbook	varies
Develop a Contact	5
Create a Good	5
Craft a Magic Item	varies
Build a Business	7
Attract a Patron	7
Teach an Animal a Trick	7
Train an Animal to a Purpose	varies
Rear a Wild Animal	180
Long Term Care	1
Become Fluent in a Language	1
Create / Compose Work of Art	varies
Learn a Secret Language	20
Unforgeable Signature	7
Foraging	1
Besiege	varies

Classes:	BAB	Fort	Refl	Will	Hit Die	Skill Pts	caster stat	Bailiwick
-								
Alchemist	L	S	S	W	4	3	INT	Reason
Barbarian	H	S	W	W	6	6		Naturalism
Bard	L	W	S	S	6	7	CHA	Spellcraft
Brawler	H	S	S	W	8	6		Warfare
Cleric	M	S	W	S	8	7	WIS	Divinity
Druid	M	S	W	S	6	6	WIS	Naturalism
Fighter	H	S	W	W	10	6		Warfare
Monk	M	S	S	S	8	6		Reason
Paladin	H	S	W	S	10	7	CHA	Divinity
Pariah	L	W	S	S	6	4	INT	Spellcraft
Partisan	H	S	S	W	12	6		Reason
Prowler	M	W	S	W	6	6		Spycraft
Ranger	H	S	S	W	8	7	WIS	Naturalism
Rogue	M	W	S	W	6	8		Spycraft
Sharp	M	W	S	S	6	7		Spycraft
Sorcerer	L	W	W	S	4	7	CHA	Spellcraft
Warlord	H	S	W	S	10	7		Warfare
Wizard	L	W	W	S	4	3	INT	Spellcraft

Skill Ranks	Might						Skill DCs				
	Lt Load	Med Load	Hvy Load	Lift Over Head	Lift Off Ground	Max Drag	Easy	Average	Challenging	Hard	Impossible
1	1	2	3	3	6	15	9	12	15	19	24
2	2	4	6	6	12	30	10	14	17	21	26
3	3	6	9	9	18	45	11	15	18	22	27
4	4	8	12	12	24	60	13	17	20	24	29
5	5	10	15	15	30	75	14	18	21	26	31
6	12	24	36	36	72	180	15	19	23	28	33
7	14	28	42	42	84	210	16	21	25	30	35
8	16	32	48	48	96	240	18	23	27	32	38
9	18	36	54	54	108	270	19	24	29	34	40
10	20	40	60	60	120	300	20	26	31	36	42
11	33	66	99	99	198	495	22	27	32	38	44
12	36	72	108	108	216	540	23	29	34	40	45
13	39	78	117	117	234	585	24	30	35	41	47
14	42	84	126	126	252	630	25	31	37	43	49
15	45	90	135	135	270	675	27	33	39	45	51
16	64	128	192	192	384	960	28	35	41	47	53
17	68	136	204	204	408	1020	29	36	42	49	54
18	72	144	216	216	432	1080	31	38	44	50	56
19	76	152	228	228	456	1140	32	39	46	52	58
20	80	160	240	240	480	1200	33	41	48	54	60
21	105	210	315	315	630	1575	34	43	50	57	63
22	110	220	330	330	660	1650	36	45	52	59	65
23	115	230	345	345	690	1725	37	47	54	61	67
24	120	240	360	360	720	1800	38	48	56	63	69
25	125	250	375	375	750	1875	40	50	58	65	71
26	156	312	468	468	936	2340	41	52	60	67	73
27	162	324	486	486	972	2430	42	54	62	69	75
28	168	336	504	504	1008	2520	43	56	64	71	76
29	174	348	522	522	1044	2610	45	58	66	73	78
30	180	360	540	540	1080	2700	46	60	68	75	80
31	217	434	651	651	1302	3255	47	62	70	77	82
32	224	448	672	672	1344	3360	49	64	72	79	84
33	231	462	693	693	1386	3465	50	65	74	81	86
34	238	476	714	714	1428	3570	51	67	75	83	88
35	245	490	735	735	1470	3675	52	68	77	85	90
36							54	70	79	87	92
37							55	72	80	89	94
38							57	73	81	91	96
39							58	75	83	93	98
40							60	77	85	95	100

Level Table	H	M	L	S	W	Base Dmg	Start GP	GP / Lvl	New Feat	Bonus Stat	XP to next lvl	Max Skl Rnks
1	1	0	0	2	0	1	250	1750	1	-	0	1
2	1	1	1	1	0	1	2000	4000	-	-	3200	2
3	1	1	0	0	1	1	6000	6500	1	-	8000	3
4	1	1	1	1	0	1	12500	9500	-	1	14400	4
5	1	0	0	0	0	1	22000	13000	1	-	24000	5
6	1	1	1	1	1	1	35000	17000	-	-	36800	6
7	1	1	0	0	0	1	52000	23000	1	-	56000	7
8	1	1	1	1	0	2	75000	31000	-	1	81600	8
9	1	0	0	0	1	2	106000	41000	1	-	120000	9
10	1	1	1	1	0	2	147000	55000	-	-	171000	10
11	1	1	0	0	0	2	202000	75000	1	-	248000	11
12	1	1	1	1	1	2	277000	103000	-	1	350000	12
13	1	0	0	0	0	2	380000	141000	1	-	504000	13
14	1	1	1	1	0	2	521000	189000	-	-	710000	14
15	1	1	0	0	1	3	710000	257000	1	-	1000000	15
16	1	1	1	1	0	3	967000	345000	-	1	1425000	16
17	1	0	0	0	0	3	1312000	463000	1	-	2000000	17
18	1	1	1	1	1	3	1775000	611000	-	-	3000000	18
19	1	1	0	0	0	3	2386000	809000	1	-	4400000	19
20	1	1	1	1	0	3	3195000	1077000	-	1	6000000	20
21	1	1	1	1	1	3	4272000	1415000	1	-	9000000	21
22	0	0	0	0	0	4	5687000	1853000	-	-	13000000	22
23	1	1	1	1	1	4	7540000	2441000	1	-	19000000	23
24	0	0	0	0	0	4	9981000	3229000	-	1	28000000	24
25	1	1	1	1	1	4	13210000	4217000	1	-	41000000	25
26	0	0	0	0	0	4	17427000	5705000	-	-	61500000	26
27	1	1	1	1	1	4	23132000	7693000	1	-	91000000	27
28	0	0	0	0	0	4	30825000	10181000	-	1	134000000	28
29	1	1	1	1	1	5	41006000	13369000	1	-	198000000	29
30	0	0	0	0	0	5	54375000	17457000	-	-	290000000	30
31	1	1	1	1	1	5	71832000	22845000	1	-	425000000	31
32	0	0	0	0	0	5	94677000	30233000	-	1	625000000	32
33	1	1	1	1	1	5	124910000	40621000	1	-	900000000	33
34	0	0	0	0	0	5	165531000	55009000	-	-	1400000000	34
35	1	1	1	1	1	5	220540000	69397000	1	-	2000000000	35

Races:	Size	Walk	Lesser Swim	Greater Climb
-				
Arborian	Medium	30		
Barani	Medium	30		
Changeling	Medium	30		
Dwarf	Medium	20		
Elf	Medium	30		
Gata	Medium	30		
Gnome	Small	20		
Grippli	Small	20		20
Half-Elf	Medium	30		
Halfling	Small	20		
Half-Orc	Medium	30		
Human	Medium	30		
Ifrit	Medium	30		
Kitsune	Medium	30		
Mallori	Medium	30		
Nagdyr	Small	20		
Oread	Medium	20		
Sylph	Medium	30		
Tengu	Medium	30		
Tiefling	Medium	30		
Undine	Medium	30	30	
Vanx	Medium	30	30	
Vishkanya	Medium	30		

Ability Score			Bonus Spells For High Stat															Encumbrance					
	Pt Buy	Mod	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th	17th	Light Load	Medium Load	Heavy Load	Lift Overhead	Lift Off Ground	Drag
0	-	-5																		0	0	0	0	0	0
1	-	-5																		3	6	10	10	20	50
2	-	-4																		6	13	20	20	40	100
3	-	-4																		10	20	30	30	60	150
4	-	-3																		13	26	40	40	80	200
5	-	-3																		16	33	50	50	100	250
6	-	-2																		20	40	60	60	120	300
7	-4	-2																		23	46	70	70	140	350
8	-2	-1																		26	53	80	80	160	400
9	-1	-1																		30	60	90	90	180	450
10	0	0																		33	66	100	100	200	500
11	1	0																		38	76	115	115	230	575
12	2	1	1																	43	86	130	130	260	650
13	3	1	1																	50	100	150	150	300	750
14	5	2	1	1																58	116	175	175	350	875
15	7	2	1	1																66	133	200	200	400	1000
16	10	3	1	1	1															76	153	230	230	460	1150
17	13	3	1	1	1															89	173	260	260	520	1300
18	17	4	1	1	1	1														100	200	300	300	600	1500
19	-	4	1	1	1	1														116	233	350	350	700	1750
20	-	5	2	1	1	1	1													133	266	400	400	800	2000
21	-	5	2	1	1	1	1													153	306	460	460	920	2300
22	-	6	2	2	1	1	1	1												173	346	520	520	1040	2600
23	-	6	2	2	1	1	1	1												200	400	600	600	1200	3000
24	-	7	2	2	2	1	1	1	1											233	466	700	700	1400	3500
25	-	7	2	2	2	1	1	1	1											266	533	800	800	1600	4000
26	-	8	2	2	2	2	1	1	1	1										306	613	920	920	1840	4600
27	-	8	2	2	2	2	1	1	1	1										346	693	1040	1040	2080	5200
28	-	9	3	2	2	2	2	1	1	1	1									400	800	1200	1200	2400	6000
29	-	9	3	2	2	2	2	1	1	1	1									466	933	1400	1400	2800	7000
30	-	10	3	3	2	2	2	2	1	1	1	1								532	1066	1600	1600	3200	8000
31	-	10	3	3	2	2	2	2	1	1	1	1								612	1224	1840	1840	3680	9200
32	-	11	3	3	3	2	2	2	2	1	1	1	1							692	1384	2080	2080	4160	10400
33	-	11	3	3	3	2	2	2	2	1	1	1	1							800	1600	2400	2400	4800	12000
34	-	12	3	3	3	3	2	2	2	2	1	1	1	1						932	1864	2800	2800	5600	14000
35	-	12	3	3	3	3	2	2	2	2	1	1	1	1						1064	2132	3200	3200	6400	16000
36	-	13	4	3	3	3	3	2	2	2	2	1	1	1	1					1224	2452	3680	3680	7360	18400
37	-	13	4	3	3	3	3	2	2	2	2	1	1	1	1					1384	2772	4160	4160	8320	20800
38	-	14	4	4	3	3	3	3	2	2	2	2	1	1	1	1				1600	3200	4800	4800	9600	24000
39	-	14	4	4	3	3	3	3	2	2	2	2	1	1	1	1				1864	3732	5600	5600	11200	28000
40	-	15	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1			2128	4264	6400	6400	12800	32000
41	-	15	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1			2448	4896	7360	7360	14720	36800
42	-	16	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1		2768	5536	8320	8320	16640	41600
43	-	16	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1		3200	6400	9600	9600	19200	48000
44	-	17	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1	3728	7456	11200	11200	22400	56000
45	-	17	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1	4256	8528	12800	12800	25600	64000
46	-	18	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	4896	9808	14720	14720	29440	73600
47	-	18	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	5536	11088	16640	16640	33280	83200
48	-	19	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	6400	12800	19200	19200	38400	96000
49	-	19	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	7456	14928	22400	22400	44800	112000
50	-	20	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	8512	17056	25600	25600	51200	128000
51	-	20	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	9792	19584	29440	29440	58880	147200
52	-	21	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	11072	22144	33280	33280	66560	166400
53	-	21	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	12800	25600	38400	38400	76800	192000
54	-	22	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	14912	29824	44800	44800	89600	224000
55	-	22	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	17024	34112	51200	51200	102400	256000
56	-	23	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	19584	39232	58880	58880	117760	294400
57	-	23	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	22144	44352	66560	66560	133120	332800
58	-	24	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	25600	51200	76800	76800	153600	384000
59	-	24	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	29824	59712	89600	89600	179200	448000
60	-	25	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	34048	68224	102400	102400	204800	512000
61	-	25	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	39168	78336	117760	117760	235520	588800