Epic Path
Fantasy Role-Playing Game

Character Name | Alignment | Level | Character Class
Race | Size | Gender | Deity | Homeland
Hair | Eyes | Dominant Traits or Quirks | Height | Weight
Brief Description

STR Strength		Mod
DEX Dexterity		Mod
CON Constitution		Mod
INT Intelligence		Mod
WIS Wisdom		Mod
CHA Charisma		Mod

Max Hit Pts | Temp Hit Pts
Dmg Taken | Non-Lethal Dmg
Damage Resistance (DR)
Energy Resistance (ER)

Initiative | BAB | SR | Other Mitigation

AC Armor Class	= Base	+ Armor Base AC	+ Armor Magic AC	+ Dex / Max Dex	+ Deflection AC	+ Dodge AC	+ Natural AC	+ Shield Base AC	+ Shield Magic AC	+ Size Mod	+ Other AC
Touch Touch AC	= Base	+ Armor Magic AC	+ Dex / Max Dex	+ Deflection AC	+ Dodge AC	+ Shield Magic AC	+ Other AC				
FF Flat-Footed AC	= Base	+ Armor Base AC	+ Armor Magic AC	+ Deflection AC	+ Natural AC	+ Shield Base AC	+ Shield Magic AC	+ Size Mod	+ Other AC		
FORT Fortitude Saving Throw	= Base	+ Stat Mod	+ Magic Mod	+ Other Mod							
REFL Reflex Saving Throw	= Base	+ Stat Mod	+ Magic Mod	+ Other Mod							
WILL Will Saving Throw	= Base	+ Stat Mod	+ Magic Mod	+ Other Mod							

Saving Throw Modifiers | Armor Class Modifiers
Senses
Movement Speeds

CMD Combat Maneuver Defense	= Base	+ BAB	+ STR Mod	+ DEX Mod	+ Feats	+ Magic	+ Size Mod	+ Other	CMD Modifiers
CMB Combat Maneuver Bonus	= BAB	+ STR Mod	+ DEX Mod	+ Feats	+ Magic	+ Size Mod	+ Other	CMB Modifiers	

CM Dmg (Combat Maneuver Damage) = Base Wpn Dmg x Level Mod + Other
Combat Maneuver Damage Modifiers

Primary Weapon	To-Hit =	BAB	+ Stat 1 To-Hit	+ Stat 2 To-Hit	+ Stat 3 To-Hit	+ Magic To-Hit	+ Feats To-Hit	+ Other To-Hit	Crit Range / Mult	Increment / Max Range	Dmg Type	Notes
	Damage =	Base Wpn Dmg	Base Dmg w/Lvl	+ Stat 1 Dmg	+ Stat 2 Dmg	+ Stat 3 Dmg	+ Magic Dmg	+ Feats Dmg	+ Other Dmg			
Off-Hand Weapon	To-Hit =	BAB	+ Stat 1 To-Hit	+ Stat 2 To-Hit	+ Stat 3 To-Hit	+ Magic To-Hit	+ Feats To-Hit	+ Other To-Hit	Crit Range / Mult	Increment / Max Range	Dmg Type	Notes
	Damage =	Base Wpn Dmg	Base Dmg w/Lvl	+ Stat 1 Dmg	+ Stat 2 Dmg	+ Stat 3 Dmg	+ Magic Dmg	+ Feats Dmg	+ Other Dmg			
Weapon 3	To-Hit =	BAB	+ Stat 1 To-Hit	+ Stat 2 To-Hit	+ Stat 3 To-Hit	+ Magic To-Hit	+ Feats To-Hit	+ Other To-Hit	Crit Range / Mult	Increment / Max Range	Dmg Type	Notes
	Damage =	Base Wpn Dmg	Base Dmg w/Lvl	+ Stat 1 Dmg	+ Stat 2 Dmg	+ Stat 3 Dmg	+ Magic Dmg	+ Feats Dmg	+ Other Dmg			
Weapon 4	To-Hit =	BAB	+ Stat 1 To-Hit	+ Stat 2 To-Hit	+ Stat 3 To-Hit	+ Magic To-Hit	+ Feats To-Hit	+ Other To-Hit	Crit Range / Mult	Increment / Max Range	Dmg Type	Notes
	Damage =	Base Wpn Dmg	Base Dmg w/Lvl	+ Stat 1 Dmg	+ Stat 2 Dmg	+ Stat 3 Dmg	+ Magic Dmg	+ Feats Dmg	+ Other Dmg			

Armor	Base AC	Magic AC	Dweomermetal	Magic Properties	Absol. Bonus	Armor Chk Pen	Max Dex	Move Pen	Weight	Cost	Notes
Shield	Base AC	Magic AC	Dweomermetal	Magic Properties	Absol. Bonus	Armor Chk Pen	Max Dex	Move Pen	Weight	Cost	Notes

Experience (XP)	XP to Next Level	Money (Unspent)	Money Earned to Date	Encumbrance	Light Load	Medium Load	Heavy Load	Lift Over Head	Lift Off Ground	Push / Drag	Move Penalty

Equipment

Description	Weight	Cost	Description	Weight	Cost	Description	Weight	Cost

Languages Known

Skills

Skills	Total		Stat	Stat Mod	Ranks	Class Skill	Armor Chk Pen	Racial Mods	Other Mods
Acrobatics		=	Dex		+	+	+	+	+
Barter		=	Wis		+	+		+	+
Bluff		=	Cha		+	+		+	+
Diplomacy		=	Cha		+	+		+	+
Disable Device *		=	Dex		+	+	+	+	+
Disguise		=	Cha		+	+		+	+
Divinity *		=			+	+	+	+	+
Escape Artist		=	Dex		+	+	+	+	+
Handle Animal *		=	Cha		+	+		+	+
Heal		=	Wis		+	+		+	+
Intimidate		=	Cha		+	+		+	+
Knowl. (Arcana) *		=	Int		+	+		+	+
Knowl. (Deep History) *		=	Int		+	+		+	+
Knowl. (Dungeoneering) *		=	Int		+	+		+	+
Knowl. (Engineering) *		=	Int		+	+		+	+
Knowl. (Geography) *		=	Int		+	+		+	+
Knowl. (History) *		=	Int		+	+		+	+
Knowl. (Local) *		=	Int		+	+		+	+
Knowl. (Logic) *		=	Int		+	+		+	+
Knowl. (Nature) *		=	Int		+	+		+	+
Knowl. (Nobility) *		=	Int		+	+		+	+
Knowl. (Planes) *		=	Int		+	+		+	+
Knowl. (Religion) *		=	Int		+	+		+	+
Linguistics *		=	Int		+	+		+	+
Might		=	Str		+	+	+	+	+
Movement		=	Dex		+	+	+	+	+
Naturalism *		=			+	+	+	+	+
Perception		=	Wis		+	+		+	+
Perform 1		=	Cha		+	+		+	+
Perform 2		=	Cha		+	+		+	+
Profession 1 *		=	Wis		+	+		+	+
Profession 2 *		=	Wis		+	+		+	+
Reason *		=			+	+	+	+	+
Ride		=	Dex		+	+	+	+	+
Sense Motive		=	Wis		+	+		+	+
Sleight of Hand *		=	Dex		+	+	+	+	+
Spellcraft *		=			+	+	+	+	+
Spycraft *		=			+	+	+	+	+
Stealth		=	Dex		+	+	+	+	+
Survival		=	Wis		+	+		+	+
Use Magic Device *		=	Cha		+	+		+	+
Warfare *		=			+	+	+	+	+

Class Features

Lvl	Feature	Value

Feats

Lvl	Feat

Racial Traits

Spellcasting Information

Spell Saves = 10 + Spell Level + Caster Stat Mod

Combat Casting DC (Concentration) = 15 + double spell level

Level Check (vs. SR) = Caster Level + d20

Caster Stat	Caster Stat Mod	Domains / Bloodlines / Specialty Schools	Conditional Modifiers	Notes

0th Level Spells

Known	Per Day	Bonus	Cast		Save DC

1st Level Spells

Known	Per Day	Bonus	Cast		Save DC

2nd Level Spells

Known	Per Day	Bonus	Cast		Save DC

3rd Level Spells

Known	Per Day	Bonus	Cast		Save DC

4th Level Spells

Known	Per Day	Bonus	Cast		Save DC

5th Level Spells

Known	Per Day	Bonus	Cast		Save DC

6th Level Spells

Known	Per Day	Bonus	Cast		Save DC

7th Level Spells

Known	Per Day	Bonus	Cast		Save DC

8th Level Spells

Known	Per Day	Bonus	Cast		Save DC

9th Level Spells

Known	Per Day	Bonus	Cast		Save DC

10th Level Spells

Known	Per Day	Bonus	Cast		Save DC

11th Level Spells

Known	Per Day	Bonus	Cast		Save DC

12th Level Spells

Known	Per Day	Bonus	Cast		Save DC

13th Level Spells

Known	Per Day	Bonus	Cast		Save DC

14th Level Spells

Known	Per Day	Bonus	Cast		Save DC

15th Level Spells

Known	Per Day	Bonus	Cast		Save DC

16th Level Spells

Known	Per Day	Bonus	Cast		Save DC

17th Level Spells

Known	Per Day	Bonus	Cast		Save DC