

CHARACTER Anchises Tanille PLAYER Kid  
 CLASS ROG 3/RAN 1 LEVEL 4  
 RACE Human (trace Aquan) ALIGNMENT XN  
 PATRON DEITY/RELIGION None (Kafziel)  
 ORIGIN \_\_\_\_\_ RESIDENCE \_\_\_\_\_



CHARACTER RECORD SHEET

ABILITY SCORES

|              | SCORE | MOD | TEMP SCORE | TEMP MOD |
|--------------|-------|-----|------------|----------|
| STRENGTH     | 10    | 0   |            |          |
| DEXTERITY    | 14    | 2   |            |          |
| CONSTITUTION | 9     | -1  |            |          |
| INTELLIGENCE | 13    | 1   |            |          |
| WISDOM       | 11    | 0   |            |          |
| CHARISMA     | 14    | 2   |            |          |

HIT POINTS

MAX **11**

DAMAGE REDUCTION

CURRENT

DIE TYPE(S) **d6**

SKILLS

- APPRAISE ■
- AUTOHYPNOSIS
- BALANCE ■
- BLUFF ■
- CLIMB ■
- CONCENTRATION ■
- CRAFT ■ ( \_\_\_\_\_ )
- DECIPHER SCRIPT
- DIPLOMACY ■
- DISABLE DEVICE
- DISGUISE ■
- ESCAPE ARTIST ■
- FORGERY ■
- GATHER INFORMATION ■
- HANDLE ANIMAL
- HEAL ■
- HIDE ■
- INTIMIDATE ■
- JUMP ■
- KNOWLEDGE ( \_\_\_\_\_ )
- KNOWLEDGE ( \_\_\_\_\_ )
- KNOWLEDGE ( \_\_\_\_\_ )
- KNOWLEDGE ( \_\_\_\_\_ )
- LISTEN ■
- MOVE SILENTLY ■
- OPEN LOCK
- PERFORM ( \_\_\_\_\_ )
- PERFORM ( \_\_\_\_\_ )
- PERFORM ( \_\_\_\_\_ )
- PROFESSION ( \_\_\_\_\_ )
- PSICRAFT
- RIDE ■
- SEARCH ■
- SENSE MOTIVE ■
- SLEIGHT OF HAND
- SPELLCRAFT
- SPOT ■
- STABILIZE SELF
- SURVIVAL ■
- SWIM ■
- TUMBLE
- USE MAGIC DEVICE
- USE PSIONIC DEVICE
- USE ROPE ■
- Innuendo
- Pick Pocket
- Read Lips
- Wilderness Lore

CROSS CLASS TOTAL ABILITY RANKS MISC 1 MISC 2 MISC 3

| CROSS CLASS | TOTAL | ABILITY RANKS | MISC 1 | MISC 2 | MISC 3 |
|-------------|-------|---------------|--------|--------|--------|
|             | 2     | 1T            | 1      |        |        |
|             |       | 0S            |        |        |        |
|             | 2     | 2*            | 0      |        |        |
|             | 8     | 2A            | 6      |        |        |
|             | 0     | 0*            |        |        |        |
|             | -1    | 1N            |        |        |        |
|             | 1     | 1T            |        |        |        |
|             |       | 1T            |        |        |        |
|             | 2     | 2A            |        |        |        |
|             |       | 1T            |        |        |        |
|             | 2     | 2A            |        |        |        |
|             | 8     | 2*            | 6      |        |        |
|             | 5     | 1T            | 4      |        |        |
|             | 7     | 2A            | 5      |        |        |
|             |       | 2A            |        |        |        |
|             | 0     | 0S            |        |        |        |
|             | 7     | 2*            | 5      |        |        |
|             | 2     | 2A            |        |        |        |
|             | 0     | 0*            |        |        |        |
|             |       | 1T            |        |        |        |
|             |       | 1T            |        |        |        |
|             |       | 1T            |        |        |        |
|             |       | 1T            |        |        |        |
|             | 4     | 0S            | 4      |        |        |
|             | 8     | 2*            | 6      |        |        |
|             | 7     | 2*            | 5      |        |        |
|             |       | 2A            |        |        |        |
|             |       | 2A            |        |        |        |
|             |       | 2A            |        |        |        |
|             |       | 0S            |        |        |        |
|             |       | 1T            |        |        |        |
|             | 2     | 2*            |        |        |        |
|             | 1     | 1T            |        |        |        |
|             | 3     | 0S            | 3      |        |        |
|             |       | 2*            |        |        |        |
|             |       | 1T            |        |        |        |
|             | 0     | 0S            |        |        |        |
|             |       | 1N            |        |        |        |
|             | 0     | 0S            |        |        |        |
|             | 0     | 0*            |        |        |        |
|             |       | 2*            |        |        |        |
|             |       | 2A            |        |        |        |
|             |       | 2A            |        |        |        |
|             | 4     | 2*            | 2      |        |        |
|             | 6     | 0S            | 6      |        |        |
|             | 8     | 2             | 6      |        |        |
|             | 5     | 1             | 4      |        |        |
|             | 4     | 0             | 4      |        |        |
|             | 0     |               |        |        |        |
|             | 0     |               |        |        |        |
|             | 0     |               |        |        |        |
|             | 0     |               |        |        |        |

ARMOR MODIFIERS

ARMOR SHIELD DEX SIZE NATURAL MISC 1 MISC 2

ARMOR WORN **15**

Leather (light): AC+2, MDEX6, CP0, SF20, 15LBS

- AC WHEN FLAT-FOOTED **15**
- AC VERSUS TOUCH ATTACKS **12**
- MISS CHANCE
- MAX DEXTERITY BONUS **6**
- ARMOR CHECK PENALTY **0**
- ARCANE SPELL FAILURE **10**
- SPELL RESISTANCE

SAVING THROWS

|           | TOTAL | 1 | 2 | 3 | 4 | ABILITY | MAGIC | MISC |
|-----------|-------|---|---|---|---|---------|-------|------|
| FORTITUDE | 1     | 2 |   |   |   | 1       |       |      |
| REFLEX    | 5     | 3 |   |   |   | 2       |       |      |
| WILL      | 0     | 0 |   |   |   | 0       |       |      |

INITIATIVE

|       | TOTAL | DEX | MISC |
|-------|-------|-----|------|
|       | 2     | 2   |      |
| SPEED | 30    |     |      |

ATTACK ROLLS

|                 | TOTAL | 2ND | 3RD | 4TH | 5TH | 1 | 2 | 3 | 4 | ABILITY | SIZE | MISC 1 | MISC 2 |
|-----------------|-------|-----|-----|-----|-----|---|---|---|---|---------|------|--------|--------|
| MELEE           | 1     | -5  | -10 | -15 |     | 1 |   |   |   | 0       | 0    |        |        |
| RANGED          | 3     | -5  | -10 | -15 |     | 1 |   |   |   | 2       | 0    |        |        |
| GRAPPLE         | 1     | -5  | -10 | -15 |     | 1 |   |   |   | 0       |      |        |        |
| FLURRY OF BLOWS |       |     |     |     |     | 1 |   |   |   | 0       | 0    |        |        |

ADDITIONAL MODIFIERS

WEAPONS

| WEAPON          | ATT BONUS | DAMAGE | CRITICAL | RANGE | TYPE | SIZE |
|-----------------|-----------|--------|----------|-------|------|------|
| Dagger          |           | 1d4    | 19-20 x2 | 10ft  | P    | T    |
| NOTES           |           |        |          |       |      |      |
| WEAPON          | ATT BONUS | DAMAGE | CRITICAL | RANGE | TYPE | SIZE |
| Throwing Knives |           | 1d4    | 19-20 x2 | 10ft  | P    | T    |
| NOTES           |           |        |          |       |      |      |
| WEAPON          | ATT BONUS | DAMAGE | CRITICAL | RANGE | TYPE | SIZE |
|                 |           |        |          |       |      |      |
| NOTES           |           |        |          |       |      |      |
| WEAPON          | ATT BONUS | DAMAGE | CRITICAL | RANGE | TYPE | SIZE |
|                 |           |        |          |       |      |      |
| NOTES           |           |        |          |       |      |      |
| WEAPON          | ATT BONUS | DAMAGE | CRITICAL | RANGE | TYPE | SIZE |
|                 |           |        |          |       |      |      |
| NOTES           |           |        |          |       |      |      |

■ DENOTES SKILL CAN BE USED UNTRAINED — \* ARMOR CHECK PENALTY APPLIES (DOUBLE FOR SWIM)

PROFICIENCIES

WEAPONS:  SIMPLE  MARTIAL ARMOR:  LIGHT  MEDIUM  HEAVY  SHIELDS



## SPELLS

| SPELL SAVE DC        | LEVEL | SPELLS PER DAY       | BONUS SPELLS         | # SPELLS KNOWN       |
|----------------------|-------|----------------------|----------------------|----------------------|
| <input type="text"/> | 0     | <input type="text"/> | 0                    | <input type="text"/> |
| <input type="text"/> | 1ST   | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 2ND   | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 3RD   | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 4TH   | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 5TH   | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 6TH   | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 7TH   | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 8TH   | <input type="text"/> | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 9TH   | <input type="text"/> | <input type="text"/> | <input type="text"/> |

SPELL SAVE DC MOD = 10 +  (ABILITY) +  (MISC)

## TURN UNDEAD

TIMES/DAY = 3 +  (CHA) +  (MISC)      TURNING CHECK =  (CHA)

TURNING DAMAGE = 2d6 +  (CHA) +  (LEVEL) +  (MISC)

## PSIONICS

| # POWERS KNOWN       | LEVEL | # POWERS KNOWN       | LEVEL | POWER POINTS         |
|----------------------|-------|----------------------|-------|----------------------|
| <input type="text"/> | 0     | <input type="text"/> | 5TH   | <input type="text"/> |
| <input type="text"/> | 1ST   | <input type="text"/> | 6TH   |                      |
| <input type="text"/> | 2ND   | <input type="text"/> | 7TH   |                      |
| <input type="text"/> | 3RD   | <input type="text"/> | 8TH   | FREE MANIFESTATIONS  |
| <input type="text"/> | 4TH   | <input type="text"/> | 9TH   | <input type="text"/> |

## PSIONIC COMBAT

| 1d20 + DC MOD + ABILITY MOD | ATTACKS               | EGO WHIP | ID INSIN | MIND BLAST | MIND THRUST | PSYCHIC CRUSH |
|-----------------------------|-----------------------|----------|----------|------------|-------------|---------------|
| <input type="checkbox"/>    | ABILITY               | 2x       | 0        | 2A         | 1T          | 0B            |
| <input type="checkbox"/>    | EMPTY MIND            | +1       | -2       | +3         | -3          | -5            |
| <input type="checkbox"/>    | INTELLECT FORTRESS    | -2       | +1       | +0         | +6          | +4            |
| <input type="checkbox"/>    | MENTAL BARRIER        | -1       | +4       | -3         | +1          | +3            |
| <input type="checkbox"/>    | THOUGHT SHIELD        | -4       | -1       | -2         | +4          | +2            |
| <input type="checkbox"/>    | TOWER OF IRON WILL    | +3       | +0       | -1         | +5          | -3            |
|                             | NONPSIONIC            | -8       | -9       | +4         | -8          | -8            |
|                             | FLAT-FOOTED/POWERLESS | +8       | +7       | +8         | +8          | +8            |

## SPELLS & POWERS

## HENCHMEN/ANIMAL COMPANIONS

| NAME  | RACE/CLASS | HD/LVL | HP | INIT | SPD | AC | ATK | STR | DEX | CON | INT | WIS | CHA |
|-------|------------|--------|----|------|-----|----|-----|-----|-----|-----|-----|-----|-----|
|       |            |        |    |      |     |    |     |     |     |     |     |     |     |
| NOTES |            |        |    |      |     |    |     |     |     |     |     |     |     |
|       |            |        |    |      |     |    |     |     |     |     |     |     |     |
| NOTES |            |        |    |      |     |    |     |     |     |     |     |     |     |
|       |            |        |    |      |     |    |     |     |     |     |     |     |     |
| NOTES |            |        |    |      |     |    |     |     |     |     |     |     |     |
|       |            |        |    |      |     |    |     |     |     |     |     |     |     |
| NOTES |            |        |    |      |     |    |     |     |     |     |     |     |     |

# CHARACTER DESCRIPTION

|  |                    |                    |
|--|--------------------|--------------------|
| CHARACTER NAME <b>Anchises Tanille</b> | AGE <b>24</b>      | SEX <b>M</b>       |
| DESCRIPTION                            | BIRTH DATE         | SIZE <b>Medium</b> |
|  | HEIGHT <b>5'5"</b> | WEIGHT <b>135</b>  |
|  | HAIR <b>Blue</b>   | EYES <b>Grey</b>   |
|  | SKIN <b>Pale</b>   | HANDEDNESS         |

PERSONALITY

CHARACTER SKETCH



QUOTE(S)

CONTACTS/FRIENDS

ENEMIES

## BACKGROUND & NOTES

Large empty box for background and notes.