

CHARACTER NAME _____

RACE _____

CLASS AND LEVEL _____

REGION OF ORIGIN _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

EYES _____

HAIR _____

SKIN _____

Character Record Sheet

TALISLANDTA

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR				
DEX				
CON				
INT				
WIS				
CHA				

HP HIT POINTS _____

AC _____ = 10 + _____ (ARMOR BONUS) + _____ (SHIELD BONUS) + _____ (DEX MODIFIER) + _____ (DEFENSE BONUS) + _____ (SIZE MODIFIER) + _____ (NATURAL ARMOR) + _____ (MISC MODIFIER)

TOTAL _____

WOUNDS/CURRENT HP _____

SUBDUAL DAMAGE _____

HIT DIE TYPE _____

SPEED _____

TOUCH ARMOR CLASS _____

FLAT-FOOTED ARMOR CLASS _____

INITIATIVE MODIFIER _____ = _____ (DEX MODIFIER) + _____ (MISC MODIFIER)

TOTAL _____

CLASS/SALLY	SKILLS		MAX RANKS			
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC MODIFIER
						/

Skills marked with ■ can't be used untrained.
*ARMOR PENALTY, if any, applies.)

SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)					
REFLEX (DEXTERITY)					
WILL (WISDOM)					

ATTACKS

MELEE ATTACK BONUS _____ = _____ (BASE ATTACK BONUS) + _____ (STR MODIFIER) + _____ (SIZE MODIFIER) + _____ (MISC MODIFIER)

RANGED ATTACK BONUS _____ = _____ (BASE ATTACK BONUS) + _____ (DEX MODIFIER) + _____ (SIZE MODIFIER) + _____ (MISC MODIFIER)

GRAPPLE MODIFIER _____ = _____ (BASE ATTACK BONUS) + _____ (STRENGTH BONUS) + _____ (GRAPPLE MODIFIER)

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES		

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES		

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES		

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES		

AMMUNITION: _____

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

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

- Appraise Int = + +
- Balance Dex* = + +
- Bluff Cha = + +
- Climb Str* = + +
- Concentration Con = + +
- Craft: Int = + +
- Craft: Int = + +
- Craft: Int = + +
- Craft: Int = + +
- Decipher Script ■ Int = + +
- Diplomacy Cha = + +
- Disable Device ■ Dex* = + +
- Disguise Cha = + +
- Drive / Pilot ■ Int = + +
- Escape Artist Dex* = + +
- Forgery Int = + +
- Gamble Wis = + +
- Gather Information Cha = + +
- Handle Animal ■ Cha = + +
- Heal Wis = + +
- Hide Dex* = + +
- Intimidate Cha = + +
- Jump Str* = + +
- Knowledge: ■ Int = + +
- Knowledge: ■ Int = + +
- Knowledge: ■ Int = + +
- Knowledge: ■ Int = + +
- Knowledge: ■ Int = + +
- Knowledge: ■ Int = + +
- Knowledge: ■ Int = + +
- Knowledge: ■ Int = + +
- Knowledge: ■ Int = + +
- Knowledge: ■ Int = + +
- Knowledge: ■ Int = + +
- Listen Wis = + +
- Mimicry Wis = + +
- Move Silently Dex* = + +
- Navigate ■ Wis = + +
- Open Locks ■ Dex = + +
- Perform: Cha = + +
- Perform: Cha = + +
- Perform: Cha = + +
- Perform: Cha = + +
- Perform: Cha = + +
- Perform: Cha = + +
- Perform: Cha = + +
- Perform: Cha = + +
- Profession: ■ Cha = + +
- Profession: ■ Wis = + +
- Profession: ■ Wis = + +
- Research ■ Int = + +
- Ride Dex* = + +
- Search Int = + +
- Sense Motive Wis = + +
- Sleight of Hand ■ Dex* = + +
- Spellcraft ■ Int = + +
- Spot Wis = + +
- Survival Wis = + +
- Swim Str* = + +
- Tumble ■ Dex* = + +
- Use Magic Device ■ Cha = + +
- Use Rope Dex = + +

TALISLANDTA d20 Edition

- Acrobatic
 - Aerial Combat
 - Agile
 - Alertness
 - Ambidexterity
 - Animal Affinity
 - Armored Spellcasting
 - Artillerist
 - Armor Proficiency (Light)
 - Armor Proficiency (Medium)
 - Armor Proficiency (Heavy)
 - Astromancy
 - Athletic
 - Blind-Fight
 - Born to the Saddle
 - Botanomancy (Green Aeriad Only)
 - Combat Casting
 - Combat Expertise
 - Improved Disarm
 - Improved Feint
 - Improved Trip
 - Whirlwind Attack
 - Combat Reflexes
 - Conveyance Expert
-
- Deceitful
 - Deft Hands
 - Diligent
 - Dodge
 - Mobility
 - Spring Attack
 - Endurance
 - Diehard
 - Exotic Weapon Proficiency
-
- Faith
 - Great Fortitude
 - Haggle
 - Healer
 - Improved Critical
-
- Improved Initiative
 - Improved Unarmed Strike
 - Improved Grapple
 - Deflect Arrows
 - Stunning Fist

- Investigator
 - Iron Will
 - Kanquan Disciple
 - Bone Breaker
 - Furious Kick
 - Jump Kick
 - Double Kick
 - Side Kick
 - Skullcracker
 - Weapon Grab
 - Leadership
 - Lightning Reflexes
 - Magical Aptitude
 - Mandaquan Disciple
 - Air Step
 - Lotus Hand
 - Wild Dance
 - Whirling Winds
 - Water Stance
 - Phantom Strike
 - Night's Touch
 - Martial Weapon Proficiency
-
- Mounted Combat
 - Mounted Archery
 - Ride-By Attack
 - Spirited Charge
 - Trample
 - Multiple Attacks
 - Negotiator
 - Nimble Fingers
 - Operate Conveyance
-
- Pack Rat
 - Persuasive
 - Point Blank Shot
 - Precise Shot
 - Improved Precise Shot
 - Manyshot
 - Rapid Shot
 - Shot on the Run
 - Power Attack
 - Cleave
 - Great Cleave
 - Improved Overrun
 - Improved Sunder

- Quick Draw
 - Rapid Reload
 - Renown
 - Rhabdomancy (Gnorl Only)
 - Run
 - Second Sight
 - Self Sufficient
 - Shield Proficiency
 - Improved Shield Bash
 - Tower Shield Proficiency
 - Simple Weapon Proficiency
-
- Skill Focus
 - Spell Weaving (Sawila Only)
 - Spirit Tracking (Nagra Only)
 - Stealthy
 - Studious
 - Swashbuckler
 - Toughness
 - Improved Bull Rush
 - Tazian Combat Style
 - Garde Parry
 - Body Slam
 - Track
 - Two-Weapon Fighting
 - Two-Weapon Defense
 - Improved Two-Weapon Fighting
 - Greater Two-Weapon Fighting
 - Weapon Finesse
-
- Weapon Focus
 - Weapon Specialization
 - Greater Weapon Focus
 - Greater Weapon Specialization
-
- Windfall
 - Zealot

- ### Muse Telempathy Feats
- Telempathy
 - Telempathy II
 - Telempathic Projection
 - Telempathic Projection II
 - Sense Living

- ### Order Feats
- Cartomancy
 - Cryptomancy
 - Crystalomancy
 - Elementalism
 - Invocation
 - Mysticism
 - Natural Magic
 - Necromancy
 - Shamanism
 - Witchcraft
 - Wizardry

- ### Item Creation Feats
- Brew Potion
 - Craft Magic Arms and Armor
 - Craft Rod
 - Craft Staff
 - Craft Wand
 - Craft Wondrous Item
 - Forge Ring
 - Scribe Scroll

- ### Other Feats
- _____
 - _____
 - _____
 - _____
 - _____
 - _____
 - _____
 - _____
 - _____
 - _____

ANIMAL COMPANIONS

NAME		SPECIES			
SIZE	INITIATIVE	SPEED	HIT DICE		
HIT POINTS					
ARMOR CLASS		TOUCH AC	FLAT-FOOTED AC		
PROTECTIVE ITEM		AC BONUS	SPECIAL PROPERTIES		
BAB	SPACE / REACH	GRAPPLE	ATTACK / DAMAGE		
FULL ATTACK					
SAVES	FORT	REF	WILL		
ABILITIES					
STR	DEX	CON	INT	WIS	CHA
SPECIAL ABILITIES / QUALITIES					
FEATS					
SKILLS					
TRICKS					

NAME		SPECIES			
SIZE	INITIATIVE	SPEED	HIT DICE		
HIT POINTS					
ARMOR CLASS		TOUCH AC	FLAT-FOOTED AC		
PROTECTIVE ITEM		AC BONUS	SPECIAL PROPERTIES		
BAB	SPACE / REACH	GRAPPLE	ATTACK/DAMAGE		
FULL ATTACK					
SAVES	FORT	REF	WILL		
ABILITIES					
STR	DEX	CON	INT	WIS	CHA
SPECIAL ABILITIES / QUALITI					
FEATS					
SKILLS					
TRICKS					

EXPERIENCE	
EXPERIENCE	ECL
NEXT LEVEL	LEVEL ADJ

TALISLANTA d20 Edition

MAGIC

SPELL PENALTY TRACKING

0	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
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MAGICIAN BACKGROUND

MAGIC BONUS

ORDER

ORDER

PHYSICAL COMPONENTS

PHYSICAL COMPONENTS

ADVANTAGES

ADVANTAGES

LIMITATIONS

LIMITATIONS

MODES

KEY ABILITY	MODE MOD	ABILITY MOD	RANKS	MISC MOD
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Alter	_____	_____ =	_____ +	_____ +	_____
Attack	_____	_____ =	_____ +	_____ +	_____
Conjure	_____	_____ =	_____ +	_____ +	_____
Defend	_____	_____ =	_____ +	_____ +	_____
Heal	_____	_____ =	_____ +	_____ +	_____
Illusion	_____	_____ =	_____ +	_____ +	_____
Influence	_____	_____ =	_____ +	_____ +	_____
Move	_____	_____ =	_____ +	_____ +	_____
Reveal	_____	_____ =	_____ +	_____ +	_____
Summon	_____	_____ =	_____ +	_____ +	_____
Transform	_____	_____ =	_____ +	_____ +	_____
Ward	_____	_____ =	_____ +	_____ +	_____

MODES

KEY ABILITY	MODE MOD	ABILITY MOD	RANKS	MISC MOD
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Alter	_____	_____ =	_____ +	_____ +	_____
Attack	_____	_____ =	_____ +	_____ +	_____
Conjure	_____	_____ =	_____ +	_____ +	_____
Defend	_____	_____ =	_____ +	_____ +	_____
Heal	_____	_____ =	_____ +	_____ +	_____
Illusion	_____	_____ =	_____ +	_____ +	_____
Influence	_____	_____ =	_____ +	_____ +	_____
Move	_____	_____ =	_____ +	_____ +	_____
Reveal	_____	_____ =	_____ +	_____ +	_____
Summon	_____	_____ =	_____ +	_____ +	_____
Transform	_____	_____ =	_____ +	_____ +	_____
Ward	_____	_____ =	_____ +	_____ +	_____

MAGICAL / ALCHEMICAL INGREDIENTS

ITEM	WT	VALUE	ITEM	WT	VALUE

Character Portraits

Notes:

TALISLANTA d20 Edition

GRIMOIRE

SPELL NAME	CT	DURATION	RANGE	AREA	TARGET	CAST DC	SAVE DC
EFFECT							
EFFECT							
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Character Background

