

Character Point Values

	Least	Some	More	Most
Hit Die	d6	d8	d10	d12
	0	1	2	3
BAB	None	Free	One	
	0	0	4	
Defense	None	Free	One	
	0	0	2	
Fort	None	Free	One	Two
	0	0	1	2
Refl	None	Free	One	Two
	0	0	1	2
Will	None	Free	One	Two
	0	0	1	2
Skill Pts	4	6	8	10
	0	1	2	3
Weapon Prof	None	One	Two	Three
	0	1	2	3
Armor Prof	None	One	Two	Three
	0	1	2	3
Specials 123	None	General	Expansion	Base
	0	3	4	5
Magic	None	Basic	Advanced	
	0	4	7	
Restriction	None	Minor	Major	
	0	-1	-5	

Overall
Average
Per Level

11.5

Overall
1st Level
Average

23.1

<Insert Your Class Here>

Level	1	2	3	4	5	6	7	8	9	10	11	12
Hit Die	d6	d6	d6	d6	d6	d6	d6	d6	d6	d6	d6	d6
	0	0	0	0	0	0	0	0	0	0	0	0
BAB	None	Free	None	Free	None	Free	None	Free	None	Free	None	Free
10	0	0	0	0	0	0	0	0	0	0	0	0
Defense	None	None	Free	None	None	Free	None	None	Free	None	None	Free
6	0	0	0	0	0	0	0	0	0	0	0	0
Fort	Free	None	None	Free	None	None	Free	None	None	Free	None	None
7	0	0	0	0	0	0	0	0	0	0	0	0
Refl	None	Free	None	None	Free	None	None	Free	None	None	Free	None
6	0	0	0	0	0	0	0	0	0	0	0	0
Will	None	None	Free	None	None	Free	None	None	Free	None	None	Free
7	0	0	0	0	0	0	0	0	0	0	0	0
Skill Pts	4	4	4	4	4	4	4	4	4	4	4	4
	0	0	0	0	0	0	0	0	0	0	0	0
Weapon Prof	None	None	None	None	None	None	None	None	None	None	None	None
	0	0	0	0	0	0	0	0	0	0	0	0
Armor Prof	None	None	None	None	None	None	None	None	None	None	None	None
	0	0	0	0	0	0	0	0	0	0	0	0
Special 1	None	None	None	None	None	None	None	None	None	None	None	None
	0	0	0	0	0	0	0	0	0	0	0	0
Special 2	None	None	None	None	None	None	None	None	None	None	None	None
	0	0	0	0	0	0	0	0	0	0	0	0
Special 3	None	None	None	None	None	None	None	None	None	None	None	None
	0	0	0	0	0	0	0	0	0	0	0	0
Magic	None	None	None	None	None	None	None	None	None	None	None	None
	0	0	0	0	0	0	0	0	0	0	0	0
Restriction	None	None	None	None	None	None	None	None	None	None	None	None
	0	0	0	0	0	0	0	0	0	0	0	0

Average
Points

0.0

Prestige
Class
Average

0.0

Total	0	0	0	0	0	0	0	0	0	0	0	0
Subtotal	0	0	0	0	0	0	0	0	0	0	0	0
Balance	24	35	46	57	68	79	90	101	112	123	134	145
Special 1												
Special 2												
Special 3												

BARBARIAN

Level	1	2	3	4	5	6	7	8	9	10	11	12
Hit Die	d12	d12	d12	d12	d12	d12	d12	d12	d12	d12	d12	d12
	3	3	3	3	3	3	3	3	3	3	3	3
BAB 20	One	Free	One	Free	One	Free	One	Free	One	Free	One	Free
	4	0	4	0	4	0	4	0	4	0	4	0
Defense 13	None	One	Free	One	None	Free	One	None	Free	One	None	Free
	0	2	0	2	0	0	2	0	0	2	0	0
Fort 12	One	Free	None	None	Free	One	None	Free	None	None	Free	One
	1	0	0	0	0	1	0	0	0	0	0	1
Refl 6	None	None	Free	None	None	Free	None	None	Free	None	None	Free
	0	0	0	0	0	0	0	0	0	0	0	0
Will 6	None	None	None	Free	None	None	Free	None	None	Free	None	None
	0	0	0	0	0	0	0	0	0	0	0	0
Skill Pts	4	4	4	4	4	4	4	4	4	4	4	4
	0	0	0	0	0	0	0	0	0	0	0	0
Weapon Prof	Three	None	None	None	None	None	None	None	None	None	None	None
	3	0	0	0	0	0	0	0	0	0	0	0
Armor Prof	Three	None	None	None	None	None	None	None	None	None	None	None
	3	0	0	0	0	0	0	0	0	0	0	0
Special 1	Base	Base	General	Expansion	Expansion	Base	Base	Expansion	Base	Expansion	Expansion	Expansion
	5	5	3	4	4	5	5	4	5	4	4	4
Special 2	Base	None	None	None	None	None	None	Base	None	None	None	None
	5	0	0	0	0	0	0	5	0	0	0	0
Special 3	None	None	None	None	None	None	None	None	None	None	None	None
	0	0	0	0	0	0	0	0	0	0	0	0
Magic	None	None	None	None	None	None	None	None	None	None	None	None
	0	0	0	0	0	0	0	0	0	0	0	0
Restriction	None	None	None	None	None	None	None	None	None	None	None	None
	0	0	0	0	0	0	0	0	0	0	0	0
Total	24	10	10	9	11	9	14	12	12	9	11	8
Subtotal	24	34	44	53	64	73	87	99	111	120	131	139
Balance	0	1	2	4	4	6	3	2	1	3	3	6
Special 1	Rage 1/day	Uncanny Dodge	Trap Sense	Rage 2/day	Imp Uncanny Dodg	Bonus Feat	DR 1/-	Rage 3/day	Bonus Feat	DR 2/-	Greater Rage	Rage 4/day
Special 2	Fast Movement											
Special 3												

Average
Points

11.7

BARD

Level	1	2	3	4	5	6	7	8	9	10	11	12
Hit Die	d6	d6	d6	d6	d6	d6	d6	d6	d6	d6	d6	d6
	0	0	0	0	0	0	0	0	0	0	0	0
BAB 15	None	Free	One	Free	None	Free	One	Free	None	Free	One	Free
	0	0	4	0	0	0	4	0	0	0	4	0
Defense 13	One	None	Free	One	None	Free	One	None	Free	One	None	Free
	2	0	0	2	0	0	2	0	0	2	0	0
Fort 6	None	None	None	Free	None	None	Free	None	None	Free	None	None
	0	0	0	0	0	0	0	0	0	0	0	0
Refl 12	One	Free	None	One	Free	None	None	Free	None	One	Free	None
	1	0	0	1	0	0	0	0	0	1	0	0
Will	Two	None	Free	None	None	Free	One	None	Free	None	None	Free

Average Points <div>11.5</div>	12	2	0	0	0	0	0	1	0	0	0	0	0
	Skill Pts	6	6	6	6	6	6	6	6	6	6	6	6
		1	1	1	1	1	1	1	1	1	1	1	1
	Weapon Prof	Two	None	None	None	None	None	None	None	None	None	None	None
		2	0	0	0	0	0	0	0	0	0	0	0
	Armor Prof	Two	None	None	None	None	None	None	None	None	None	None	None
		2	0	0	0	0	0	0	0	0	0	0	0
	Special 1	Base	Expansion	None	Expansion	Base	Expansion	None	Expansion	Expansion	Base	None	Expansion
		5	4	0	4	5	4	0	4	4	5	0	4
	Special 2	General	Expansion	None	None	None	None	None	Base	None	None	None	None
		3	4	0	0	0	0	0	5	0	0	0	0
	Special 3	None	None	None	None	None	None	None	None	None	None	None	None
		0	0	0	0	0	0	0	0	0	0	0	0
	Magic 20	Basic	Basic	Basic	Basic	Basic	Basic	Basic	Basic	Basic	Basic	Basic	Basic
		4	4	4	4	4	4	4	4	4	4	4	4
	Restriction	None	None	None	None	None	None	None	None	None	None	None	None
		0	0	0	0	0	0	0	0	0	0	0	0
	Total	22	13	9	12	10	9	12	14	9	13	9	9
	Subtotal	22	35	44	56	66	75	87	101	110	123	132	141
	Balance	2	0	2	1	2	4	3	0	2	0	2	4
	Special 1	Bardic Music	Bardic Casting	Inspire Competence	Fascinate	Bonus Feat	Suggestion	Inspire Courage +2		Inspire Greatness	Bonus Feat	Song of Freedom	
	Special 2	Bardic Lore	Countersong					Bonus Feat					
	Special 3												

CLERIC

Average Points <div>11.5</div>	Level	1	2	3	4	5	6	7	8	9	10	11	12
	Hit Die	d8	d8	d8	d8	d8	d8	d8	d8	d8	d8	d8	d8
		1	1	1	1	1	1	1	1	1	1	1	1
	BAB 15	None	Free	One	Free	None	Free	One	Free	None	Free	One	Free
		0	0	4	0	0	0	4	0	0	0	4	0
	Defense 10	None	None	Free	One	None	Free	None	One	Free	None	None	Free
		0	0	0	2	0	0	0	2	0	0	0	0
	Fort 9	One	None	Free	None	None	Free	None	One	Free	None	None	Free
		1	0	0	0	0	0	0	1	0	0	0	0
	Refi 6	None	None	None	Free	None	None	Free	None	None	Free	None	None
		0	0	0	0	0	0	0	0	0	0	0	0
	Will 12	One	Free	None	One	Free	None	None	Free	None	None	Free	One
		1	0	0	1	0	0	0	0	0	0	0	1
	Skill Pts	4	4	4	4	4	4	4	4	4	4	4	4
		0	0	0	0	0	0	0	0	0	0	0	0
	Weapon Prof	Two	None	None	None	None	None	None	None	None	None	None	None
		2	0	0	0	0	0	0	0	0	0	0	0
	Armor Prof	Two	None	None	None	None	None	None	None	None	None	None	None
		2	0	0	0	0	0	0	0	0	0	0	0
	Special 1	Base	None	None	None	Base	None	None	None	Base	None	None	None
		5	0	0	0	5	0	0	0	5	0	0	0
	Special 2	Base	None	None	None	None	None	None	None	None	None	None	None
		5	0	0	0	0	0	0	0	0	0	0	0
	Special 3	Base	None	None	None	None	None	None	None	None	None	None	None
		5	0	0	0	0	0	0	0	0	0	0	0
	Magic 20	Advanced	Advanced	Advanced	Advanced	Advanced	Advanced	Advanced	Advanced	Advanced	Advanced	Advanced	Advanced
		7	7	7	7	7	7	7	7	7	7	7	7
	Restriction	Major	None	None	None	None	None	None	None	None	None	None	None
		-5	0	0	0	0	0	0	0	0	0	0	0
	Total	24	8	12	11	13	8	12	11	13	8	12	9
	Subtotal	24	32	44	55	68	76	88	99	112	120	132	141
	Balance	0	3	2	2	0	3	2	2	0	3	2	4
	Special 1	Divine Training			Turn Undead			Bonus Feat					

Average Points
11.5

FIGHTER

[illegible]

Average
Points
10.2

Armor Prof	3	0	0	0	0	0	0	0	0	0	0	0
	Three	None	None	None	None	None	None	None	None	None	None	None
	3	0	0	0	0	0	0	0	0	0	0	0
	Special 1	Base	Base	Base	Base	Base	Base	Base	Base	Base	Base	Base
		5	5	5	5	5	5	5	5	5	5	5
	Special 2	Base	None	None	None	None	None	None	None	None	None	None
		5	0	0	0	0	0	0	0	0	0	0
	Special 3	None	None	None	None	None	None	None	None	None	None	None
		0	0	0	0	0	0	0	0	0	0	0
	Magic	None	None	None	None	None	None	None	None	None	None	None
		0	0	0	0	0	0	0	0	0	0	0
Restriction	None	None	None	None	None	None	None	None	None	None	None	None
	0	0	0	0	0	0	0	0	0	0	0	0
Total	23	7	11	9	11	8	11	9	11	7	11	8
Subtotal	23	30	41	50	61	69	80	89	100	107	118	126
Balance	1	5	5	7	7	10	10	12	12	16	16	19
Special 1	Bonus Feat	Bonus Feat	Bonus Feat	Bonus Feat	Bonus Feat	Bonus Feat	Bonus Feat	Bonus Feat	Bonus Feat	Bonus Feat	Bonus Feat	Bonus Feat
Special 2	Bonus Feat											
Special 3												

MONK

Average
Points
11.6

Level	1	2	3	4	5	6	7	8	9	10	11	12
Hit Die	d8	d8	d8	d8	d8	d8	d8	d8	d8	d8	d8	d8
BAB 20	1	1	1	1	1	1	1	1	1	1	1	1
	One	Free	One	Free	One	Free	One	Free	One	Free	One	Free
Defense 17	4	0	4	0	4	0	4	0	4	0	4	0
	One	One	Free	None	One	Free	One	One	Free	None	One	Free
Fort 12	2	2	0	0	2	0	2	2	0	0	2	0
	One	None	One	None	Free	One	None	Free	Free	One	Free	None
Refl 12	1	0	1	0	0	1	0	0	0	1	0	0
	Two	Free	Free	None	None	Free	None	None	None	One	None	Free
Will 12	2	0	0	0	0	0	0	0	0	1	0	0
	One	One	None	Free	One	None	Free	One	None	Free	None	One
Skill Pts	1	1	0	0	1	0	0	1	0	0	0	1
	4	4	4	4	4	4	4	4	4	4	4	4
Weapon Prof	0	0	0	0	0	0	0	0	0	0	0	0
	None	None	None	None	None	None	None	None	None	None	None	None
Armor Prof	0	0	0	0	0	0	0	0	0	0	0	0
	None	None	None	None	None	None	None	None	None	None	None	None
Special 1	0	0	0	0	0	0	0	0	0	0	0	0
	Base	Base	Base	Base	General	Expansion	Expansion	Base	Expansion	Expansion	Expansion	Base
Special 2	5	5	5	5	3	4	4	5	4	4	4	5
	Base	Base	None	Base	None	Base	None	None	None	Base	None	Base
Special 3	5	5	0	5	0	5	0	0	0	5	0	5
	None	None	None	None	None	None	None	None	None	None	None	None
Magic	0	0	0	0	0	0	0	0	0	0	0	0
	None	None	None	None	None	None	None	None	None	None	None	None
Restriction	0	0	0	0	0	0	0	0	0	0	0	0
	None	None	None	None	None	None	None	None	None	None	None	None
Total	21	14	11	11	11	11	11	9	9	12	11	12
Subtotal	21	35	46	57	68	79	90	99	108	120	131	143
Balance	3	0	0	0	0	0	0	2	4	3	3	2
Special 1	Martial Artist	Evasion	Bonus Feat	Ki Strike(magic)	Slow Fall	Purity of Body	Wholeness of Body	Martial Arts	Improved Evasion	Ki Strike (lawful)	Diamond Body	Abundant Step
Special 2	Martial Arts	Bonus Feat		Martial Arts		Bonus Feat				Bonus Feat		Martial Arts
Special 3												

PAI ADTNI

FALADIN

Average
Points
11.7

Level	1	2	3	4	5	6	7	8	9	10	11	12
Hit Die	d10	d10	d10	d10	d10	d10	d10	d10	d10	d10	d10	d10
	2	2	2	2	2	2	2	2	2	2	2	2
BAB 20	One	Free	One	Free	One	Free	One	Free	One	Free	One	Free
	4	0	4	0	4	0	4	0	4	0	4	0
Defense 10	None	None	Free	One	None	Free	None	One	Free	None	None	Free
	0	0	0	2	0	0	0	2	0	0	0	0
Fort 12	One	Free	None	None	Free	One	None	Free	None	None	Free	One
	1	0	0	0	0	1	0	0	0	0	0	1
Refl 6	None	None	Free	None	None	Free	None	None	Free	None	None	Free
	0	0	0	0	0	0	0	0	0	0	0	0
Will 6	None	None	None	Free	None	None	Free	None	None	Free	None	None
	0	0	0	0	0	0	0	0	0	0	0	0
Skill Pts	4	4	4	4	4	4	4	4	4	4	4	4
	0	0	0	0	0	0	0	0	0	0	0	0
Weapon Prof	Three	None	None	None	None	None	None	None	None	None	None	None
	3	0	0	0	0	0	0	0	0	0	0	0
Armor Prof	Three	None	None	None	None	None	None	None	None	None	None	None
	3	0	0	0	0	0	0	0	0	0	0	0
Special 1	Base	Expansion	Expansion	Expansion	Base	Base	Base	Base	None	Base	None	Base
	5	4	4	4	5	5	5	5	0	5	0	5
Special 2	Base	None	None	None	None	None	None	None	None	None	None	None
	5	0	0	0	0	0	0	0	0	0	0	0
Special 3	None	None	None	None	None	None	None	None	None	None	None	None
	0	0	0	0	0	0	0	0	0	0	0	0
Magic 16	Basic	Basic	None	Basic	None	Basic	None	Basic	Basic	Basic	Basic	Basic
	4	4	0	4	0	4	0	4	4	4	4	4
Restriction	Major	None	None	None	None	None	None	None	None	None	None	None
	-5	0	0	0	0	0	0	0	0	0	0	0
Total	22	10	10	12	11	12	11	13	10	11	10	12
Subtotal	22	32	42	54	65	77	88	101	111	122	132	144
Balance	2	3	4	3	3	2	2	0	1	1	2	1
Special 1	Divine Training	Divine Grace	Aura of Courage	Divine Health	Special Mount	Smite x2	Turn Undead	Bonus Feat		Smite x3		Bonus Feat
Special 2	Smite x1											
Special 3												

RANGER

Level	1	2	3	4	5	6	7	8	9	10	11	12
Hit Die	d8	d8	d8	d8	d8	d8	d8	d8	d8	d8	d8	d8
	1	1	1	1	1	1	1	1	1	1	1	1
BAB 20	One	Free	One	Free	One	Free	One	Free	One	Free	One	Free
	4	0	4	0	4	0	4	0	4	0	4	0
Defense 13	None	One	Free	One	None	Free	One	None	Free	One	None	Free
	0	2	0	2	0	0	2	0	0	2	0	0
Fort 12	One	Free	None	One	Free	None	None	Free	None	None	Free	One
	1	0	0	1	0	0	0	0	0	0	0	1
Refl 9	One	None	Free	None	None	Free	None	One	Free	None	None	Free
	1	0	0	0	0	0	0	1	0	0	0	0
Will 6	None	None	None	Free	None	None	Free	None	None	Free	None	None
	0	0	0	0	0	0	0	0	0	0	0	0
Skill Pts	6	6	6	6	6	6	6	6	6	6	6	6
	1	1	1	1	1	1	1	1	1	1	1	1
Weapon Prof	Two	None	None	None	None	None	None	None	None	None	None	None
	2	0	0	0	0	0	0	0	0	0	0	0
Armor Prof	Two	None	None	None	None	None	None	None	None	None	None	None
	2	0	0	0	0	0	0	0	0	0	0	0
Special 1	Base	Base	General	Base	Expansion	Base	Expansion	General	Base	Expansion	Base	Base

[illegible]

ROGUE

[illegible]

SORCERER/WIZARD

[illegible]

13	14	15	16	17	18	19	20
d6	d6	d6	d6	d6	d6	d6	d6
0	0	0	0	0	0	0	0
None	Free	None	Free	None	Free	None	Free
0	0	0	0	0	0	0	0
None	None	Free	None	None	Free	None	None
0	0	0	0	0	0	0	0
Free	None	None	Free	None	None	Free	None
0	0	0	0	0	0	0	0
None	Free	None	None	Free	None	None	None
0	0	0	0	0	0	0	0
None	None	Free	None	None	Free	None	Free
0	0	0	0	0	0	0	0
4	4	4	4	4	4	4	4
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0

Notes:

Use this worksheet space to
create your own classless PC!

0	0	0	0	0	0	0	0
0	0	0	0	0	0	0	0
156	167	178	189	200	211	222	233

13	14	15	16	17	18	19	20
d12	d12	d12	d12	d12	d12	d12	d12
3	3	3	3	3	3	3	3
One	Free	One	Free	One	Free	One	Free
4	0	4	0	4	0	4	0
One	None	Free	One	None	Free	One	None
2	0	0	2	0	0	2	0
None	Free	None	None	Free	One	None	Free
0	0	0	0	0	1	0	0
None	None	Free	None	None	Free	None	None
0	0	0	0	0	0	0	0
Free	None	None	Free	None	None	Free	None
0	0	0	0	0	0	0	0
4	4	4	4	4	4	4	4
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
Expansion	Expansion	Base	Expansion	Expansion	Base	Expansion	Expansion
4	4	5	4	4	5	4	4
None	Base	None	Expansion	None	None	None	Expansion
0	5	0	4	0	0	0	4
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
13	12	12	13	11	9	13	11
152	164	176	189	200	209	222	233
4	3	2	0	0	2	0	0
DR 3/-	Indomitable Will Bonus Feat	Bonus Feat	DR 4/- Rage 5/day	Tireless Rage	Bonus Feat	DR 5/-	Rage 6/day Mighty Rage

Notes:

6 Bonus Feats added starting at 6th level and shuffled a couple abilities around to avoid dead levels. Some of them could easily be used to improve Defense or Saves or buy more Proficiency groups.

13	14	15	16	17	18	19	20
d6	d6	d6	d6	d6	d6	d6	d6
0	0	0	0	0	0	0	0
None	Free	One	Free	None	Free	One	Free
0	0	4	0	0	0	4	0
One	None	Free	One	None	Free	One	None
2	0	0	2	0	0	2	0
Free	None	None	Free	None	None	Free	None
0	0	0	0	0	0	0	0
None	Free	None	One	Free	None	None	One
0	0	0	1	0	0	0	1
One	None	Free	None	None	Free	One	Free

Notes:

Spread out his songs at the

1	0	0	0	0	0	1	0
6	6	6	6	6	6	6	6
1	1	1	1	1	1	1	1
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
Base	Expansion	Expansion	Base	Base	Expansion	None	Expansion
5	4	4	5	5	4	0	4
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
Basic	Basic	Basic	Basic	Basic	Basic	Basic	Basic
4	4	4	4	4	4	4	4
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
13	9	13	13	10	9	12	10
154	163	176	189	199	208	220	230
2	4	2	0	1	3	2	3
Bonus Feat	Inspire Courage +3	Inspire Heroics	Bonus Feat	Bonus Feat	Mass Suggestion	Inspire Courage +4	

early levels but he gets access to Inspire Courage upgrades a couple levels earlier each time and picks up 6 Bonus feats starting at 5th level to buff him up. His magic is also better since Basic magic from AU is better than what he gets in Core.

13	14	15	16	17	18	19	20
d8	d8	d8	d8	d8	d8	d8	d8
1	1	1	1	1	1	1	1
None	Free	One	Free	None	Free	One	Free
0	0	4	0	0	0	4	0
None	None	Free	One	None	Free	None	One
0	0	0	2	0	0	0	2
None	None	Free	None	None	Free	None	One
0	0	0	0	0	0	0	1
Free	None	None	Free	None	None	Free	None
0	0	0	0	0	0	0	0
None	Free	None	One	Free	None	None	Free
0	0	0	1	0	0	0	0
4	4	4	4	4	4	4	4
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
Base	None	None	None	Base	None	None	None
5	0	0	0	5	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
Advanced	Advanced	Advanced	Advanced	Advanced	Advanced	Advanced	Advanced
7	7	7	7	7	7	7	7
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
13	8	12	11	13	8	12	11
154	162	174	185	198	206	218	229
2	5	4	4	2	5	4	4
Bonus Feat	Bonus Feat						

Notes:

Dropped Fort save to Average and was forced to push either Turn Undead or one of his Domains to 5th level, but later on he picks up 3 Bonus Feats starting at 9th. He'll need to spend some of them on Proficiency groups to get better Armor.

13	14	15	16	17	18	19	20
d8	d8	d8	d8	d8	d8	d8	d8
1	1	1	1	1	1	1	1
None	Free	One	Free	None	Free	One	Free
0	0	4	0	0	0	4	0
One	None	Free	None	One	Free	One	None
2	0	0	0	2	0	2	0
None	None	Free	One	None	Free	None	One
0	0	0	1	0	0	0	1
Free	None	None	Free	None	None	Free	None
0	0	0	0	0	0	0	0
None	Free	None	One	Free	None	None	Free
0	0	0	1	0	0	0	0
4	4	4	4	4	4	4	4
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
Expansion	Expansion	Expansion	Expansion	Expansion	Expansion	None	Expansion
4	4	4	4	4	4	0	4
None	General	None	None	None	None	None	None
0	3	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
Basic	Basic	Basic	Basic	Basic	Basic	Basic	Basic
4	4	4	4	4	4	4	4
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
11	12	13	11	11	9	11	10
153	165	178	189	200	209	220	230
3	2	0	0	0	2	2	3
A Thousand Faces		Wild Shape x5	Wild Shape - Ele	Wild Shape x6	Wild Shape - Size	Wild Shape x7	Wild Shape x8
		Timeless Body					

Notes:

The Core Druid is overpowered, IMO, and beats out even the Cleric once Wild Shape really kicks in. To balance things out it becomes necessary to drastically scale back Wild Shape or drop down to Basic magic. I chose the latter course and beefed up Wild Shape a bit in the feat conversion. I also dropped Fort save to Average.

13	14	15	16	17	18	19	20
d10	d10	d10	d10	d10	d10	d10	d10
2	2	2	2	2	2	2	2
One	Free	One	Free	One	Free	One	Free
4	0	4	0	4	0	4	0
None	None	Free	One	None	Free	None	One
0	0	0	2	0	0	0	2
None	Free	None	None	Free	One	None	Free
0	0	0	0	0	1	0	0
None	None	Free	None	None	Free	None	None
0	0	0	0	0	0	0	0
Free	None	None	Free	None	None	Free	None
0	0	0	0	0	0	0	0
4	4	4	4	4	4	4	4
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None

Notes:

Added a second Bonus Feat at 1st level and at all odd levels. So with two at 1st and one every level thereafter the Fighter should be able to hold his own for the long haul to

0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
Base	Base	Base	Base	Base	Base	Base	Base
5	5	5	5	5	5	5	5
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
11	7	11	9	11	8	11	9
137	144	155	164	175	183	194	203
19	23	23	25	25	28	28	30
Bonus Feat	Bonus Feat	Bonus Feat	Bonus Feat	Bonus Feat	Bonus Feat	Bonus Feat	Bonus Feat

20th level. There are 30 CPs left over by 20th level to flesh out any particular concept you're after, but save some of them for extra Proficiencies!

13	14	15	16	17	18	19	20
d8	d8	d8	d8	d8	d8	d8	d8
1	1	1	1	1	1	1	1
One	Free	One	Free	One	Free	One	Free
4	0	4	0	4	0	4	0
One	One	Free	None	One	Free	One	One
2	2	0	0	2	0	2	2
None	Free	None	None	Free	One	None	One
0	0	0	0	0	1	0	1
None	None	Free	One	None	Free	None	Free
0	0	0	1	0	0	0	0
Free	One	None	Free	None	None	Free	None
0	1	0	0	0	0	0	0
4	4	4	4	4	4	4	4
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
Base	Base	Base	Expansion	Base	Base	Expansion	Expansion
5	5	5	4	5	5	4	4
None	None	None	Base	None	General	None	Base
0	0	0	5	0	3	0	5
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
12	9	10	11	12	10	11	13
155	164	174	185	197	207	218	231
1	3	4	4	3	4	4	2
Diamond Soul	Bonus Feat	Quivering Palm	Ki Strike (admtm) Martial Arts	Timeless Body Bonus Feat	Bonus Feat Tongue Sun&Moon	Empty Body	Perfect Self Martial Arts

Notes:

The Monk loses his Weapon Proficiencies under this organization BUT he has a FULL BAB & his Unarmored Speed starts off 1 step better right off the bat! He also picks up a number of Bonus Feats starting at mid levels to use as he sees fit (including picking up some Weapon Proficiencies, if desired).

13	14	15	16	17	18	19	20
d10	d10	d10	d10	d10	d10	d10	d10
2	2	2	2	2	2	2	2
One	Free	One	Free	One	Free	One	Free
4	0	4	0	4	0	4	0
None	None	Free	One	None	Free	None	One
0	0	0	2	0	0	0	2
None	Free	None	None	Free	One	None	Free
0	0	0	0	0	1	0	0
None	None	Free	None	None	Free	None	None
0	0	0	0	0	0	0	0
Free	None	None	Free	None	None	Free	None
0	0	0	0	0	0	0	0
4	4	4	4	4	4	4	4
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	Base	Base	Base	None	Base	None	Base
0	5	5	5	0	5	0	5
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
Basic	Basic	None	Basic	Basic	Basic	Basic	Basic
4	4	0	4	4	4	4	4
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
10	11	11	13	10	12	10	13
154	165	176	189	199	211	221	234
2	2	2	0	1	0	1	-1
Bonus Feat		Smite x4	Bonus Feat	Bonus Feat		Smite x5	

Notes:

Here I chose to spread out his starting abilities a bit to get him far more magic than he has access to in Core (Caster Level of 16). If you'd rather go more martial I suggest dumping some of these Basic magic levels and putting the CPs toward more Bonus Feats, buffing his saves and extra Proficiency groups for heavier armor and more weapons. Regardless, he picks up 5 Bonus Feats at later levels.

13	14	15	16	17	18	19	20
d8	d8	d8	d8	d8	d8	d8	d8
1	1	1	1	1	1	1	1
One	Free	One	Free	One	Free	One	Free
4	0	4	0	4	0	4	0
Free	One	Free	One	None	Free	One	None
0	2	0	2	0	0	2	0
None	Free	None	One	Free	None	None	Free
0	0	0	1	0	0	0	0
None	None	Free	None	None	Free	None	One
0	0	0	0	0	0	0	1
Free	None	None	Free	None	None	Free	None
0	0	0	0	0	0	0	0
6	6	6	6	6	6	6	6
1	1	1	1	1	1	1	1
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
Base	None	Expansion	Base	Expansion	Base	None	Expansion

Notes:

Similar to the Paladin, this Ranger has substantially more magic than his Core counterpart (with a total Caster Level of 11), and manages to pick up a few more Bonus Feats (total of 6, including those previously designated as Combat Style). It's easy enough to swap Basic magic to Bonus Feats if you'd rather have a more Martial, ...

5	0	4	5	4	5	0	4
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	Basic	None	Basic	None	Basic	Basic	Basic
0	4	0	4	0	4	4	4
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
11	8	10	14	10	11	12	11
156	164	174	188	198	209	221	232
0	3	4	1	2	2	1	1
Camouflage	Favored Enemy		Bonus Feat	Hide in Plain Sight	Bonus Feat	Favored Enemy	

less magic-oriented Ranger.
I've also dropped one of his
Good saves to Average (I
chose Refl, but could just as
easily be Fort).

13	14	15	16	17	18	19	20
d8	d8	d8	d8	d8	d8	d8	d8
1	1	1	1	1	1	1	1
None	Free	One	Free	None	Free	One	Free
0	0	4	0	0	0	4	0
One	None	Free	One	None	Free	One	None
2	0	0	2	0	0	2	0
None	None	Free	None	None	Free	None	None
0	0	0	0	0	0	0	0
None	Free	None	None	Free	One	None	Free
0	0	0	0	0	1	0	0
Free	None	None	Free	None	None	Free	None
0	0	0	0	0	0	0	0
8	8	8	8	8	8	8	8
2	2	2	2	2	2	2	2
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
Expansion	Base	Expansion	Base	Expansion	Base	Expansion	Base
4	5	4	5	4	5	4	5
None	Base	None	None	Base	None	None	None
0	5	0	0	5	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
9	13	11	10	12	9	13	8
154	167	178	188	200	209	222	230
2	0	0	1	0	2	0	3
Sneak Attack	Bonus Feat Bonus Feat	Sneak Attack	Bonus Feat	Sneak Attack Bonus Feat	Bonus Feat	Sneak Attack	Bonus Feat

Notes:

Increased his HD to a d8 so
he can mix it up better with
his Sneak Attack Melee. He's
got quite a few Bonus Feats at
later levels to represent his
Special Ability slots and to
improve his capabilities.

13	14	15	16	17	18	19	20
d6	d6	d6	d6	d6	d6	d6	d6
0	0	0	0	0	0	0	0

Notes:

None	Free	None	Free	None	Free	None	Free
0	0	0	0	0	0	0	0
None	None	Free	None	None	Free	None	None
0	0	0	0	0	0	0	0
None	None	Free	None	None	Free	None	None
0	0	0	0	0	0	0	0
Free	None	None	Free	None	None	Free	None
0	0	0	0	0	0	0	0
None	Free	None	None	Free	One	None	Free
0	0	0	0	0	1	0	0
4	4	4	4	4	4	4	4
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
Base	None	Base	Base	Base	None	Base	Base
5	0	5	5	5	0	5	5
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
Advanced	Advanced	Advanced	Advanced	Advanced	Advanced	Advanced	Advanced
7	7	7	7	7	7	7	7
None	None	None	None	None	None	None	None
0	0	0	0	0	0	0	0
12	7	12	12	12	8	12	12
155	162	174	186	198	206	218	230
1	5	4	3	2	5	4	3
Complex Spell		Complex Spell	Bonus Feat	Complex Spell		Bonus Feat	Bonus Feat

Moved around his existing Bonus Feats and filled in dead levels whenever possible with more Bonus Feats. Instead of Core's 5 Bonus Feats plus a Familiar he now gets a total of 8 Bonus Feats. You may want to ditch some of those to spend on improving your pitiful HD, BAB, Defense, etc.