CHARACTER _____ PLAYER _____

CLASS _____ LEVEL _____

RACE _____ ALIGNMENT _____

PATRON DEITY/RELIGION _____

ORIGIN _____ RESIDENCE _____

ABILITY SCORES

	SCORE	MOD	TEMP SCORE	TEMP MOD
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

HIT POINTS

MAX

DAMAGE REDUCTION

CURRENT

DIE TYPE(S) _____

ARMOR

ARMOR CLASS

= 10 +

MODIFIERS

ARMOR	SHIELD	DEX	SIZE	NATURAL	MISC 1	MISC 2
		DEX				

ARMOR WORN

AC WHEN FLAT-FOOTED

AC VERSUS TOUCH ATTACKS

MISS CHANCE

MAX DEXTERITY BONUS

ARMOR CHECK PENALTY

ARCANE SPELL FAILURE

SPELL RESISTANCE

SAVING THROWS

	TOTAL	CLASS BASE 1	2	3	4	ABILITY	MAGIC	MISC
FORTITUDE						CON		
REFLEX						DEX		
WILL						WIS		

INITIATIVE

TOTAL	DEX	MISC
	DEX	

	BASE	MODIFIED
SPEED		

ATTACK ROLLS

	TOTAL	MULTIPLE ATTACKS 2ND	3RD	4TH	5TH	CLASS BASE 1	2	3	4	ABILITY	SIZE	MISC 1	MISC 2
MELEE		−5	−10	−15						STR			
RANGED		−5	−10	−15						DEX			
GRAPPLE		−5	−10	−15						STR			
FLURRY OF BLOWS										STR			

ADDITIONAL MODIFIERS

WEAPONS

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						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES						

SKILLS

MAX RANKS = LVL+3 (/2)

CLASS SKILL	SKILL	TOTAL	ABILITY	RANKS	MISC 1	MISC 2	MISC 3
	APPRAISE ■		INT				
	AUTOHYPNOSIS		WIS				
	BALANCE ■		DEX*				
	BLUFF ■		CHA				
	CLIMB ■		STR*				
	CONCENTRATION ■		CON				
	CRAFT ■ (_____)		INT				
	DECIPHER SCRIPT		INT				
	DIPLOMACY ■		CHA				
	DISABLE DEVICE		INT				
	DISGUISE ■		CHA				
	ESCAPE ARTIST ■		DEX*				
	FORGERY ■		INT				
	GATHER INFORMATION ■		CHA				
	HANDLE ANIMAL		CHA				
	HEAL ■		WIS				
	HIDE ■		DEX*				
	INTIMIDATE ■		CHA				
	JUMP ■		STR*				
	KNOWLEDGE (_____)		INT				
	KNOWLEDGE (_____)		INT				
	KNOWLEDGE (_____)		INT				
	KNOWLEDGE (_____)		INT				
	LISTEN ■		WIS				
	MOVE SILENTLY ■		DEX*				
	OPEN LOCK		DEX				
	PERFORM (_____)		CHA				
	PERFORM (_____)		CHA				
	PERFORM (_____)		CHA				
	PROFESSION (_____)		WIS				
	PSICRAFT		INT				
	RIDE ■		DEX				
	SEARCH ■		INT				
	SENSE MOTIVE ■		WIS				
	SLEIGHT OF HAND		DEX*				
	SPELLCRAFT		INT				
	SPOT ■		WIS				
	STABILIZE SELF		CON				
	SURVIVAL ■		WIS				
	SWIM ■		STR*				
	TUMBLE		DEX*				
	USE MAGIC DEVICE		CHA				
	USE PSIONIC DEVICE		CHA				
	USE ROPE ■		DEX				

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

PROFICIENCIES

WEAPONS: ❏ SIMPLE ❏ MARTIAL   ARMOR: ❏ LIGHT ❏ MEDIUM ❏ HEAVY ❏ SHIELDS

EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT
CURRENT LOAD						TOTAL WEIGHT CARRIED		

MOVEMENT & LIFTING

MOVEMENT

WALK	HUSTLE	RUN
= BASE SPEED	= 2 x BASE SPEED	= 4 x BASE SPEED

LIFTING

LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
= MAX LOAD	= 2 x MAX LOAD	= 5 x MAX LOAD

LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
LIGHT		NORMAL	NORMAL	NORMAL
MEDIUM		+3	−3	×4
HEAVY		+1	−6	×3

EXPERIENCE

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

HIT POINTS BY LEVEL

MONEY & GEMS

CP —

SP —

GP —

PP —

GEMS —

SPECIAL ABILITIES & FEATS

LANGUAGES

SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
	0		0	
	1ST			
	2ND			
	3RD			
	4TH			
	5TH			
	6TH			
	7TH			
	8TH			
	9TH			

SPELL SAVE DC MOD ☐ = 10 +

— MODIFIERS —

ABILITY	MISC

TURN UNDEAD

TIMES/DAY ☐ = 3 +

— MODIFIERS —

CHA	MISC	TURNING CHECK
CHA		CHA

TURNING DAMAGE = 2d6 +

TOTAL	— MODIFIERS —		
	CHA	LEVEL	MISC
	CHA		

PSIONICS

# POWERS KNOWN	LEVEL	# POWERS KNOWN	LEVEL	POWER POINTS
	0		5TH	
	1ST		6TH	
	2ND		7TH	
	3RD		8TH	FREE MANIFESTATIONS
	4TH		9TH	

PSIONIC COMBAT

1d20 + DC MOD + ABILITY MOD

ATTACKS	☐ EGO WHIP	☐ ID INSIN	☐ MIND BLAST	☐ MIND THRUST	☐ PSYCHIC CRUSH
DEFENSES ABILITY	DEX	STR	CHA	INT	WIS
☐ EMPTY MIND	+1	−2	+3	−3	−5
☐ INTELLECT FORTRESS	−2	+1	+0	+6	+4
☐ MENTAL BARRIER	−1	+4	−3	+1	+3
☐ THOUGHT SHIELD	−4	−1	−2	+4	+2
☐ 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 & MAGIC ITEMS

HENCHMEN/ANIMAL COMPANIONS

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

CHARACTER DESCRIPTION

CHARACTER NAME		AGE	SEX
DESCRIPTION		BIRTH DATE	SIZE
		HEIGHT	WEIGHT
		HAIR	EYES
		SKIN	HANDEDNESS

PERSONALITY

CHARACTER SKETCH

QUOTE(S)

CONTACTS/FRIENDS

ENEMIES

BACKGROUND & NOTES

DATE CREATED _____ DM/CAMPAIGN _____