



## ABILITY SCORES

SCORE	MOD

TEMP SCORE	TEMP MOD



DAMAGE  
REDUCTION

DIE TYPE(S)

## HIT POINTS

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CURRENT

## 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 ■

CROSS MAX RANKS =  $\text{LVL} + 3 \left( \frac{1}{2} \right)$   
 CLASS TOTAL ABILITY RANKS MISC 1 MISC 2 MISC 3

[illegible]

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

## ARMOR

$$= 10 +$$

MODIFIERS						
ARMOR	SHIELD	DEX	SIZE	NATURAL	MISC 1	MISC 2

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	1	2	3	4	MODIFIERS		
						ABILITY	MAGIC	MISC
FORTITUDE						CON		
REFLEX						DEX		
WILL						WIS		

## INITIATIVE

TOTAL	DEX	MISC
	DEX	
	BASE	MODIFIED
SPEED		

## ATTACK ROLLS

	MULTIPLE ATTACKS					CLASS BASE				MODIFIERS			
	TOTAL	2ND	3RD	4TH	5TH	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						

## PROFICIENCIES

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

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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
<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**


	MODIFIERS	
DC MOD	ABILITY	MISC
<div></div>	<div></div>	<div></div>

**= 10 +**

## TURN UNDEAD

**TIMES/DAY**  
 = 3 +

**MODIFIERS**  
 CHA MISC

**TURNING CHECK**  


**TURNING DAMAGE**  = 2d6 + 

CHA	MODIFIERS	LEVEL	MISC
CHA			

## 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

1b20 + DC MOD + ABILITY MOD		<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>				
		EGO DEX	ID INSIN	MIND BLAST	MIND THRUST	PSYCHIC CRUSH
DEFENSES	ABILITY	WHP	STR	CHA	INT	WIS
<div></div>	EMPTY MIND	+1	-2	+3	-3	-5
<div></div>	INTELLECT FORTRESS	-2	+1	+0	+6	+4
<div></div>	MENTAL BARRIER	-1	+4	-3	+1	+3
<div></div>	THOUGHT SHIELD	-4	-1	-2	+4	+2
<div></div>	TOWER OF IRON WILL	+3	+0	-1	+5	-3
	NONPSYCHIC	-8	-9	+4	-8	-8
	FLAT-FOOTED/POWERLESS	+8	+7	+8	+8	+8

## SPELLS & POWERS

[illegible]

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## HENCHMEN/ANIMAL COMPANIONS

[illegible]

# 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