

CHARACTER _____ PLAYER _____
CLASS _____ LEVEL _____
RACE _____ ALIGNMENT _____
PATRON DEITY/RELIGION _____
ORIGIN _____ RESIDENCE _____



CHARACTER RECORD SHEET

ABILITY SCORES

SCORE MOD TEMP SCORE TEMP MOD

STRENGTH					
DEXTERITY					
CONSTITUTION					
INTELLIGENCE					
WISDOM					
CHARISMA					

MAX
DAMAGE REDUCTION
DIE TYPE(S) _____

HIT POINTS

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 CLASS TOTAL ABILITY RANKS MISC 1 MISC 2 MISC 3
MAX RANKS = LVL+3 (/2)

	INT				
	WIS				
	DEX*				
	CHA				
	STR*				
	CON				
	INT				
	CHA				
	INT				
	CHA				
	DEX*				
	CHA				
	WIS				
	DEX*				
	CHA				
	STR*				
	INT				
	INT				
	INT				
	INT				
	WIS				
	DEX*				
	DEX				
	CHA				
	CHA				
	CHA				
	WIS				
	INT				
	DEX*				
	INT				
	WIS				
	CON				
	WIS				
	STR*				
	DEX*				
	CHA				
	CHA				
	DEX				

ARMOR MODIFIERS

ARMOR	SHIELD	DEX	SIZE	NATURAL	MISC 1	MISC 2
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ARMOR WORN

CLASS

AC WHEN FLAT-FOOTED
AC VERSUS TOUCH ATTACKS
MISS CHANCE
MAX DEXTERITY BONUS
ARMOR CHECK PENALTY
ARCANE SPELL FAILURE
SPELL RESISTANCE

SAVING THROWS

CLASS BASE MODIFIERS

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

INITIATIVE

TOTAL DEX MISC

	DEX	MISC
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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						

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

LIFTING

LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
LIGHT		NORMAL	NORMAL	NORMAL
MEDIUM		+3	-3	x4
HEAVY		+1	-6	x3

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
DC MOD

= 10 +

MODIFIERS	
ABILITY	MISC
<input type="text"/>	<input type="text"/>

TURN UNDEAD

TIMES/DAY

= 3 +

MODIFIERS	
CHA	MISC
<input type="text"/>	<input type="text"/>

TURNING
CHECK

TURNING
DAMAGE

= 2d6 +

MODIFIERS		
CHA	LEVEL	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>

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
DEFENSES	DEX	STR	CHA	INT	WIS
<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													
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