

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*				
	CON				
	CHA				
	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

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
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

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 +

TURNING DAMAGE
 = 2d6 +

MODIFIERS		
CHA	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

1d20 + DC MOD + ABILITY MOD		<div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>				
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

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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