

CHARACTER \_\_\_\_\_

CLASS \_\_\_\_\_

RACE \_\_\_\_\_

PATRON DEITY/RELIGION \_\_\_\_\_

ORIGIN \_\_\_\_\_

PLAYER \_\_\_\_\_

LEVEL \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

RESIDENCE \_\_\_\_\_

## ABILITY SCORES

SCOREMOD

STRENGTH

DEXTERITY

CONSTITUTION

INTELLIGENCE

WISDOM

CHARISMA

TEMP SCORETEMP MOD

MAX

DAMAGE REDUCTION

DIE TYPE(S)

CURRENT

## HIT POINTS

## 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		MAX RANKS = LVL+3 (/2)				
CLASS	TOTAL	ABILITY RANKS	MISC 1	MISC 2	MISC 3	
		INT				
		WIS				
		DEX*				
		CHA				
		STR*				
		CON				
		INT				
		CHA				
		INT				
		CHA				
		INT				
		CHA				
		DEX*				
		CHA				
		STR*				
		INT				
		WIS				
		DEX*				
		CHA				
		INT				
		WIS				
		DEX*				
		CHA				
		WIS				
		DEX*				
		CHA				
		CON				
		WIS				
		STR*				
		DEX*				
		CHA				
		DEX				

ARMOR

MODIFIERS

ARMOR SHIELD DEX SIZE NATURAL MISC 1 MISC 2

DEX

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						

■ 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	×4
HEAVY		+1	−6	×3

## EXPERIENCE

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

### HIT POINTS BY LEVEL

## MONEY &amp; 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