

CHARACTER NAME _____

PLAYER _____

CLASS AND LEVEL _____

RACE _____

ALIGNMENT _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

CAMPAIN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

AC	ARMOR CLASS	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
TOTAL								

TOUCH
ARMOR CLASS

FLAT-FOOTED
ARMOR CLASS

HP	HIT POINTS	NONLETHAL DAMAGE
TOTAL		
WOUNDS/CURRENT HP		
DAMAGE REDUCTION		
INITIATIVE		
MODIFIER		

CONDITIONAL AC MODIFIERS

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
FORTITUDE (CONSTITUTION)							
REFLEX (DEXTERITY)							
WILL (WISDOM)							

BASE ATTACK BONUS

SPELL RESISTANCE

GRAPPLE	MODIFIER	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER	SPEED

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			
ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			
ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			
ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			
ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER
<input type="checkbox"/>	APPRAISE	INT				
<input type="checkbox"/>	AUTOHYPNOSIS	WIS				
<input type="checkbox"/>	BALANCE	DEX*				
<input checked="" type="checkbox"/>	BLUFF	CHA				
<input type="checkbox"/>	CLIMB	STR*				
<input checked="" type="checkbox"/>	CONCENTRATION	CON				
<input checked="" type="checkbox"/>	CRAFT ()	INT				
<input type="checkbox"/>	CRAFT ()	INT				
<input type="checkbox"/>	CRAFT ()	INT				
<input type="checkbox"/>	DECIPHER SCRIPT	INT				
<input checked="" type="checkbox"/>	DIPLOMACY	CHA				
<input type="checkbox"/>	DISABLE DEVICE	INT				
<input type="checkbox"/>	DISGUISE	CHA				
<input type="checkbox"/>	ESCAPE ARTIST	DEX*				
<input type="checkbox"/>	FORGERY	INT				
<input checked="" type="checkbox"/>	GATHER INFORMATION	CHA				
<input type="checkbox"/>	HANDLE ANIMAL	CHA				
<input type="checkbox"/>	HEAL	WIS				
<input type="checkbox"/>	HIDE	DEX*				
<input type="checkbox"/>	INTIMIDATE	CHA				
<input type="checkbox"/>	JUMP	STR*				
<input checked="" type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	KNOWLEDGE ()	INT				
<input type="checkbox"/>	LISTEN	WIS				
<input type="checkbox"/>	MOVE SILENTLY	DEX*				
<input type="checkbox"/>	OPEN LOCK	DEX				
<input type="checkbox"/>	PERFORM ()	CHA				
<input type="checkbox"/>	PERFORM ()	CHA				
<input type="checkbox"/>	PERFORM ()	CHA				
<input checked="" type="checkbox"/>	PROFESSION ()	WIS				
<input type="checkbox"/>	PROFESSION ()	WIS				
<input checked="" type="checkbox"/>	PSICRAFT	INT				
<input type="checkbox"/>	RIDE	DEX				
<input checked="" type="checkbox"/>	SEARCH	INT				
<input type="checkbox"/>	SENSE MOTIVE	WIS				
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*				
<input type="checkbox"/>	SPOT	WIS				
<input type="checkbox"/>	SURVIVAL	WIS				
<input type="checkbox"/>	SWIM	STR*				
<input type="checkbox"/>	TUMBLE	DEX*				
<input type="checkbox"/>	USE PSIONIC DEVICE	CHA				
<input type="checkbox"/>	USE ROPE	DEX				

* Denotes a skill that can be used untrained. ☐ Check this box if the skill is a class skill for the character.
* Armor check penalty, if any, applies. (Double penalty for Swim.)

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

ITEM	LOCATION	PAGE REF.	WEIGHT

TOTAL WEIGHT
CARRIED

DORJES, PSICROWNS & COGNIZANCE CRYSTALS

DORJE	ML	DC	CHARGES SPENT
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
PSICROWN	ML	DC	PP

COGNIZANCE CRYSTALS
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 X MAX LOAD	PUSH OR DRAG 5 X MAX LOAD
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

LANGUAGES

INITIAL LANGUAGES = Common + racial languages + Int bonus
EACH ADDITIONAL LANGUAGE (Speak Language) = 1 skill point

CONTAINERS

CONTAINER	CAPACITY	WEIGHT

WEALTH

MONEY	GEMS	ART	OTHER
CP—			
SP—			
GP—			
PP—			

POWERS				
POWER SAVE				
CONDITIONAL MODIFIERS				
POWERS KNOWN	POWER SAVE DC	LEVEL	POWER POINTS/DAY	BONUS POWER POINTS/DAY
		1st		
		2nd		
		3rd		
		4th		
		5th		
		6th		
		7th		
		8th		
		9th		

NOTES

EXPERIENCE

EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

ARMOR/PROTECTIVE ITEMS

ARMOR/PROTECTIVE ITEM		TYPE	AC BONUS	MAX DEX
CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES

SHIELD/PROTECTIVE ITEM		AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE	SPECIAL PROPERTIES			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS

NOTES