

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
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> 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		

**CONDITIONAL AC MODIFIERS**

SAVING THROWS	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	CONDITIONAL MODIFIERS
<b>FORTITUDE</b> (CONSTITUTION)							
<b>REFLEX</b> (DEXTERITY)							
<b>WILL</b> (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			
RANGE TYPE NOTES			
AMMUNITION			
RANGE TYPE NOTES			
AMMUNITION			
RANGE TYPE NOTES			
AMMUNITION			
RANGE TYPE NOTES			
AMMUNITION			
RANGE TYPE NOTES			
AMMUNITION			

CLASS SKILL	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
					RANKS	MISC. MODIFIER
<input type="checkbox"/>	APPRAISE	INT				
<input checked="" type="checkbox"/>	AUTOHYPNOSIS	WIS				
<input type="checkbox"/>	BALANCE	DEX*				
<input type="checkbox"/>	BLUFF	CHA				
<input checked="" 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 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 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 checked="" type="checkbox"/>	JUMP	STR*				
<input checked="" type="checkbox"/>	KNOWLEDGE ( PSIONICS )	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 type="checkbox"/>	PSICRAFT	INT				
<input checked="" 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 checked="" 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—			

EXPERIENCE		
EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

<b>FEAT</b>	PAGE REF.
NOTES	
<b>FEAT</b>	PAGE REF.
NOTES	
<b>FEAT</b>	PAGE REF.
NOTES	
<b>FEAT</b>	PAGE REF.
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NOTES	
<b>FEAT</b>	PAGE REF.
NOTES	
<b>FEAT</b>	PAGE REF.
NOTES	

POWERS	
POWER SAVE	
CONDITIONAL MODIFIERS	

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

<b>FEAT</b>	PAGE REF.
NOTES	
<b>FEAT</b>	PAGE REF.
NOTES	
<b>FEAT</b>	PAGE REF.
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<b>FEAT</b>	PAGE REF.
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NOTES	
<b>FEAT</b>	PAGE REF.
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

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## NOTES