

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

CLASS SKILL	SKILL NAME	KEY ABILITY	MAX RANKS (CLASS/CROSS-CLASS)			
			SKILL MODIFIER	ABILITY MODIFIER	RANKS	MISC. MODIFIER

- ☐ APPRAISE ■ INT
- ☐ AUTOHYPNOSIS WIS
- ☐ BALANCE ■ DEX\*
- ☐ BLUFF ■ CHA
- ☒ CLIMB ■ STR\*
- ☒ CONCENTRATION ■ CON
- ☒ CRAFT ■ ( ) INT
- ☐ CRAFT ■ ( ) INT
- ☐ CRAFT ■ ( ) INT
- ☐ DECIPHER SCRIPT INT
- ☐ DIPLOMACY ■ CHA
- ☐ DISABLE DEVICE INT
- ☐ DISGUISE ■ CHA
- ☐ ESCAPE ARTIST ■ DEX\*
- ☐ FORGERY ■ INT
- ☐ GATHER INFORMATION ■ CHA
- ☐ HANDLE ANIMAL CHA
- ☐ HEAL ■ WIS
- ☐ HIDE ■ DEX\*
- ☐ INTIMIDATE ■ CHA
- ☒ JUMP ■ STR\*
- ☒ KNOWLEDGE ( ) INT
- ☐ KNOWLEDGE ( ) INT
- ☐ KNOWLEDGE ( ) INT
- ☐ KNOWLEDGE ( ) INT
- ☐ LISTEN ■ WIS
- ☐ MOVE SILENTLY ■ DEX\*
- ☐ OPEN LOCK DEX
- ☐ PERFORM ■ ( ) CHA
- ☐ PERFORM ■ ( ) CHA
- ☐ PERFORM ■ ( ) CHA
- ☒ PROFESSION ( ) WIS
- ☐ PROFESSION ( ) WIS
- ☒ PSICRAFT INT
- ☒ RIDE ■ DEX
- ☐ SEARCH ■ INT
- ☐ SENSE MOTIVE ■ WIS
- ☐ SLEIGHT OF HAND DEX\*
- ☐ SPOT ■ WIS
- ☒ SURVIVAL ■ WIS
- ☒ SWIM ■ STR\*
- ☐ TUMBLE DEX\*
- ☐ USE PSIONIC DEVICE CHA
- ☐ USE ROPE ■ DEX

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			
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			

■ 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
<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"/>

## 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