

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

HIT POINTS

MAX

DAMAGE REDUCTION

CURRENT

DIE TYPE(S)

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)

CROSS CLASS	TOTAL	ABILITY RANKS	MISC 1	MISC 2	MISC 3
		INT			
		WIS			
		DEX*			
		CHA			
		STR*			
		CON			
		INT			
		CHA			
		INT			
		CHA			
		DEX*			
		CHA			
		DEX*			
		CHA			
		STR*			
		INT			
		WIS			
		DEX*			
		CHA			
		DEX*			
		CHA			
		WIS			
		DEX*			
		CHA			
		CHA			
		DEX			

ARMOR

ARMOR = 10 + (DEX) + (MODIFIERS)

MODIFIERS: ARMOR, SHIELD, DEX, SIZE, NATURAL, MISC 1, MISC 2

ARMOR WORN:

CLASS = 10 +

- AC WHEN FLAT-FOOTED
- AC VERSUS TOUCH ATTACKS
- MISS CHANCE
- MAX DEXTERITY BONUS
- ARMOR CHECK PENALTY
- ARCANE SPELL FAILURE
- SPELL RESISTANCE

SAVING THROWS

	TOTAL	CLASS BASE				MODIFIERS		
		1	2	3	4	ABILITY	MAGIC	MISC
FORTITUDE						CON		
REFLEX						DEX		
WILL						WIS		

INITIATIVE

TOTAL	DEX	MISC
<input type="text"/>	<input type="text"/>	<input type="text"/>
	BASE	MODIFIED
SPEED	<input type="text"/>	<input type="text"/>

ATTACK ROLLS

	TOTAL	MULTIPLE ATTACKS				CLASS BASE				MODIFIERS			
		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	<input type="text"/>					
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES	<input type="text"/>					
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES	<input type="text"/>					
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES	<input type="text"/>					
WEAPON	ATT BONUS	DAMAGE	CRITICAL	RANGE	TYPE	SIZE
NOTES	<input type="text"/>					

■ 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
<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
= BASE SPEED	= 2 X BASE SPEED	= 4 X BASE SPEED

LIFTING

LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
= 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 DC MOD = 10 + (ABILITY) + (MISC)

TURN UNDEAD

TIMES/DAY = 3 + (CHA) + (MISC) TURNING CHECK (CHA)

TURNING DAMAGE = 2d6 + (CHA) + (LEVEL) + (MISC)

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													
NOTES													
NOTES													
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

DATE CREATED _____ DM/CAMPAIGN _____