

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			

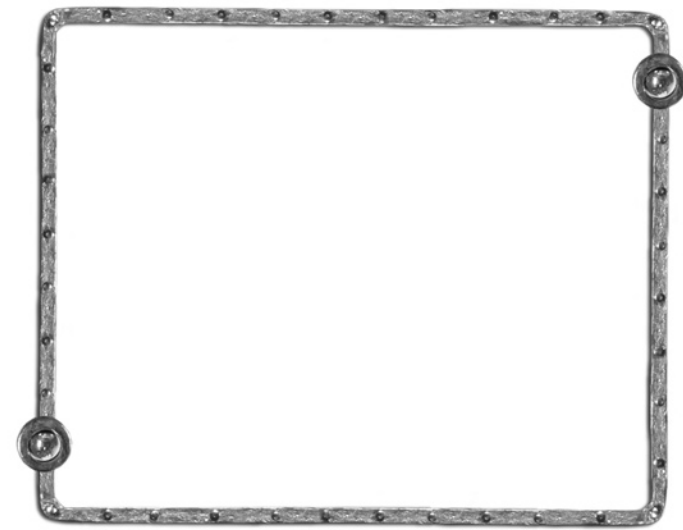
SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPELL FAILURE SPECIAL PROPERTIES			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS



CLASS FEATURES

CLASS FEATURE	PAGE REF.
NOTES	
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NOTES	

TELEPATH

CHARACTER RECORD SHEET

CHARACTER NAME _____

PLAYER _____ CLASS AND LEVEL _____ RACE _____

ALIGNMENT _____ DEITY _____ SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ CAMPAIGN _____

ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER	TOTAL	ARMOR CLASS	TOUCH ARMOR CLASS	FLAT-FOOTED ARMOR CLASS
STR STRENGTH																
DEX DEXTERITY																
CON CONSTITUTION																
INT INTELLIGENCE																
WIS WISDOM																
CHA CHARISMA																

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

TOTAL	DEX MODIFIER	MISC. MODIFIER	TOTAL	DEX MODIFIER	MISC. MODIFIER
BASE ATTACK BONUS			SPELL RESISTANCE		
GRAPPLE MODIFIER			SPEED		
TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER	

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			

SKILLS

CLASS SKILLS*	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	RANKS	MAX RANKS (CLASS/CROSS-CLASS) /	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 checked="" type="checkbox"/>	CRAFT ■ ()	INT					
<input checked="" 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 (PSIONICS) ■	INT					
<input checked="" type="checkbox"/>	KNOWLEDGE ()	INT					
<input checked="" type="checkbox"/>	KNOWLEDGE ()	INT					
<input checked="" type="checkbox"/>	KNOWLEDGE ()	INT					
<input checked="" 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 checked="" type="checkbox"/>	PROFESSION ()	WIS					
<input checked="" type="checkbox"/>	PROFESSION ()	WIS					
<input checked="" type="checkbox"/>	PSICRAFT	INT					
<input type="checkbox"/>	RIDE ■	DEX					
<input type="checkbox"/>	SEARCH ■	INT					
<input checked="" type="checkbox"/>	SENSE MOTIVE ■	WIS					
<input type="checkbox"/>	SLEIGHT OF HAND	DEX*					
<input type="checkbox"/>	SPELLCRAFT	INT					
<input type="checkbox"/>	SPOT ■	WIS					
<input type="checkbox"/>	SURVIVAL ■	WIS					
<input type="checkbox"/>	SWIM ■	STR*					
<input type="checkbox"/>	TUMBLE	DEX*					
<input type="checkbox"/>	USE MAGIC DEVICE	CHA					
<input type="checkbox"/>	USE PSIONIC DEVICE	CHA					
<input type="checkbox"/>	USE ROPE ■	DEX					

■ Denotes a skill that can be used untrained. □ Mark this box with an X if the skill is a class skill for the character.
*Armor check penalty, if any, applies. (Double penalty for Swim.)

