



CHARACTER SHEETS



Julia Martin and Sean Glenn

CAMPAIGN _____

EXPERIENCE POINTS _____

GEAR

ITEM

ITEM

MONEY

SPELLS

SPELL SAVE

DC MOD

NUMBER OF SPELLS KNOWN (BARDS & SORCERERS ONLY)

0 _____ 1ST _____ 2ND _____ 3RD _____ 4TH _____
5TH _____ 6TH _____ 7TH _____ 8TH _____ 9TH _____

| SPELL SAVE DC | LEVEL | SPELLS PER DAY | BONUS SPELLS |
|----------------------|-------|----------------------|----------------------|
| <input type="text"/> | 0 | <input type="text"/> | 0 |
| <input type="text"/> | 1ST | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 2ND | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 3RD | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 4TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 5TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 6TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 7TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 8TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 9TH | <input type="text"/> | <input type="text"/> |

SPELLS

LANGUAGES

SPECIAL ABILITIES/FEATS

NOTES

CHARACTER NAME _____

PLAYER _____



CLASS _____

RACE _____

ALIGNMENT _____

LEVEL _____

DEITY _____

CHARACTER RECORD SHEETS

SIZE _____ AGE _____ GENDER _____ HEIGHT _____

WEIGHT _____ EYES _____ HAIR _____ SKIN _____

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

| | | | | | | |
|-------------------------------|--------------|-------------------|----------------|------------------|---------------|---------------|
| HP HIT POINTS | TOTAL | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | HIT DIE TYPE | SPEED |
| AC ARMOR CLASS | TOTAL = 10 + | ARMOR BONUS | SHIELD BONUS | DEX MODIFIER | SIZE MODIFIER | NATURAL ARMOR |
| INITIATIVE MODIFIER | TOTAL | DEX MODIFIER | MISC MODIFIER | | | |
| BASE ATTACK BONUS | | | | | | |

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

| | | | | | | |
|-------------------------------|-------|-------------------|--------------|---------------|---------------|--------------------|
| MELEE ATTACK BONUS | TOTAL | BASE ATTACK BONUS | STR MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMPORARY MODIFIER |
| RANGED ATTACK BONUS | TOTAL | BASE ATTACK BONUS | DEX MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMPORARY MODIFIER |

| CROSS-CLASS SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS | |
|------------------------|-------------|----------------|------------------|-----------|---------------|
| | | | | RANKS | MISC MODIFIER |

- ALCHEMY INT _____ = _____ + _____ + _____
- ANIMAL EMPATHY CHA _____ = _____ + _____ + _____
- APPRAISE INT _____ = _____ + _____ + _____
- BALANCE DEX* _____ = _____ + _____ + _____
- BLUFF CHA _____ = _____ + _____ + _____
- CLIMB STR* _____ = _____ + _____ + _____
- CONCENTRATION CON _____ = _____ + _____ + _____
- 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* _____ = _____ + _____ + _____
- INNUENDO WIS _____ = _____ + _____ + _____
- INTIMIDATE CHA _____ = _____ + _____ + _____
- INTUIT DIRECTION WIS _____ = _____ + _____ + _____
- JUMP STR* _____ = _____ + _____ + _____
- KNOWLEDGE (ARCANA) INT _____ = _____ + _____ + _____
- KNOWLEDGE (ARCHITECTURE & ENGINEERING) INT _____ = _____ + _____ + _____
- KNOWLEDGE (GEOGRAPHY) INT _____ = _____ + _____ + _____
- KNOWLEDGE (HISTORY) INT _____ = _____ + _____ + _____
- KNOWLEDGE (LOCAL) INT _____ = _____ + _____ + _____
- KNOWLEDGE (NATURE) INT _____ = _____ + _____ + _____
- KNOWLEDGE (NOBILITY & ROYALTY) INT _____ = _____ + _____ + _____
- KNOWLEDGE (THE PLANES) INT _____ = _____ + _____ + _____
- KNOWLEDGE (RELIGION) INT _____ = _____ + _____ + _____
- LISTEN WIS _____ = _____ + _____ + _____
- MOVE SILENTLY DEX* _____ = _____ + _____ + _____
- OPEN LOCK DEX _____ = _____ + _____ + _____
- PERFORM (_____) _____ = _____ + _____ + _____
- PICK POCKET DEX* _____ = _____ + _____ + _____
- PROFESSION (_____) WIS _____ = _____ + _____ + _____
- READ LIPS INT _____ = _____ + _____ + _____
- RIDE (_____) DEX _____ = _____ + _____ + _____
- SCRY INT _____ = _____ + _____ + _____
- SEARCH INT _____ = _____ + _____ + _____
- SENSE MOTIVE WIS _____ = _____ + _____ + _____
- SPELLCRAFT INT _____ = _____ + _____ + _____
- SPOT WIS _____ = _____ + _____ + _____
- SWIM STR** _____ = _____ + _____ + _____
- TUMBLE DEX* _____ = _____ + _____ + _____
- USE MAGIC DEVICE CHA _____ = _____ + _____ + _____
- USE ROPE DEX _____ = _____ + _____ + _____
- WILDERNESS LORE WIS _____ = _____ + _____ + _____

| WEAPON | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|--------------------|--------|--------------------|
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES |

| WEAPON | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|--------------------|--------|--------------------|
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES |

| WEAPON | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|--------------------|--------|--------------------|
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES |

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

| SHIELD/PROTECTIVE ITEM | | ARMOR BONUS | WEIGHT | CHECK PENALTY | SPELL FAILURE |
|------------------------|--|-------------|--------|---------------|---------------|
| SPECIAL PROPERTIES | | | | | |

| AMMUNITION | |
|------------|--|
| | |

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lb. of gear.

CHARACTER NAME _____

PLAYER _____

Barbarian
CLASS

RACE _____

ALIGNMENT _____

DEITY _____



CHARACTER RECORD SHEETS

LEVEL _____ SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ EYES _____ HAIR _____

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

TOTAL WOUNDS/CURRENT HP _____

HP HIT POINTS _____

AC ARMOR CLASS _____ = 10 + _____ + _____ + _____ + _____ + _____ + _____

INITIATIVE MODIFIER _____ = _____ + _____

BASE ATTACK BONUS _____

ARMOR BONUS _____ SHIELD BONUS _____ DEX MODIFIER _____ SIZE MODIFIER _____ NATURAL ARMOR _____ MISC MODIFIER _____

DAMAGE REDUCTION _____

HIT DIE TYPE **d12**

SPEED _____

MISS CHANCE _____ ARMOR CHECK PENALTY _____ SPELL RESISTANCE _____

SAVING THROWS

FORTITUDE (CONSTITUTION) _____ = _____ + _____ + _____ + _____ + _____

REFLEX (DEXTERITY) _____ = _____ + _____ + _____ + _____ + _____

WILL (WISDOM) _____ = _____ + _____ + _____ + _____ + _____

CONDITIONAL MODIFIERS _____

MELEE ATTACK BONUS _____ = _____ + _____ + _____ + _____ + _____

RANGED ATTACK BONUS _____ = _____ + _____ + _____ + _____ + _____

| WEAPON | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|--------------------|--------|--------------------|
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES |
| | | | | |

| WEAPON | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|--------------------|--------|--------------------|
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES |
| | | | | |

| WEAPON | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|--------------------|--------|--------------------|
| RANGE | WEIGHT | TYPE | SIZE | SPECIAL PROPERTIES |
| | | | | |

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

| SHIELD/PROTECTIVE ITEM | | ARMOR BONUS | WEIGHT | CHECK PENALTY | SPELL FAILURE |
|------------------------|--|-------------|--------|---------------|---------------|
| SPECIAL PROPERTIES | | | | | |
| | | | | | |

AMMUNITION

| CROSS-CLASS | SKILLS | | | | |
|-------------------------------------|--|-------------|----------------|------------------|-------------|
| | SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS / |
| <input checked="" type="checkbox"/> | ALCHEMY | INT | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | APPRAISE ■ | INT | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | BALANCE ■ | DEX* | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | BLUFF ■ | CHA | _____ | _____ | _____ |
| <input type="checkbox"/> | CLIMB ■ | STR* | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | CONCENTRATION ■ | CON | _____ | _____ | _____ |
| <input type="checkbox"/> | CRAFT ■ (_____) | INT | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | DIPLOMACY ■ | CHA | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | DISABLE DEVICE | INT | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | DISGUISE ■ | CHA | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | ESCAPE ARTIST ■ | DEX* | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | FORGERY ■ | INT | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | GATHER INFORMATION ■ | CHA | _____ | _____ | _____ |
| <input type="checkbox"/> | HANDLE ANIMAL | CHA | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | HEAL ■ | WIS | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | HIDE ■ | DEX* | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | INNUENDO | WIS | _____ | _____ | _____ |
| <input type="checkbox"/> | INTIMIDATE ■ | CHA | _____ | _____ | _____ |
| <input type="checkbox"/> | INTUIT DIRECTION | WIS | _____ | _____ | _____ |
| <input type="checkbox"/> | JUMP ■ | STR* | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | KNOWLEDGE (ARCANA) | INT | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | KNOWLEDGE (ARCHITECTURE & ENGINEERING) | INT | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | KNOWLEDGE (GEOGRAPHY) | INT | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | KNOWLEDGE (HISTORY) | INT | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | KNOWLEDGE (LOCAL) | INT | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | KNOWLEDGE (NATURE) | INT | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | KNOWLEDGE (NOBILITY & ROYALTY) | INT | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | KNOWLEDGE (THE PLANES) | INT | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | KNOWLEDGE (RELIGION) | INT | _____ | _____ | _____ |
| <input type="checkbox"/> | LISTEN ■ | WIS | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | MOVE SILENTLY ■ | DEX* | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | OPEN LOCK | DEX | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | PERFORM ■ (_____) | _____ | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | PICK POCKET | DEX* | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | PROFESSION (_____) | WIS | _____ | _____ | _____ |
| <input type="checkbox"/> | RIDE ■ (_____) | DEX | _____ | _____ | _____ |
| <input type="checkbox"/> | SCRY ■ [can't buy ranks] | INT | _____ | _____ | 0 |
| <input checked="" type="checkbox"/> | SEARCH ■ | INT | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | SENSE MOTIVE ■ | WIS | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | SPELLCRAFT | INT | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | SPOT ■ | WIS | _____ | _____ | _____ |
| <input type="checkbox"/> | SWIM ■ | STR** | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | TUMBLE | DEX* | _____ | _____ | _____ |
| <input checked="" type="checkbox"/> | USE ROPE ■ | DEX | _____ | _____ | _____ |
| <input type="checkbox"/> | WILDERNESS LORE ■ | WIS | _____ | _____ | _____ |
| <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ |

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lb. of gear.



CHARACTER RECORD SHEETS

character name _____ player _____
 class _____ race _____ alignment _____ level _____ deity _____
 size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____

| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER |
|----------------------------|---------------|------------------|-----------------|--------------------|
| STR strength | | | | |
| DEX dexterity | | | | |
| CON constitution | | | | |
| INT intelligence | | | | |
| WIS wisdom | | | | |
| CHA charisma | | | | |

HP hit points: []
AC armor class: [] = 10 + [] (ARMOR BONUS) + [] (SHIELD BONUS) + [] (DEX MODIFIER) + [] (SIZE MODIFIER) + [] (NATURAL ARMOR) + [] (MISC MODIFIER)
INITIATIVE modifier: [] = [] (DEX MOD) + [] (MISC MOD)
BASE ATTACK bonus: []

DAMAGE REDUCTION: []
HIT DIE TYPE: []
SPEED: []
MISS CHANCE: []
ARCANE SPELL FAILURE: []
ARMOR CHECK PENALTY: []
SPELL RESISTANCE: []

SAVING THROWS
REFLEX (dexterity): [] = [] (BASE SAVE) + [] (ABILITY MODIFIER) + [] (MAGIC MODIFIER) + [] (MISC MODIFIER) + [] (TEMP. MODIFIER)
FORTITUDE (constitution): [] = [] + [] + [] + [] + []
WILLPOWER (wisdom): [] = [] + [] + [] + [] + []

conditional modifiers []

MELEE attack bonus: [] = [] (BASE ATTACK BONUS) + [] (STR MODIFIER) + [] (SIZE MODIFIER) + [] (MISC MODIFIER) + [] (TEMP. MODIFIER)
RANGED attack bonus: [] = [] (BASE ATTACK BONUS) + [] (DEX MODIFIER) + [] (SIZE MODIFIER) + [] (MISC MODIFIER) + [] (TEMP. MODIFIER)

conditional modifiers []

| CROSS-CLASS | SKILLS | | | | | MAX RANKS |
|--------------------------|------------|-------------|----------------|------------------|-------|-----------|
| | SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | |
| <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
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| <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |
| <input type="checkbox"/> | _____ | _____ | _____ | _____ | _____ | _____ |

| WEAPON | | | |
|--------------------|--------|----------|------|
| TOTAL ATTACK BONUS | DAMAGE | CRITICAL | |
| | | | |
| RANGE | WEIGHT | SIZE | TYPE |
| | | | |
| SPECIAL PROPERTIES | | | |
| | | | |

| WEAPON | | | |
|--------------------|--------|----------|------|
| TOTAL ATTACK BONUS | DAMAGE | CRITICAL | |
| | | | |
| RANGE | WEIGHT | SIZE | TYPE |
| | | | |
| SPECIAL PROPERTIES | | | |
| | | | |

| WEAPON | | | |
|--------------------|--------|----------|------|
| TOTAL ATTACK BONUS | DAMAGE | CRITICAL | |
| | | | |
| RANGE | WEIGHT | SIZE | TYPE |
| | | | |
| SPECIAL PROPERTIES | | | |
| | | | |

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

| SHIELD/PROTECTIVE ITEM | | ARMOR BONUS | WEIGHT | SPELL FAILURE | CHECK PENALTY |
|------------------------|--|-------------|--------|---------------|---------------|
| | | | | | |
| SPECIAL PROPERTIES | | | | | |
| | | | | | |

AMMUNITION

| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|-------|---|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|-------|---|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|--|
| _____ | <table border="1"> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> </table> | | | | | | | | | | | | | | | | | _____ | <table border="1"> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td> </td><td> </td><td> </td><td> </td></tr> </table> | | | | | | | | | | | | | | | | |
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| | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

LIFT OVER HEAD
EQUALS MAX LOAD
 LIFT OFF GROUND
2 x MAX LOAD
 PUSH OR DRAG
5 x MAX LOAD

character illustration

character name Psychic Warrior player _____
 class _____ race _____ alignment _____ level _____ deity _____
 size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____



| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER | TOTAL | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | HIT DIE TYPE | SPEED |
|----------------------------|---------------|------------------|-----------------|--------------------|-------|-------------------|----------------|------------------|--------------|-------|
| STR strength | | | | | | | | | d8 | |
| DEX dexterity | | | | | | | | | | |
| CON constitution | | | | | | | | | | |
| INT intelligence | | | | | | | | | | |
| WIS wisdom | | | | | | | | | | |
| CHA charisma | | | | | | | | | | |

HP hit points: _____
AC armor class: _____ = 10 + _____ (ARMOR BONUS) + _____ (SHIELD BONUS) + _____ (DEX MODIFIER) + _____ (SIZE MODIFIER) + _____ (NATURAL ARMOR) + _____ (MISC MODIFIER)

INITIATIVE modifier: _____ = _____ (DEX MOD) + _____ (MISC MOD)
BASE ATTACK bonus: _____

SAVING THROWS

| SAVING THROW | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMP. MODIFIER | conditional modifiers |
|------------------------------------|-------|-----------|------------------|----------------|----------------|----------------|-----------------------|
| REFLEX (dexterity) | | | | | | | |
| FORTITUDE (constitution) | | | | | | | |
| WILLPOWER (wisdom) | | | | | | | |

MELEE attack bonus: _____
RANGED attack bonus: _____

| MELEE | TOTAL | BASE ATTACK BONUS | STR MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP. MODIFIER | conditional modifiers |
|--------|-------|-------------------|--------------|---------------|---------------|----------------|-----------------------|
| | | | | | | | |
| RANGED | TOTAL | BASE ATTACK BONUS | DEX MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP. MODIFIER | conditional modifiers |
| | | | | | | | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

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

| SHIELD/PROTECTIVE ITEM | | | | ARMOR BONUS | WEIGHT | SPELL FAILURE | CHECK PENALTY |
|------------------------|--|--|--|-------------|--------|---------------|---------------|
| SPECIAL PROPERTIES | | | | | | | |
| | | | | | | | |

AMMUNITION

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| CROSS-CLASS | SKILLS | | | | |
|-------------------------------------|--|-------------|----------------|------------------|---------------------------|
| | SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS / MISC MODIFIER |
| <input checked="" type="checkbox"/> | ALCHEMY | INT | | | |
| <input checked="" type="checkbox"/> | ANIMAL EMPATHY ■ | INT | | | |
| <input checked="" 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 type="checkbox"/> | CONCENTRATION ■ | CON | | | |
| <input checked="" type="checkbox"/> | CRAFT ■ (_____) | INT | | | |
| <input checked="" type="checkbox"/> | DECIPHER SCRIPT | INT | | | |
| <input checked="" type="checkbox"/> | DIPLOMACY ■ | CHA | | | |
| <input checked="" type="checkbox"/> | DISABLE DEVICE | INT | | | |
| <input checked="" type="checkbox"/> | DISGUISE ■ | CHA | | | |
| <input checked="" type="checkbox"/> | ESCAPE ARTIST ■ | DEX* | | | |
| <input checked="" type="checkbox"/> | FORGERY ■ | INT | | | |
| <input checked="" type="checkbox"/> | GATHER INFORMATION ■ | CHA | | | |
| <input checked="" type="checkbox"/> | HANDLE ANIMAL | CHA | | | |
| <input checked="" type="checkbox"/> | HEAL ■ | WIS | | | |
| <input checked="" type="checkbox"/> | HIDE ■ | DEX* | | | |
| <input checked="" type="checkbox"/> | INNUENDO | WIS | | | |
| <input checked="" type="checkbox"/> | INTIMIDATE ■ | CHA | | | |
| <input checked="" type="checkbox"/> | INTUIT DIRECTION | WIS | | | |
| <input type="checkbox"/> | JUMP ■ | STR* | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (ARCANA) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (ARCHITECTURE & ENGINEERING) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (GEOGRAPHY) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (HISTORY) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (LOCAL) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (NATURE) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (PSIONICS) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (THE PLANES) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (RELIGION) | INT | | | |
| <input checked="" type="checkbox"/> | LISTEN ■ | WIS | | | |
| <input checked="" type="checkbox"/> | MOVE SILENTLY ■ | DEX* | | | |
| <input checked="" type="checkbox"/> | OPEN LOCK | DEX | | | |
| <input checked="" type="checkbox"/> | PERFORM ■ (_____) | CHA | | | |
| <input checked="" type="checkbox"/> | PSICRAFT | INT | | | |
| <input checked="" type="checkbox"/> | PICK POCKET | DEX* | | | |
| <input checked="" type="checkbox"/> | PROFESSION (_____) | WIS | | | |
| <input checked="" type="checkbox"/> | READ LIPS | INT | | | |
| <input checked="" type="checkbox"/> | RIDE ■ | DEX | | | |
| <input checked="" type="checkbox"/> | REMOTE VIEW ■ | INT | | | |
| <input checked="" type="checkbox"/> | SEARCH ■ | INT | | | |
| <input checked="" type="checkbox"/> | SENSE MOTIVE ■ | WIS | | | |
| <input checked="" type="checkbox"/> | SPELLCRAFT | INT | | | |
| <input checked="" type="checkbox"/> | SPOT ■ | WIS | | | |
| <input type="checkbox"/> | STABILIZE SELF | CON | | | |
| <input type="checkbox"/> | SWIM ■ | STR** | | | |
| <input type="checkbox"/> | TUMBLE | DEX* | | | |
| <input checked="" type="checkbox"/> | USE MAGIC DEVICE | CHA | | | |
| <input type="checkbox"/> | USE PSIONIC DEVICE | CHA | | | |
| <input checked="" type="checkbox"/> | USE ROPE ■ | DEX | | | |
| <input checked="" type="checkbox"/> | WILDERNESS LORE ■ | WIS | | | |

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lb. of gear.

character name _____ player _____
Psion: Nomad
 class _____ race _____ alignment _____ level _____ deity _____
 size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____



| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER | TOTAL | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | HIT DIE TYPE | SPEED |
|----------------------------|---------------|------------------|-----------------|--------------------|-------|-------------------|----------------|------------------|--------------|-------|
| STR strength | | | | | | | | | d4 | |
| DEX dexterity | | | | | | | | | | |
| CON constitution | | | | | | | | | | |
| INT intelligence | | | | | | | | | | |
| WIS wisdom | | | | | | | | | | |
| CHA charisma | | | | | | | | | | |

HP hit points: _____
AC armor class: _____ = 10 + _____ (ARMOR BONUS) + _____ (SHIELD BONUS) + _____ (DEX MODIFIER) + _____ (SIZE MODIFIER) + _____ (NATURAL ARMOR) + _____ (MISC MODIFIER)

INITIATIVE modifier: _____ = _____ (DEX MOD) + _____ (MISC MOD)

BASE ATTACK bonus: _____

SAVING THROWS

| TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMP. MODIFIER | conditional modifiers |
|------------------------------------|-----------|------------------|----------------|----------------|----------------|-----------------------|
| REFLEX (dexterity) | | | | | | |
| FORTITUDE (constitution) | | | | | | |
| WILLPOWER (wisdom) | | | | | | |

MELEE attack bonus: _____
RANGED attack bonus: _____

| TOTAL | BASE ATTACK BONUS | STR MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP. MODIFIER | conditional modifiers |
|-------|-------------------|--------------|---------------|---------------|----------------|-----------------------|
| | | | | | | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

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

| SHIELD/PROTECTIVE ITEM | | | | ARMOR BONUS | WEIGHT | SPELL FAILURE | CHECK PENALTY |
|------------------------|--|--|--|-------------|--------|---------------|---------------|
| SPECIAL PROPERTIES | | | | | | | |
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| CROSS-CLASS | SKILLS | | | | |
|-------------------------------------|--|-------------|----------------|------------------|---------------------------|
| | SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS / MISC MODIFIER |
| <input checked="" type="checkbox"/> | ALCHEMY | INT | | | |
| <input checked="" type="checkbox"/> | ANIMAL EMPATHY ■ | INT | | | |
| <input checked="" type="checkbox"/> | APPRAISE ■ | INT | | | |
| <input checked="" type="checkbox"/> | AUTOHYPNOSIS | WIS | | | |
| <input checked="" type="checkbox"/> | BALANCE ■ | DEX* | | | |
| <input checked="" type="checkbox"/> | BLUFF ■ | CHA | | | |
| <input type="checkbox"/> | CLIMB ■ | STR* | | | |
| <input type="checkbox"/> | CONCENTRATION ■ | CON | | | |
| <input checked="" type="checkbox"/> | CRAFT ■ (_____) | INT | | | |
| <input checked="" type="checkbox"/> | DECIPHER SCRIPT | INT | | | |
| <input checked="" type="checkbox"/> | DIPLOMACY ■ | CHA | | | |
| <input checked="" type="checkbox"/> | DISABLE DEVICE | INT | | | |
| <input checked="" type="checkbox"/> | DISGUISE ■ | CHA | | | |
| <input type="checkbox"/> | ESCAPE ARTIST ■ | DEX* | | | |
| <input checked="" type="checkbox"/> | FORGERY ■ | INT | | | |
| <input checked="" type="checkbox"/> | GATHER INFORMATION ■ | CHA | | | |
| <input checked="" type="checkbox"/> | HANDLE ANIMAL | CHA | | | |
| <input checked="" type="checkbox"/> | HEAL ■ | WIS | | | |
| <input checked="" type="checkbox"/> | HIDE ■ | DEX* | | | |
| <input checked="" type="checkbox"/> | INNUENDO | WIS | | | |
| <input checked="" type="checkbox"/> | INTIMIDATE ■ | CHA | | | |
| <input type="checkbox"/> | INTUIT DIRECTION | WIS | | | |
| <input type="checkbox"/> | JUMP ■ | STR* | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (ARCANA) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (ARCHITECTURE & ENGINEERING) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (GEOGRAPHY) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (HISTORY) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (LOCAL) | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE (NATURE) | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE (PSIONICS) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (THE PLANES) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (RELIGION) | INT | | | |
| <input checked="" type="checkbox"/> | LISTEN ■ | WIS | | | |
| <input checked="" type="checkbox"/> | MOVE SILENTLY ■ | DEX* | | | |
| <input checked="" type="checkbox"/> | OPEN LOCK | DEX | | | |
| <input checked="" type="checkbox"/> | PERFORM ■ (_____) | CHA | | | |
| <input type="checkbox"/> | PSICRAFT | INT | | | |
| <input checked="" type="checkbox"/> | PICK POCKET | DEX* | | | |
| <input checked="" type="checkbox"/> | PROFESSION (_____) | WIS | | | |
| <input checked="" type="checkbox"/> | READ LIPS | INT | | | |
| <input type="checkbox"/> | RIDE ■ | DEX | | | |
| <input type="checkbox"/> | REMOTE VIEW ■ | INT | | | |
| <input checked="" type="checkbox"/> | SEARCH ■ | INT | | | |
| <input checked="" type="checkbox"/> | SENSE MOTIVE ■ | WIS | | | |
| <input checked="" type="checkbox"/> | SPELLCRAFT | INT | | | |
| <input checked="" type="checkbox"/> | SPOT ■ | WIS | | | |
| <input checked="" type="checkbox"/> | STABILIZE SELF | CON | | | |
| <input type="checkbox"/> | SWIM ■ | STR** | | | |
| <input checked="" type="checkbox"/> | TUMBLE | DEX* | | | |
| <input checked="" type="checkbox"/> | USE MAGIC DEVICE | CHA | | | |
| <input checked="" type="checkbox"/> | USE PSIONIC DEVICE | CHA | | | |
| <input type="checkbox"/> | USE ROPE ■ | DEX | | | |
| <input checked="" type="checkbox"/> | WILDERNESS LORE ■ | WIS | | | |

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lb. of gear.

character name _____ player _____
Psion: Egoist
 class _____ race _____ alignment _____ level _____ deity _____
 size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____



| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER | TOTAL | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | HIT DIE TYPE | SPEED |
|----------------------------|---------------|------------------|-----------------|--------------------|-------|-------------------|----------------|------------------|--------------|-------|
| STR strength | | | | | | | | | d4 | |
| DEX dexterity | | | | | | | | | | |
| CON constitution | | | | | | | | | | |
| INT intelligence | | | | | | | | | | |
| WIS wisdom | | | | | | | | | | |
| CHA charisma | | | | | | | | | | |

HP hit points: _____
AC armor class: _____ = 10 + _____ (ARMOR BONUS) + _____ (SHIELD BONUS) + _____ (DEX MODIFIER) + _____ (SIZE MODIFIER) + _____ (NATURAL ARMOR) + _____ (MISC MODIFIER)

INITIATIVE modifier: _____ = _____ (DEX MOD) + _____ (MISC MOD)
BASE ATTACK bonus: _____

SAVING THROWS

| TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMP. MODIFIER | conditional modifiers |
|------------------------------------|-----------|------------------|----------------|----------------|----------------|-----------------------|
| REFLEX (dexterity) | | | | | | |
| FORTITUDE (constitution) | | | | | | |
| WILLPOWER (wisdom) | | | | | | |

MELEE attack bonus: _____
RANGED attack bonus: _____

| TOTAL | BASE ATTACK BONUS | STR MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP. MODIFIER | conditional modifiers |
|-------|-------------------|--------------|---------------|---------------|----------------|-----------------------|
| | | | | | | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

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

| SHIELD/PROTECTIVE ITEM | | | | ARMOR BONUS | WEIGHT | SPELL FAILURE | CHECK PENALTY |
|------------------------|--|--|--|-------------|--------|---------------|---------------|
| SPECIAL PROPERTIES | | | | | | | |
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| CROSS-CLASS | SKILLS | | | | |
|-------------------------------------|--|-------------|----------------|------------------|---------------------------|
| | SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS / MISC MODIFIER |
| <input checked="" type="checkbox"/> | ALCHEMY | INT | | | |
| <input checked="" type="checkbox"/> | ANIMAL EMPATHY ■ | INT | | | |
| <input checked="" 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 type="checkbox"/> | CONCENTRATION ■ | CON | | | |
| <input checked="" type="checkbox"/> | CRAFT ■ (_____) | INT | | | |
| <input checked="" type="checkbox"/> | DECIPHER SCRIPT | INT | | | |
| <input checked="" type="checkbox"/> | DIPLOMACY ■ | CHA | | | |
| <input checked="" type="checkbox"/> | DISABLE DEVICE | INT | | | |
| <input checked="" type="checkbox"/> | DISGUISE ■ | CHA | | | |
| <input checked="" type="checkbox"/> | ESCAPE ARTIST ■ | DEX* | | | |
| <input checked="" type="checkbox"/> | FORGERY ■ | INT | | | |
| <input checked="" type="checkbox"/> | GATHER INFORMATION ■ | CHA | | | |
| <input checked="" type="checkbox"/> | HANDLE ANIMAL | CHA | | | |
| <input checked="" type="checkbox"/> | HEAL ■ | WIS | | | |
| <input checked="" type="checkbox"/> | HIDE ■ | DEX* | | | |
| <input checked="" type="checkbox"/> | INNUENDO | WIS | | | |
| <input checked="" type="checkbox"/> | INTIMIDATE ■ | CHA | | | |
| <input checked="" type="checkbox"/> | INTUIT DIRECTION | WIS | | | |
| <input type="checkbox"/> | JUMP ■ | STR* | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (ARCANA) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (ARCHITECTURE & ENGINEERING) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (GEOGRAPHY) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (HISTORY) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (LOCAL) | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE (NATURE) | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE (PSIONICS) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (THE PLANES) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (RELIGION) | INT | | | |
| <input checked="" type="checkbox"/> | LISTEN ■ | WIS | | | |
| <input checked="" type="checkbox"/> | MOVE SILENTLY ■ | DEX* | | | |
| <input checked="" type="checkbox"/> | OPEN LOCK | DEX | | | |
| <input checked="" type="checkbox"/> | PERFORM ■ (_____) | CHA | | | |
| <input type="checkbox"/> | PSICRAFT | INT | | | |
| <input checked="" type="checkbox"/> | PICK POCKET | DEX* | | | |
| <input checked="" type="checkbox"/> | PROFESSION (_____) | WIS | | | |
| <input checked="" type="checkbox"/> | READ LIPS | INT | | | |
| <input checked="" type="checkbox"/> | RIDE ■ | DEX | | | |
| <input checked="" type="checkbox"/> | REMOTE VIEW ■ | INT | | | |
| <input checked="" type="checkbox"/> | SEARCH ■ | INT | | | |
| <input checked="" type="checkbox"/> | SENSE MOTIVE ■ | WIS | | | |
| <input checked="" type="checkbox"/> | SPELLCRAFT | INT | | | |
| <input checked="" type="checkbox"/> | SPOT ■ | WIS | | | |
| <input type="checkbox"/> | STABILIZE SELF | CON | | | |
| <input type="checkbox"/> | SWIM ■ | STR** | | | |
| <input checked="" type="checkbox"/> | TUMBLE | DEX* | | | |
| <input checked="" type="checkbox"/> | USE MAGIC DEVICE | CHA | | | |
| <input checked="" type="checkbox"/> | USE PSIONIC DEVICE | CHA | | | |
| <input checked="" type="checkbox"/> | USE ROPE ■ | DEX | | | |
| <input type="checkbox"/> | WILDERNESS LORE ■ | WIS | | | |

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lb. of gear.

character name _____ player _____
Psion: Savant
 class _____ race _____ alignment _____ level _____ deity _____
 size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____



| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER | TOTAL | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | HIT DIE TYPE | SPEED |
|----------------------------|---------------|------------------|-----------------|--------------------|-------|-------------------|----------------|------------------|--------------|-------|
| STR strength | | | | | | | | | d4 | |
| DEX dexterity | | | | | | | | | | |
| CON constitution | | | | | | | | | | |
| INT intelligence | | | | | | | | | | |
| WIS wisdom | | | | | | | | | | |
| CHA charisma | | | | | | | | | | |

HP hit points: _____
AC armor class: _____ = 10 + _____ (ARMOR BONUS) + _____ (SHIELD BONUS) + _____ (DEX MODIFIER) + _____ (SIZE MODIFIER) + _____ (NATURAL ARMOR) + _____ (MISC MODIFIER)

INITIATIVE modifier: _____ = _____ (DEX MOD) + _____ (MISC MOD)
BASE ATTACK bonus: _____

SAVING THROWS

| ABILITY | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMP. MODIFIER | conditional modifiers |
|------------------------------------|-------|-----------|------------------|----------------|----------------|----------------|-----------------------|
| REFLEX (dexterity) | | | | | | | |
| FORTITUDE (constitution) | | | | | | | |
| WILLPOWER (wisdom) | | | | | | | |

MELEE attack bonus: _____
RANGED attack bonus: _____

| ABILITY | TOTAL | BASE ATTACK BONUS | STR MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP. MODIFIER | conditional modifiers |
|---------------|-------|-------------------|--------------|---------------|---------------|----------------|-----------------------|
| MELEE | | | | | | | |
| RANGED | | | | | | | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

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

| SHIELD/PROTECTIVE ITEM | | | | ARMOR BONUS | WEIGHT | SPELL FAILURE | CHECK PENALTY |
|------------------------|--|--|--|-------------|--------|---------------|---------------|
| SPECIAL PROPERTIES | | | | | | | |
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| CROSS-CLASS | SKILLS | | | | |
|-------------------------------------|--|-------------|----------------|------------------|-----------------------|
| | SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS / MISC MODIFIER |
| <input checked="" type="checkbox"/> | ALCHEMY | INT | | | |
| <input checked="" type="checkbox"/> | ANIMAL EMPATHY ■ | INT | | | |
| <input checked="" type="checkbox"/> | APPRAISE ■ | INT | | | |
| <input type="checkbox"/> | AUTOHYPNOSIS | WIS | | | |
| <input checked="" type="checkbox"/> | BALANCE ■ | DEX* | | | |
| <input checked="" type="checkbox"/> | BLUFF ■ | CHA | | | |
| <input checked="" type="checkbox"/> | CLIMB ■ | STR* | | | |
| <input type="checkbox"/> | CONCENTRATION ■ | CON | | | |
| <input checked="" type="checkbox"/> | CRAFT ■ (_____) | INT | | | |
| <input checked="" type="checkbox"/> | DECIPHER SCRIPT | INT | | | |
| <input checked="" type="checkbox"/> | DIPLOMACY ■ | CHA | | | |
| <input type="checkbox"/> | DISABLE DEVICE | INT | | | |
| <input checked="" type="checkbox"/> | DISGUISE ■ | CHA | | | |
| <input checked="" type="checkbox"/> | ESCAPE ARTIST ■ | DEX* | | | |
| <input checked="" type="checkbox"/> | FORGERY ■ | INT | | | |
| <input checked="" type="checkbox"/> | GATHER INFORMATION ■ | CHA | | | |
| <input checked="" type="checkbox"/> | HANDLE ANIMAL | CHA | | | |
| <input checked="" type="checkbox"/> | HEAL ■ | WIS | | | |
| <input checked="" type="checkbox"/> | HIDE ■ | DEX* | | | |
| <input checked="" type="checkbox"/> | INNUENDO | WIS | | | |
| <input checked="" type="checkbox"/> | INTIMIDATE ■ | CHA | | | |
| <input checked="" type="checkbox"/> | INTUIT DIRECTION | WIS | | | |
| <input checked="" type="checkbox"/> | JUMP ■ | STR* | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (ARCANA) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (ARCHITECTURE & ENGINEERING) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (GEOGRAPHY) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (HISTORY) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (LOCAL) | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE (NATURE) | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE (PSIONICS) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (THE PLANES) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (RELIGION) | INT | | | |
| <input checked="" type="checkbox"/> | LISTEN ■ | WIS | | | |
| <input checked="" type="checkbox"/> | MOVE SILENTLY ■ | DEX* | | | |
| <input type="checkbox"/> | OPEN LOCK | DEX | | | |
| <input checked="" type="checkbox"/> | PERFORM ■ (_____) | CHA | | | |
| <input type="checkbox"/> | PSICRAFT | INT | | | |
| <input type="checkbox"/> | PICK POCKET | DEX* | | | |
| <input checked="" type="checkbox"/> | PROFESSION (_____) | WIS | | | |
| <input checked="" type="checkbox"/> | READ LIPS | INT | | | |
| <input checked="" type="checkbox"/> | RIDE ■ | DEX | | | |
| <input type="checkbox"/> | REMOTE VIEW ■ | INT | | | |
| <input type="checkbox"/> | SEARCH ■ | INT | | | |
| <input checked="" type="checkbox"/> | SENSE MOTIVE ■ | WIS | | | |
| <input checked="" type="checkbox"/> | SPELLCRAFT | INT | | | |
| <input checked="" type="checkbox"/> | SPOT ■ | WIS | | | |
| <input checked="" type="checkbox"/> | STABILIZE SELF | CON | | | |
| <input checked="" type="checkbox"/> | SWIM ■ | STR** | | | |
| <input checked="" type="checkbox"/> | TUMBLE | DEX* | | | |
| <input checked="" type="checkbox"/> | USE MAGIC DEVICE | CHA | | | |
| <input checked="" type="checkbox"/> | USE PSIONIC DEVICE | CHA | | | |
| <input checked="" type="checkbox"/> | USE ROPE ■ | DEX | | | |
| <input checked="" type="checkbox"/> | WILDERNESS LORE ■ | WIS | | | |

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lb. of gear.

character name _____ player _____
Psion: Shaper
 class _____ race _____ alignment _____ level _____ deity _____
 size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____



| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER | TOTAL | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | HIT DIE TYPE | SPEED |
|----------------------------|---------------|------------------|-----------------|--------------------|-------|-------------------|----------------|------------------|--------------|-------|
| STR strength | | | | | | | | | d4 | |
| DEX dexterity | | | | | | | | | | |
| CON constitution | | | | | | | | | | |
| INT intelligence | | | | | | | | | | |
| WIS wisdom | | | | | | | | | | |
| CHA charisma | | | | | | | | | | |

HP hit points: _____
AC armor class: _____ = 10 + _____ (ARMOR BONUS) + _____ (SHIELD BONUS) + _____ (DEX MODIFIER) + _____ (SIZE MODIFIER) + _____ (NATURAL ARMOR) + _____ (MISC MODIFIER)

INITIATIVE modifier: _____ = _____ (DEX MOD) + _____ (MISC MOD)
BASE ATTACK bonus: _____

SAVING THROWS

| ABILITY | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMP. MODIFIER | conditional modifiers |
|------------------------------------|-------|-----------|------------------|----------------|----------------|----------------|-----------------------|
| REFLEX (dexterity) | | | | | | | |
| FORTITUDE (constitution) | | | | | | | |
| WILLPOWER (wisdom) | | | | | | | |

MELEE attack bonus: _____
RANGED attack bonus: _____

| ABILITY | TOTAL | BASE ATTACK BONUS | STR MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP. MODIFIER | conditional modifiers |
|---------|-------|-------------------|--------------|---------------|---------------|----------------|-----------------------|
| MELEE | | | | | | | |
| RANGED | | | | | | | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

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

| SHIELD/PROTECTIVE ITEM | | | | ARMOR BONUS | WEIGHT | SPELL FAILURE | CHECK PENALTY |
|------------------------|--|--|--|-------------|--------|---------------|---------------|
| SPECIAL PROPERTIES | | | | | | | |
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AMMUNITION

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| CROSS-CLASS | SKILLS | | MAX RANKS | | | |
|-------------------------------------|--|-------------|----------------|------------------|-------|---------------|
| | SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC MODIFIER |
| <input type="checkbox"/> | ALCHEMY | INT | | | | |
| <input checked="" type="checkbox"/> | ANIMAL EMPATHY ■ | INT | | | | |
| <input type="checkbox"/> | APPRAISE ■ | INT | | | | |
| <input checked="" type="checkbox"/> | AUTOHYPNOSIS | WIS | | | | |
| <input checked="" type="checkbox"/> | BALANCE ■ | DEX* | | | | |
| <input checked="" type="checkbox"/> | BLUFF ■ | CHA | | | | |
| <input checked="" type="checkbox"/> | CLIMB ■ | STR* | | | | |
| <input type="checkbox"/> | CONCENTRATION ■ | CON | | | | |
| <input type="checkbox"/> | CRAFT ■ (_____) | INT | | | | |
| <input checked="" type="checkbox"/> | DECIPHER SCRIPT | INT | | | | |
| <input checked="" type="checkbox"/> | DIPLOMACY ■ | CHA | | | | |
| <input checked="" type="checkbox"/> | DISABLE DEVICE | INT | | | | |
| <input type="checkbox"/> | DISGUISE ■ | CHA | | | | |
| <input checked="" type="checkbox"/> | ESCAPE ARTIST ■ | DEX* | | | | |
| <input checked="" type="checkbox"/> | FORGERY ■ | INT | | | | |
| <input checked="" type="checkbox"/> | GATHER INFORMATION ■ | CHA | | | | |
| <input checked="" type="checkbox"/> | HANDLE ANIMAL | CHA | | | | |
| <input checked="" type="checkbox"/> | HEAL ■ | WIS | | | | |
| <input checked="" type="checkbox"/> | HIDE ■ | DEX* | | | | |
| <input checked="" type="checkbox"/> | INNUENDO | WIS | | | | |
| <input checked="" type="checkbox"/> | INTIMIDATE ■ | CHA | | | | |
| <input checked="" type="checkbox"/> | INTUIT DIRECTION | WIS | | | | |
| <input checked="" type="checkbox"/> | JUMP ■ | STR* | | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (ARCANA) | INT | | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (ARCHITECTURE & ENGINEERING) | INT | | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (GEOGRAPHY) | INT | | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (HISTORY) | INT | | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (LOCAL) | INT | | | | |
| <input type="checkbox"/> | KNOWLEDGE (NATURE) | INT | | | | |
| <input type="checkbox"/> | KNOWLEDGE (PSIONICS) | INT | | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (THE PLANES) | INT | | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (RELIGION) | INT | | | | |
| <input checked="" type="checkbox"/> | LISTEN ■ | WIS | | | | |
| <input checked="" type="checkbox"/> | MOVE SILENTLY ■ | DEX* | | | | |
| <input checked="" type="checkbox"/> | OPEN LOCK | DEX | | | | |
| <input type="checkbox"/> | PERFORM ■ (_____) | CHA | | | | |
| <input type="checkbox"/> | PSICRAFT | INT | | | | |
| <input checked="" type="checkbox"/> | PICK POCKET | DEX* | | | | |
| <input checked="" type="checkbox"/> | PROFESSION (_____) | WIS | | | | |
| <input checked="" type="checkbox"/> | READ LIPS | INT | | | | |
| <input checked="" type="checkbox"/> | RIDE ■ | DEX | | | | |
| <input type="checkbox"/> | REMOTE VIEW ■ | INT | | | | |
| <input checked="" type="checkbox"/> | SEARCH ■ | INT | | | | |
| <input checked="" type="checkbox"/> | SENSE MOTIVE ■ | WIS | | | | |
| <input checked="" type="checkbox"/> | SPELLCRAFT | INT | | | | |
| <input checked="" type="checkbox"/> | SPOT ■ | WIS | | | | |
| <input checked="" type="checkbox"/> | STABILIZE SELF | CON | | | | |
| <input checked="" type="checkbox"/> | SWIM ■ | STR** | | | | |
| <input checked="" type="checkbox"/> | TUMBLE | DEX* | | | | |
| <input checked="" type="checkbox"/> | USE MAGIC DEVICE | CHA | | | | |
| <input checked="" type="checkbox"/> | USE PSIONIC DEVICE | CHA | | | | |
| <input checked="" type="checkbox"/> | USE ROPE ■ | DEX | | | | |
| <input checked="" type="checkbox"/> | WILDERNESS LORE ■ | WIS | | | | |

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lb. of gear.

character name _____ player _____
Psion: Seer
 class _____ race _____ alignment _____ level _____ deity _____
 size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____



| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER | TOTAL | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | HIT DIE TYPE | SPEED |
|----------------------------|---------------|------------------|-----------------|--------------------|-------|-------------------|----------------|------------------|--------------|-------|
| STR strength | | | | | | | | | d4 | |
| DEX dexterity | | | | | | | | | | |
| CON constitution | | | | | | | | | | |
| INT intelligence | | | | | | | | | | |
| WIS wisdom | | | | | | | | | | |
| CHA charisma | | | | | | | | | | |

| | |
|-------------------------------|---|
| HP hit points | |
| AC armor class | 10 + [] + [] + [] + [] + [] + [] |
| INITIATIVE modifier | [] = [] + [] |
| BASE ATTACK bonus | [] |

| SAVING THROWS | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMP. MODIFIER | conditional modifiers |
|------------------------------------|-------|-----------|------------------|----------------|----------------|----------------|-----------------------|
| REFLEX (dexterity) | [] | [] | [] | [] | [] | [] | |
| FORTITUDE (constitution) | [] | [] | [] | [] | [] | [] | |
| WILLPOWER (wisdom) | [] | [] | [] | [] | [] | [] | |

| MELEE | TOTAL | BASE ATTACK BONUS | STR MODIFIER | SIZE MODIFIER | MISC. MODIFIER | TEMP. MODIFIER | conditional modifiers |
|--------------|-------|-------------------|--------------|---------------|----------------|----------------|-----------------------|
| attack bonus | [] | [] | [] | [] | [] | [] | |

| RANGED | TOTAL | BASE ATTACK BONUS | DEX MODIFIER | SIZE MODIFIER | MISC. MODIFIER | TEMP. MODIFIER | conditional modifiers |
|--------------|-------|-------------------|--------------|---------------|----------------|----------------|-----------------------|
| attack bonus | [] | [] | [] | [] | [] | [] | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| | | | | | | |
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| | | | | | | |
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| | | | | | | |
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

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

| SHIELD/PROTECTIVE ITEM | | | | ARMOR BONUS | WEIGHT | SPELL FAILURE | CHECK PENALTY |
|------------------------|--|--|--|-------------|--------|---------------|---------------|
| | | | | | | | |
| SPECIAL PROPERTIES | | | | | | | |
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| AMMUNITION | | | | | | | |
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| CROSS-CLASS | SKILLS | | | | | |
|-------------------------------------|--|-------------|----------------|------------------|-------|----------------|
| | SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | RANKS | MISC. MODIFIER |
| <input checked="" type="checkbox"/> | ALCHEMY | INT | | | | |
| <input checked="" type="checkbox"/> | ANIMAL EMPATHY ■ | INT | | | | |
| <input checked="" type="checkbox"/> | APPRAISE ■ | INT | | | | |
| <input checked="" type="checkbox"/> | AUTOHYPNOSIS | WIS | | | | |
| <input checked="" type="checkbox"/> | BALANCE ■ | DEX* | | | | |
| <input checked="" type="checkbox"/> | BLUFF ■ | CHA | | | | |
| <input checked="" type="checkbox"/> | CLIMB ■ | STR* | | | | |
| <input type="checkbox"/> | CONCENTRATION ■ | CON | | | | |
| <input checked="" type="checkbox"/> | CRAFT ■ (_____) | INT | | | | |
| <input checked="" type="checkbox"/> | DECIPHER SCRIPT | INT | | | | |
| <input checked="" type="checkbox"/> | DIPLOMACY ■ | CHA | | | | |
| <input checked="" type="checkbox"/> | DISABLE DEVICE | INT | | | | |
| <input checked="" type="checkbox"/> | DISGUISE ■ | CHA | | | | |
| <input checked="" type="checkbox"/> | ESCAPE ARTIST ■ | DEX* | | | | |
| <input type="checkbox"/> | FORGERY ■ | INT | | | | |
| <input type="checkbox"/> | GATHER INFORMATION ■ | CHA | | | | |
| <input checked="" type="checkbox"/> | HANDLE ANIMAL | CHA | | | | |
| <input checked="" type="checkbox"/> | HEAL ■ | WIS | | | | |
| <input checked="" type="checkbox"/> | HIDE ■ | DEX* | | | | |
| <input checked="" type="checkbox"/> | INNUENDO | WIS | | | | |
| <input checked="" type="checkbox"/> | INTIMIDATE ■ | CHA | | | | |
| <input type="checkbox"/> | INTUIT DIRECTION | WIS | | | | |
| <input checked="" type="checkbox"/> | JUMP ■ | STR* | | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (ARCANA) | INT | | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (ARCHITECTURE & ENGINEERING) | INT | | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (GEOGRAPHY) | INT | | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (HISTORY) | INT | | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (LOCAL) | INT | | | | |
| <input type="checkbox"/> | KNOWLEDGE (NATURE) | INT | | | | |
| <input type="checkbox"/> | KNOWLEDGE (PSIONICS) | INT | | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (THE PLANES) | INT | | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (RELIGION) | INT | | | | |
| <input type="checkbox"/> | LISTEN ■ | WIS | | | | |
| <input checked="" type="checkbox"/> | MOVE SILENTLY ■ | DEX* | | | | |
| <input checked="" type="checkbox"/> | OPEN LOCK | DEX | | | | |
| <input checked="" type="checkbox"/> | PERFORM ■ (_____) | CHA | | | | |
| <input type="checkbox"/> | PSICRAFT | INT | | | | |
| <input checked="" type="checkbox"/> | PICK POCKET | DEX* | | | | |
| <input checked="" type="checkbox"/> | PROFESSION (_____) | WIS | | | | |
| <input checked="" type="checkbox"/> | READ LIPS | INT | | | | |
| <input checked="" type="checkbox"/> | RIDE ■ | DEX | | | | |
| <input type="checkbox"/> | REMOTE VIEW ■ | INT | | | | |
| <input checked="" type="checkbox"/> | SEARCH ■ | INT | | | | |
| <input type="checkbox"/> | SENSE MOTIVE ■ | WIS | | | | |
| <input checked="" type="checkbox"/> | SPELLCRAFT | INT | | | | |
| <input type="checkbox"/> | SPOT ■ | WIS | | | | |
| <input checked="" type="checkbox"/> | STABILIZE SELF | CON | | | | |
| <input checked="" type="checkbox"/> | SWIM ■ | STR** | | | | |
| <input checked="" type="checkbox"/> | TUMBLE | DEX* | | | | |
| <input checked="" type="checkbox"/> | USE MAGIC DEVICE | CHA | | | | |
| <input checked="" type="checkbox"/> | USE PSIONIC DEVICE | CHA | | | | |
| <input checked="" type="checkbox"/> | USE ROPE ■ | DEX | | | | |
| <input checked="" type="checkbox"/> | WILDERNESS LORE ■ | WIS | | | | |
| <input type="checkbox"/> | | | | | | |

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lb. of gear.

campaign

experience points

| GEAR | |
|------|------|
| ITEM | ITEM |
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| <input type="text"/> | <input type="text"/> | <input type="text"/> |
| LIGHT LOAD | MEDIUM LOAD | HEAVY LOAD |
| <input type="text"/> | <input type="text"/> | <input type="text"/> |
| LIFT OVER HEAD EQUALS MAX LOAD | LIFT OFF GROUND 2 x MAX LOAD | PUSH OR DRAG 5 x MAX LOAD |

| SPECIAL ABILITIES/FEATS | |
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| MONEY | LANGUAGES |
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PSIONICS

POWER SAVE 1d20+ KEY ABILITY MODIFIER

POWER POINTS

FREE MANIFESTATIONS 0-LEVEL

Psionic Combat: 1d20 + DC Modifier + Key Ability Modifier

| | EGO WHIP | ID INSINUATION | MIND BLAST | MIND THRUST | PSYCHIC CRUSH |
|------------------------------------|----------|----------------|------------|-------------|---------------|
| EMPTY MIND | +1 | -2 | +3 | -3 | -5 |
| INTELLECT FORTRESS | -2 | +1 | +0 | +6 | +4 |
| MENTAL BARRIER | -1 | +4 | -3 | +1 | +3 |
| THOUGHT SHIELD | -4 | -1 | -2 | +4 | +2 |
| TOWER OF IRON WILL | +3 | +0 | -1 | +5 | -3 |
| NONPSIONIC BUFFER | -8 | -9 | +4 | -8 | -8 |
| FLAT-FOOTED OR OUT OF POWER POINTS | +8 | +7 | +8 | +8 | +8 |

ATTACK MODES

POWERS

DEFENSE MODES

NUMBER OF POWERS KNOWN

0 _____ 1st _____ 2nd _____ 3rd _____ 4th _____

5th _____ 6th _____ 7th _____ 8th _____ 9th _____

SPELLS

SPELL SAVE DC MOD

NUMBER OF SPELLS KNOWN (BARDS & SORCERERS ONLY)

0 _____ 1st _____ 2nd _____ 3rd _____ 4th _____

5th _____ 6th _____ 7th _____ 8th _____ 9th _____

| SPELL SAVE DC | LEVEL | SPELLS PER DAY | BONUS SPELLS |
|----------------------|-------|----------------------|----------------------|
| <input type="text"/> | 0 | <input type="text"/> | 0 |
| <input type="text"/> | 1ST | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 2ND | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 3RD | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 4TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 5TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 6TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 7TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 8TH | <input type="text"/> | <input type="text"/> |
| <input type="text"/> | 9TH | <input type="text"/> | <input type="text"/> |

SPELLS

character name _____ player _____
Psion: Telepath
 class _____ race _____ alignment _____ level _____ deity _____
 size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____



| ABILITY NAME | ABILITY SCORE | ABILITY MODIFIER | TEMPORARY SCORE | TEMPORARY MODIFIER | TOTAL | WOUNDS/CURRENT HP | SUBDUAL DAMAGE | DAMAGE REDUCTION | HIT DIE TYPE | SPEED |
|----------------------------|---------------|------------------|-----------------|--------------------|-------|-------------------|----------------|------------------|--------------|-------|
| STR strength | | | | | | | | | d4 | |
| DEX dexterity | | | | | | | | | | |
| CON constitution | | | | | | | | | | |
| INT intelligence | | | | | | | | | | |
| WIS wisdom | | | | | | | | | | |
| CHA charisma | | | | | | | | | | |

HP hit points: _____
AC armor class: _____ = 10 + _____ (ARMOR BONUS) + _____ (SHIELD BONUS) + _____ (DEX MODIFIER) + _____ (SIZE MODIFIER) + _____ (NATURAL ARMOR) + _____ (MISC MODIFIER)

INITIATIVE modifier: _____ = _____ (DEX MOD) + _____ (MISC MOD)
BASE ATTACK bonus: _____

SAVING THROWS

| ABILITY | TOTAL | BASE SAVE | ABILITY MODIFIER | MAGIC MODIFIER | MISC. MODIFIER | TEMP. MODIFIER | conditional modifiers |
|------------------------------------|-------|-----------|------------------|----------------|----------------|----------------|-----------------------|
| REFLEX (dexterity) | | | | | | | |
| FORTITUDE (constitution) | | | | | | | |
| WILLPOWER (wisdom) | | | | | | | |

MELEE attack bonus: _____
RANGED attack bonus: _____

| ABILITY | TOTAL | BASE ATTACK BONUS | STR MODIFIER | SIZE MODIFIER | MISC MODIFIER | TEMP. MODIFIER | conditional modifiers |
|---------------|-------|-------------------|--------------|---------------|---------------|----------------|-----------------------|
| MELEE | | | | | | | |
| RANGED | | | | | | | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

| WEAPON | | | | TOTAL ATTACK BONUS | DAMAGE | CRITICAL |
|--------|--------|------|------|--------------------|--------|----------|
| RANGE | WEIGHT | SIZE | TYPE | SPECIAL PROPERTIES | | |
| | | | | | | |

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

| SHIELD/PROTECTIVE ITEM | | | | ARMOR BONUS | WEIGHT | SPELL FAILURE | CHECK PENALTY |
|------------------------|--|--|--|-------------|--------|---------------|---------------|
| SPECIAL PROPERTIES | | | | | | | |
| | | | | | | | |

AMMUNITION

| | | | | | | | |
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| | | | | | | | |
|--|--|--|--|--|--|--|--|

| CROSS-CLASS | SKILLS | | | | |
|-------------------------------------|--|-------------|----------------|------------------|---------------------------|
| | SKILL NAME | KEY ABILITY | SKILL MODIFIER | ABILITY MODIFIER | MAX RANKS / MISC MODIFIER |
| <input checked="" type="checkbox"/> | ALCHEMY | INT | | | |
| <input type="checkbox"/> | ANIMAL EMPATHY ■ | INT | | | |
| <input checked="" type="checkbox"/> | APPRAISE ■ | INT | | | |
| <input checked="" type="checkbox"/> | AUTOHYPNOSIS | WIS | | | |
| <input checked="" type="checkbox"/> | BALANCE ■ | DEX* | | | |
| <input type="checkbox"/> | BLUFF ■ | CHA | | | |
| <input checked="" type="checkbox"/> | CLIMB ■ | STR* | | | |
| <input type="checkbox"/> | CONCENTRATION ■ | CON | | | |
| <input checked="" type="checkbox"/> | CRAFT ■ (_____) | INT | | | |
| <input checked="" type="checkbox"/> | DECIPHER SCRIPT | INT | | | |
| <input type="checkbox"/> | DIPLOMACY ■ | CHA | | | |
| <input type="checkbox"/> | DISABLE DEVICE | INT | | | |
| <input checked="" type="checkbox"/> | DISGUISE ■ | CHA | | | |
| <input checked="" type="checkbox"/> | ESCAPE ARTIST ■ | DEX* | | | |
| <input type="checkbox"/> | FORGERY ■ | INT | | | |
| <input type="checkbox"/> | GATHER INFORMATION ■ | CHA | | | |
| <input checked="" type="checkbox"/> | HANDLE ANIMAL | CHA | | | |
| <input checked="" type="checkbox"/> | HEAL ■ | WIS | | | |
| <input checked="" type="checkbox"/> | HIDE ■ | DEX* | | | |
| <input checked="" type="checkbox"/> | INNUENDO | WIS | | | |
| <input checked="" type="checkbox"/> | INTIMIDATE ■ | CHA | | | |
| <input checked="" type="checkbox"/> | INTUIT DIRECTION | WIS | | | |
| <input checked="" type="checkbox"/> | JUMP ■ | STR* | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (ARCANA) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (ARCHITECTURE & ENGINEERING) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (GEOGRAPHY) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (HISTORY) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (LOCAL) | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE (NATURE) | INT | | | |
| <input type="checkbox"/> | KNOWLEDGE (PSIONICS) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (THE PLANES) | INT | | | |
| <input checked="" type="checkbox"/> | KNOWLEDGE (RELIGION) | INT | | | |
| <input checked="" type="checkbox"/> | LISTEN ■ | WIS | | | |
| <input checked="" type="checkbox"/> | MOVE SILENTLY ■ | DEX* | | | |
| <input checked="" type="checkbox"/> | OPEN LOCK | DEX | | | |
| <input checked="" type="checkbox"/> | PERFORM ■ (_____) | CHA | | | |
| <input type="checkbox"/> | PSICRAFT | INT | | | |
| <input checked="" type="checkbox"/> | PICK POCKET | DEX* | | | |
| <input checked="" type="checkbox"/> | PROFESSION (_____) | WIS | | | |
| <input checked="" type="checkbox"/> | READ LIPS | INT | | | |
| <input checked="" type="checkbox"/> | RIDE ■ | DEX | | | |
| <input type="checkbox"/> | REMOTE VIEW ■ | INT | | | |
| <input checked="" type="checkbox"/> | SEARCH ■ | INT | | | |
| <input type="checkbox"/> | SENSE MOTIVE ■ | WIS | | | |
| <input checked="" type="checkbox"/> | SPELLCRAFT | INT | | | |
| <input checked="" type="checkbox"/> | SPOT ■ | WIS | | | |
| <input checked="" type="checkbox"/> | STABILIZE SELF | CON | | | |
| <input checked="" type="checkbox"/> | SWIM ■ | STR** | | | |
| <input checked="" type="checkbox"/> | TUMBLE | DEX* | | | |
| <input checked="" type="checkbox"/> | USE MAGIC DEVICE | CHA | | | |
| <input checked="" type="checkbox"/> | USE PSIONIC DEVICE | CHA | | | |
| <input checked="" type="checkbox"/> | USE ROPE ■ | DEX | | | |
| <input checked="" type="checkbox"/> | WILDERNESS LORE ■ | WIS | | | |

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lb. of gear.

