



CHARACTER SHEET

CHARACTER NAME _____

PLAYER _____ CLASS AND LEVEL _____ RACE _____ TYPE AND SUBTYPE _____

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

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

TOTAL	CLASS BONUS	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
AC ARMOR CLASS								
TOTAL = 10 +	+	+	+	+	+	+	+	+

CONDITIONAL AC MODIFIERS

TOTAL	NONLETHAL DAMAGE
HP HIT POINTS	
WOUNDS/CURRENT HP	

TOUCH ARMOR CLASS		MAGIC/PSI RESISTANCE		ENERGY RESISTANCE	
FLAT-FOOTED ARMOR CLASS				DAMAGE REDUCTION	

TOTAL	DEX MODIFIER	MISC. MODIFIER
INITIATIVE MODIFIER		
TOTAL =	+	

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

BASE ATTACK BONUS	TOTAL	BASE	BONUS

TOTAL	BASE	BONUS
SPEED		
TOTAL =	+	

WEAPONS/ATTACKS

WEAPON / ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	DMG TYPE	NOTES
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WEAPON / ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	DMG TYPE	NOTES
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WEAPON / ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	DMG TYPE	NOTES
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WEAPON / ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
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RANGE	TYPE	DMG TYPE	NOTES
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ARMOUR/PROTECTION

ARMOUR/PROTECTIVE ITEM	AC	TYPE
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MAX DEX	ASF	ACP	SPEED	NOTES
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SHIELD/PROTECTIVE ITEM	AC	TYPE
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ASF	ACP	SPECIAL PROPERTIES	NOTES
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SHIELD/PROTECTIVE ITEM	AC	TYPE
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ASF	ACP	SPECIAL PROPERTIES	NOTES
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TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER	ACTION POINTS
GRAPPLE MODIFIER					
TOTAL =	+	+	+	+	

SKILLS

CLASS SKILL?	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
					RANKS	MISC MODIFIER
<input type="checkbox"/>	ACROBATICS ■	DEX*				
<input type="checkbox"/>	ARCANA	INT				
<input type="checkbox"/>	ARTISTRY ■	INT				
<input type="checkbox"/>	ATHLETICS ■	STR*				
<input type="checkbox"/>	BUSINESS	INT				
<input type="checkbox"/>	CHEMISTRY	INT				
<input type="checkbox"/>	CRAFT	INT				
<input type="checkbox"/>	CULTURE	INT				
<input type="checkbox"/>	DISCIPLINE ■	CON				
<input type="checkbox"/>	ENGINEERING	INT				
<input type="checkbox"/>	FOLKLORE ■	WIS				
<input type="checkbox"/>	INVESTIGATION ■	INT				
<input type="checkbox"/>	LEGERDEMAIN ■	DEX*				
<input type="checkbox"/>	LINGUISTICS	INT				
<input type="checkbox"/>	MEDICINE	INT				
<input type="checkbox"/>	NEGOTIATION ■	CHA				
<input type="checkbox"/>	PERCEPTION ■	WIS				
<input type="checkbox"/>	PERFORM ■	CHA				
<input type="checkbox"/>	STEALTH ■	DEX*				
<input type="checkbox"/>	SUBTERFUGE ■	CHA				
<input type="checkbox"/>	SURVIVAL ■	INT				
<input type="checkbox"/>	TACTICS	INT				
<input type="checkbox"/>	_____	_____				
<input type="checkbox"/>	_____	_____				

■ Denotes a skill that can be used untrained.
*Armor check penalty, if any, applies.

SHIELD/PROTECTIVE ITEM	AC	TYPE
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ASF	ACP	SPECIAL PROPERTIES	NOTES
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CHARACTER ILLUSTRATION

RACIAL TRAITS	

LANGUAGES	

NOTES	

EXPERIENCE		
EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

CLASS FEATURES	
CLASS FEATURE	PAGE REF.
NOTES	
CLASS FEATURE	PAGE REF.
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CLASS FEATURE	PAGE REF.
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PROFICIENCIES	



CHAKRAS AND BODY SLOTS

ITEM / SOULMELD [] HELD R

ITEM / SOULMELD [] HANDS

ITEM / SOULMELD [] RING R

ITEM / SOULMELD [] CROWN

ITEM / SOULMELD [] ARMS []

ITEM / SOULMELD [] THROAT

ITEM / SOULMELD [] BROW []

ITEM / SOULMELD [] SHOULDERS

ITEM / SOULMELD [] HEART []

ITEM / SOULMELD [] HELD L

ITEM / SOULMELD [] RING L

ITEM / SOULMELD [] WAIST []

ITEM / SOULMELD [] FEET

ITEM / SOULMELD [] OTHER []

ITEM / SOULMELD [] SOUL []

ITEM / SOULMELD [] TOTEM []

POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT
TOTAL WEIGHT CARRIED			

FEATS AND SPECIAL ABILITIES

FEAT OR SPECIAL ABILITY	PAGE REF.
NOTES	
FEAT OR SPECIAL ABILITY	PAGE REF.
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FEAT OR SPECIAL ABILITY	PAGE REF.
NOTES	

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



FEATS AND SPECIAL ABILITIES

FEAT OR SPECIAL ABILITY	PAGE REF.
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FEAT OR SPECIAL ABILITY	PAGE REF.
NOTES	

MARTIAL POWERS

KNOWN	READIED	STANCES	MAX LVL	TOTAL	BONUS	OTHER
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	DC	=	10
				SAVE DC MOD		+

MANOEUVRE OR STANCE	TYPE	LVL	PAGE REF.
EFFECT			
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EFFECT			
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EFFECT			
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EFFECT			

