



# 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
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

TOTAL	CLASS BONUS	ARMOR BONUS	SHIELD BONUS	DEX MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISC. MODIFIER
<b>AC</b> ARMOR CLASS								

**CONDITIONAL AC MODIFIERS**

TOTAL	NONLETHAL DAMAGE
<b>HP</b> HIT POINTS	
WOUNDS/CURRENT HP	

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

TOTAL	DEX MODIFIER	MISC. MODIFIER
<b>INITIATIVE</b> MODIFIER		

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	TOTAL	BASE	BONUS
<b>SPEED</b>			

## 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
<b>GRAPPLE</b> MODIFIER					

## 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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CLASS FEATURE	PAGE REF.
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PROFICIENCIES	



## CHAKRAS AND BODY SLOTS

ITEM / SOULMELD

**HELD R**

ITEM / SOULMELD

**RING R**

ITEM / SOULMELD

**ARMS**

ITEM / SOULMELD

**BROW**

ITEM / SOULMELD

**HEART**

ITEM / SOULMELD

**WAIST**

ITEM / SOULMELD

**OTHER**

ITEM / SOULMELD

**HANDS**

ITEM / SOULMELD

**CROWN**

ITEM / SOULMELD

**THROAT**

ITEM / SOULMELD

**SHOULDERS**

ITEM / SOULMELD

**HELD L**

ITEM / SOULMELD

**RING L**

ITEM / SOULMELD

**FEET**

ITEM / SOULMELD

**SOUL**

ITEM / SOULMELD

**TOTEM**

### POSSESSIONS

ITEM	LOCATION	PAGE REF.	WEIGHT

**TOTAL WEIGHT CARRIED**

### CARRYING CAPACITY

LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD	LIFT OVER HEAD <small>EQUALS MAX LOAD</small>	LIFT OFF GROUND <small>2 X MAX LOAD</small>	PUSH OR DRAG <small>5 X MAX LOAD</small>
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

### FEATS AND SPECIAL ABILITIES

<b>FEAT OR SPECIAL ABILITY</b>	<b>PAGE REF.</b>
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# FEATS AND SPECIAL ABILITIES

FEAT OR SPECIAL ABILITY

PAGE REF.

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NOTES

# PSIONICS

TOTAL		BASE	BONUS	OTHER	TEMPORARY PP	POWERS		
<b>PP</b> POWER POINTS	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>	+	<input type="text"/>	<input type="text"/>
TOTAL		BONUS	OTHER	PP USED	MAX LVL			
<b>DC</b> SAVE DC MOD	<input type="text"/>	=	10	+	<input type="text"/>	+	<input type="text"/>	<input type="text"/>

POWER OR MANTLE

LVL

PAGE REF.

EFFECTS

BASE

AUGMENT

POWER OR MANTLE

LVL

PAGE REF.

EFFECTS

BASE

AUGMENT

POWER OR MANTLE

LVL

PAGE REF.

EFFECTS

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EFFECTS

BASE

AUGMENT

POWER OR MANTLE

LVL

PAGE REF.