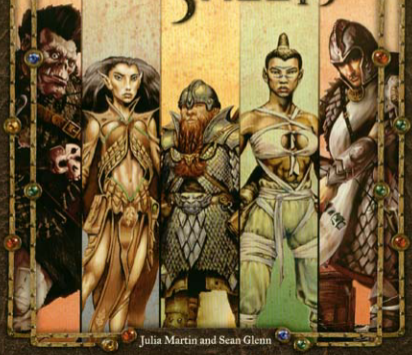




CHARACTER SHEETS



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="checkbox"/>	0	<input type="checkbox"/>	0
<input type="checkbox"/>	1ST	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	2ND	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	3RD	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	4TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	5TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	6TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	7TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	8TH	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	9TH	<input type="checkbox"/>	<input type="checkbox"/>

SPELLS

LANGUAGES

SPECIAL ABILITIES/FEATS

NOTES

CHARACTER NAME _____

PLAYER _____



CLASS _____

RACE _____

ALIGNMENT _____

LEVEL _____

DEITY _____

SIZE _____

AGE _____

GENDER _____

HEIGHT _____

WEIGHT _____

EYES _____

HAIR _____

SKIN _____

CHARACTER RECORD SHEETS

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	TOTAL	DEX MODIFIER	MISC MODIFIER			

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

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 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 _____ = _____ + _____ + _____

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 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	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] + [MISC MODIFIER]				[MISS CHANCE] [ARCANE SPELL FAILURE] [ARMOR CHECK PENALTY] [SPELL RESISTANCE]

INITIATIVE modifier = [DEX MOD] + [MISC MOD]
TOTAL

BASE ATTACK bonus

SAVING THROWS

TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	conditional modifiers
REFLEX <small>(dexterity)</small>						
FORTITUDE <small>(constitution)</small>						
WILLPOWER <small>(wisdom)</small>						

TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP. MODIFIER	conditional modifiers
MELEE attack bonus						
RANGED 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		

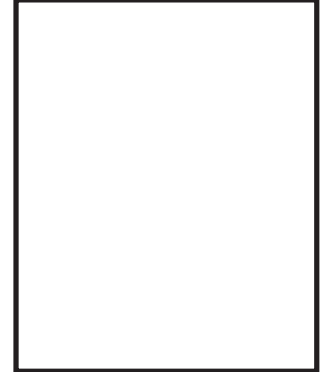
ARMOR/PROTECTIVE ITEM			TYPE	ARMOR BONUS	CHECK PENALTY
MAX DEX	SPELL FAILURE	SPEED	WEIGHT	SPECIAL PROPERTIES	

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

AMMUNITION

<div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>	<div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>	<div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> <div style="border: 1px solid black; width: 20px; height: 20px;"></div> </div>
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SKILLS	MAX RANKS
CROSS-CLASS	/
SKILL NAME	KEY ABILITY
SKILL MODIFIER	ABILITY MODIFIER
RANKS	MISC MODIFIER
[] _____	_____ = _____ + _____ + _____
[] _____	_____ = _____ + _____ + _____
[] _____	_____ = _____ + _____ + _____
[] _____	_____ = _____ + _____ + _____
[] _____	_____ = _____ + _____ + _____
[] _____	_____ = _____ + _____ + _____
[] _____	_____ = _____ + _____ + _____
[] _____	_____ = _____ + _____ + _____
[] _____	_____ = _____ + _____ + _____
[] _____	_____ = _____ + _____ + _____
[] _____	_____ = _____ + _____ + _____
[] _____	_____ = _____ + _____ + _____
[] _____	_____ = _____ + _____ + _____
[] _____	_____ = _____ + _____ + _____
[] _____	_____ = _____ + _____ + _____
[] _____	_____ = _____ + _____ + _____
[] _____	_____ = _____ + _____ + _____



character illustration

LIFT OVER HEAD
EQUALS
MAX LOAD

LIFT OFF GROUND
2 x MAX LOAD

PUSH OR DRAG
5 x MAX LOAD

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

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: _____

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

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

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			_____ = _____ + _____ + _____
<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

PSIONICS

POWER SAVE 1d20+ KEY ABILITY MODIFIER

POWER POINTS

FREE MANIFESTATIONS 0-LEVEL

GEAR	
ITEM	ITEM

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

<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 x MAX LOAD	PUSH OR DRAG 5 x MAX LOAD

ATTACK MODES

POWERS

DEFENSE MODES

NUMBER OF POWERS KNOWN

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

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

SPECIAL ABILITIES/FEATS

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 style="width: 25px; height: 15px;" type="text"/>	0	<input style="width: 25px; height: 15px;" type="text"/>	0
<input style="width: 25px; height: 15px;" type="text"/>	1ST	<input style="width: 25px; height: 15px;" type="text"/>	<input style="width: 25px; height: 15px;" type="text"/>
<input style="width: 25px; height: 15px;" type="text"/>	2ND	<input style="width: 25px; height: 15px;" type="text"/>	<input style="width: 25px; height: 15px;" type="text"/>
<input style="width: 25px; height: 15px;" type="text"/>	3RD	<input style="width: 25px; height: 15px;" type="text"/>	<input style="width: 25px; height: 15px;" type="text"/>
<input style="width: 25px; height: 15px;" type="text"/>	4TH	<input style="width: 25px; height: 15px;" type="text"/>	<input style="width: 25px; height: 15px;" type="text"/>
<input style="width: 25px; height: 15px;" type="text"/>	5TH	<input style="width: 25px; height: 15px;" type="text"/>	<input style="width: 25px; height: 15px;" type="text"/>
<input style="width: 25px; height: 15px;" type="text"/>	6TH	<input style="width: 25px; height: 15px;" type="text"/>	<input style="width: 25px; height: 15px;" type="text"/>
<input style="width: 25px; height: 15px;" type="text"/>	7TH	<input style="width: 25px; height: 15px;" type="text"/>	<input style="width: 25px; height: 15px;" type="text"/>
<input style="width: 25px; height: 15px;" type="text"/>	8TH	<input style="width: 25px; height: 15px;" type="text"/>	<input style="width: 25px; height: 15px;" type="text"/>
<input style="width: 25px; height: 15px;" type="text"/>	9TH	<input style="width: 25px; height: 15px;" type="text"/>	<input style="width: 25px; height: 15px;" type="text"/>

SPELLS

MONEY	LANGUAGES
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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)						

TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP. MODIFIER	conditional modifiers
MELEE attack bonus						
RANGED 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							

AMMUNITION

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CROSS-CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
					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 + _____
 _____ = _____ + _____
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 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							

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 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.

campaign _____

experience points _____

PSIONICS

POWER SAVE 1d20+ KEY ABILITY MODIFIER

POWER POINTS

FREE MANIFESTATIONS 0-LEVEL

GEAR	
ITEM	ITEM

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

<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

ATTACK MODES POWERS

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

DEFENSE MODES

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

SPECIAL ABILITIES/FEATS

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 _____

MONEY LANGUAGES

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	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"/>	_____

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

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/RANGED	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	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	$\text{TOTAL} = 10 + \text{ARMOR BONUS} + \text{SHIELD BONUS} + \text{DEX MODIFIER} + \text{SIZE MODIFIER} + \text{NATURAL ARMOR} + \text{MISC MODIFIER}$				
					INITIATIVE modifier	$\text{TOTAL} = \text{DEX MOD} + \text{MISC MOD}$				
					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	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP. MODIFIER	conditional modifiers
RANGED attack bonus	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 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			
<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

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

SPECIAL ABILITIES/FEATS	

MONEY	LANGUAGES

PSIONICS

POWER SAVE 1d20+ <input style="width: 50px;" type="text"/>	POWER POINTS <div style="border: 1px solid black; height: 20px; width: 100%;"></div>
KEY ABILITY MODIFIER	
FREE MANIFESTATIONS <input style="width: 50px;" type="text"/>	
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 (BARD & SORCERERS ONLY)

0 _____ 1st _____ 2nd _____ 3rd _____ 4th _____
 5th _____ 6th _____ 7th _____ 8th _____ 9th _____

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
<input style="width: 20px;" type="text"/>	0	<input style="width: 20px;" type="text"/>	0
<input style="width: 20px;" type="text"/>	1ST	<input style="width: 20px;" type="text"/>	<input style="width: 20px;" type="text"/>
<input style="width: 20px;" type="text"/>	2ND	<input style="width: 20px;" type="text"/>	<input style="width: 20px;" type="text"/>
<input style="width: 20px;" type="text"/>	3RD	<input style="width: 20px;" type="text"/>	<input style="width: 20px;" type="text"/>
<input style="width: 20px;" type="text"/>	4TH	<input style="width: 20px;" type="text"/>	<input style="width: 20px;" type="text"/>
<input style="width: 20px;" type="text"/>	5TH	<input style="width: 20px;" type="text"/>	<input style="width: 20px;" type="text"/>
<input style="width: 20px;" type="text"/>	6TH	<input style="width: 20px;" type="text"/>	<input style="width: 20px;" type="text"/>
<input style="width: 20px;" type="text"/>	7TH	<input style="width: 20px;" type="text"/>	<input style="width: 20px;" type="text"/>
<input style="width: 20px;" type="text"/>	8TH	<input style="width: 20px;" type="text"/>	<input style="width: 20px;" type="text"/>
<input style="width: 20px;" type="text"/>	9TH	<input style="width: 20px;" type="text"/>	<input style="width: 20px;" type="text"/>

SPELLS

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
STR strength				
DEX dexterity				
CON constitution				
INT intelligence				
WIS wisdom				
CHA charisma				

HP hit points: _____

AC armor class: _____ = 10 + _____

INITIATIVE modifier: _____ = _____ + _____

BASE ATTACK bonus: _____

WOUNDS/CURRENT HP: _____

SUBDUAL DAMAGE: _____

DAMAGE REDUCTION: _____

HIT DIE TYPE: **d4**

SPEED: _____

MISS CHANCE: _____

ARCANE SPELL FAILURE: _____

ARMOR CHECK PENALTY: _____

SPELL RESISTANCE: _____

SAVING THROWS

REFLEX (dexterity): _____ = _____ + _____ + _____ + _____ + _____

FORTITUDE (constitution): _____ = _____ + _____ + _____ + _____ + _____

WILLPOWER (wisdom): _____ = _____ + _____ + _____ + _____ + _____

conditional modifiers: _____

MELEE attack bonus: _____ = _____ + _____ + _____ + _____ + _____

RANGED attack bonus: _____ = _____ + _____ + _____ + _____ + _____

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

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

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 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 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.

campaign _____

experience points _____

GEAR	
ITEM	ITEM

LIGHT LOAD

LIFT OVER HEAD
EQUALS MAX LOAD

MEDIUM LOAD

LIFT OFF GROUND
2 x MAX LOAD

HEAVY LOAD

PUSH OR DRAG
5 x MAX LOAD

SPECIAL ABILITIES/FEATS	

MONEY	LANGUAGES

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 style="width: 20px; height: 20px;" type="text"/>	0	<input style="width: 20px; height: 20px;" type="text"/>	0
<input style="width: 20px; height: 20px;" type="text"/>	1ST	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
<input style="width: 20px; height: 20px;" type="text"/>	2ND	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
<input style="width: 20px; height: 20px;" type="text"/>	3RD	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
<input style="width: 20px; height: 20px;" type="text"/>	4TH	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
<input style="width: 20px; height: 20px;" type="text"/>	5TH	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
<input style="width: 20px; height: 20px;" type="text"/>	6TH	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
<input style="width: 20px; height: 20px;" type="text"/>	7TH	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
<input style="width: 20px; height: 20px;" type="text"/>	8TH	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" type="text"/>
<input style="width: 20px; height: 20px;" type="text"/>	9TH	<input style="width: 20px; height: 20px;" type="text"/>	<input style="width: 20px; height: 20px;" 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

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

MELEE attack bonus	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP. MODIFIER	conditional modifiers
RANGED attack bonus	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 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			
<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

LIGHT LOAD

MEDIUM LOAD

HEAVY LOAD

LIFT OVER HEAD
EQUALS MAX LOAD

LIFT OFF GROUND
2 × MAX LOAD

PUSH OR DRAG
5 × MAX LOAD

MONEY	LANGUAGES

PSIONICS

POWER SAVE 1d20+ <input style="width: 60px; height: 20px;" type="text"/>	POWER POINTS <input style="width: 100%; height: 40px;" type="text"/>
---	---

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
---------------------	---------------

<p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>	<p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p>
--	--

DEFENSE MODES

NUMBER OF POWERS KNOWN

0 _____ 1st _____ 2nd _____ 3rd _____ 4th _____
 5th _____ 6th _____ 7th _____ 8th _____ 9th _____

SPELLS

SPELL SAVE <input style="width: 40px; height: 20px;" type="text"/> <small>DC MOD</small>	<small>NUMBER OF SPELLS KNOWN (BARD & SORCERERS ONLY)</small>
---	---

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	SPELLS
<input style="width: 30px; height: 20px;" type="text"/>	0	<input style="width: 30px; height: 20px;" type="text"/>	0	_____
<input style="width: 30px; height: 20px;" type="text"/>	1ST	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	_____
<input style="width: 30px; height: 20px;" type="text"/>	2ND	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	_____
<input style="width: 30px; height: 20px;" type="text"/>	3RD	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	_____
<input style="width: 30px; height: 20px;" type="text"/>	4TH	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	_____
<input style="width: 30px; height: 20px;" type="text"/>	5TH	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	_____
<input style="width: 30px; height: 20px;" type="text"/>	6TH	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	_____
<input style="width: 30px; height: 20px;" type="text"/>	7TH	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	_____
<input style="width: 30px; height: 20px;" type="text"/>	8TH	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	_____
<input style="width: 30px; height: 20px;" type="text"/>	9TH	<input style="width: 30px; height: 20px;" type="text"/>	<input style="width: 30px; height: 20px;" type="text"/>	_____

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