

character name Psychic Warrior 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	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.

campaign

experience points

GEAR	
ITEM	ITEM

<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	

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 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: 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	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 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

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	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.

campaign _____

experience points _____

GEAR		
ITEM	ITEM	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 × MAX LOAD	PUSH OR DRAG 5 × 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	SPELLS
<input style="width: 20px; height: 15px;" type="text"/>	0	<input style="width: 20px; height: 15px;" type="text"/>	0	_____
<input style="width: 20px; height: 15px;" type="text"/>	1ST	<input style="width: 20px; height: 15px;" type="text"/>	<input style="width: 20px; height: 15px;" type="text"/>	_____
<input style="width: 20px; height: 15px;" type="text"/>	2ND	<input style="width: 20px; height: 15px;" type="text"/>	<input style="width: 20px; height: 15px;" type="text"/>	_____
<input style="width: 20px; height: 15px;" type="text"/>	3RD	<input style="width: 20px; height: 15px;" type="text"/>	<input style="width: 20px; height: 15px;" type="text"/>	_____
<input style="width: 20px; height: 15px;" type="text"/>	4TH	<input style="width: 20px; height: 15px;" type="text"/>	<input style="width: 20px; height: 15px;" type="text"/>	_____
<input style="width: 20px; height: 15px;" type="text"/>	5TH	<input style="width: 20px; height: 15px;" type="text"/>	<input style="width: 20px; height: 15px;" type="text"/>	_____
<input style="width: 20px; height: 15px;" type="text"/>	6TH	<input style="width: 20px; height: 15px;" type="text"/>	<input style="width: 20px; height: 15px;" type="text"/>	_____
<input style="width: 20px; height: 15px;" type="text"/>	7TH	<input style="width: 20px; height: 15px;" type="text"/>	<input style="width: 20px; height: 15px;" type="text"/>	_____
<input style="width: 20px; height: 15px;" type="text"/>	8TH	<input style="width: 20px; height: 15px;" type="text"/>	<input style="width: 20px; height: 15px;" type="text"/>	_____
<input style="width: 20px; height: 15px;" type="text"/>	9TH	<input style="width: 20px; height: 15px;" type="text"/>	<input style="width: 20px; height: 15px;" type="text"/>	_____

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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

REFLEX (dexterity): TOTAL = _____ (BASE SAVE) + _____ (ABILITY MODIFIER) + _____ (MAGIC MODIFIER) + _____ (MISC. MODIFIER) + _____ (TEMP. MODIFIER) + _____ (conditional modifiers)

FORTITUDE (constitution): TOTAL = _____ (BASE SAVE) + _____ (ABILITY MODIFIER) + _____ (MAGIC MODIFIER) + _____ (MISC. MODIFIER) + _____ (TEMP. MODIFIER) + _____ (conditional modifiers)

WILLPOWER (wisdom): TOTAL = _____ (BASE SAVE) + _____ (ABILITY MODIFIER) + _____ (MAGIC MODIFIER) + _____ (MISC. MODIFIER) + _____ (TEMP. MODIFIER) + _____ (conditional modifiers)

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	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	_____	_____	_____	_____
<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

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

GEAR	
ITEM	ITEM

	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 <small>EQUALS MAX LOAD</small>	LIFT OFF GROUND <small>2 x MAX LOAD</small>	PUSH OR DRAG <small>5 x MAX LOAD</small>

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: 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"/>

SPELLS

MONEY LANGUAGES

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: _____

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 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

<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	

MONEY	LANGUAGES

PSIONICS

POWER SAVE 1d20+ KEY ABILITY MODIFIER

FREE MANIFESTATIONS 0-LEVEL

POWER POINTS

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

DEFENSE MODES

POWERS

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	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: 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				

TOTAL 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 _____

ARMOR BONUS _____

SHIELD BONUS _____

DEX MODIFIER _____

SIZE MODIFIER _____

NATURAL ARMOR _____

MISC MODIFIER _____

DEX MOD _____

MISC MOD _____

SAVING THROWS

REFLEX (dexterity) _____

FORTITUDE (constitution) _____

WILLPOWER (wisdom) _____

TOTAL _____ = _____ + _____ + _____ + _____ + _____ + _____

BASE SAVE _____

ABILITY MODIFIER _____

MAGIC MODIFIER _____

MISC. MODIFIER _____

TEMP. MODIFIER _____

conditional modifiers _____

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

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

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.

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: _____
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 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.

campaign _____

experience points _____

GEAR	
ITEM	ITEM

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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+

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
