



**EXPERIENCE  
POINTS**



**POSSESSIONS ON PERSON**

ITEM	LOCATION	WEIGHT

**POSSESSIONS NOT ON PERSON**

ITEM	LOCATION	WEIGHT

**MAGIC ITEMS WORN**

HEAD (HEADBAND, HAT, HELMET, OR PHYLACTERY)  
 EYES (EYE LENSES OR GOGGLES)  
 NECK (AMULET, BROOCH, MEDALLION, PERIAPT, OR SCARAB)  
 SHOULDERS (CLOAK, CAPE, OR MANTLE)

HANDS (GLOVES OR GAUNTLETS)  
 ARMS/WRISTS (BRACERS OR BRACELETS)  
 BODY (ROBE OR SUIT OF ARMOR)  
 TORSO (VEST, VESTMENT, OR SHIRT)

RING #1  
 RING #2

WAIST (BELT OR GIRDLE)  
 FEET (BOOTS, SHOES, OR SLIPPERS)

**CARRYING  
CAPACITY**

LIGHT LOAD: \_\_\_\_\_  
 MEDIUM LOAD: \_\_\_\_\_  
 HEAVY LOAD: \_\_\_\_\_

**MONEY**

**MAGIC**

**DOMAINS (CLERIC ONLY)**

DOMAIN NAME \_\_\_\_\_ GRANTED POWER \_\_\_\_\_

DOMAIN NAME \_\_\_\_\_ GRANTED POWER \_\_\_\_\_

**SPECIALTY SCHOOL (WIZARD ONLY)**

SPECIALTY SCHOOL (2 BONUS ON SPELLCRAFT CHECKS TO LEARN SPELLS FROM THIS CHOSEN SCHOOL) \_\_\_\_\_ PROHIBITED SCHOOL \_\_\_\_\_ PROHIBITED SCHOOL \_\_\_\_\_

ARCANE SPELL FAILURE \_\_\_\_\_ %

**TURN/REBUKE UNDEAD**

TIMES PER DAY \_\_\_\_\_ TURNING CHECK \_\_\_\_\_ TURNING DAMAGE \_\_\_\_\_

3 + CHA MODIFIER (4+ WITH EXTRA TURNING FEAT)      1d20 + CHA MODIFIER      2d6 + CLERIC LEVEL + CHA MODIFIER

**SPELLS**

SPELL SAVE \_\_\_\_\_ DC MOD \_\_\_\_\_

CONDITIONAL MODIFIERS

SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	Bonus SPELLS	SPELLS KNOWN	SPELL SAVE DC	LEVEL	SPELLS/DAY	Bonus SPELLS
<input type="checkbox"/>	<input type="checkbox"/>	0	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	5 <sup>th</sup>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	1 <sup>st</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	6 <sup>th</sup>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	2 <sup>nd</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	7 <sup>th</sup>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	3 <sup>rd</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	8 <sup>th</sup>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	4 <sup>th</sup>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	9 <sup>th</sup>	<input type="checkbox"/>	<input type="checkbox"/>

**PSIONICS**

PSIONIC POWERS \_\_\_\_\_ POWERS KNOWN \_\_\_\_\_ MAXIMUM POWER LEVEL KNOWN \_\_\_\_\_

PRIMARY DISCIPLINE \_\_\_\_\_

POWER POINTS PER DAY \_\_\_\_\_

**RAGE**

RAGES/DAY \_\_\_\_\_ DURATION \_\_\_\_\_ STR/CON BONUS \_\_\_\_\_ WILL SAVE BONUS \_\_\_\_\_ AC PENALTY \_\_\_\_\_ RAGES USED

ROUNDS ELAPSED \_\_\_\_\_

**ANIMAL COMPANION, FAMILIAR, OR PSICRYSTAL**

NAME \_\_\_\_\_ CREATURE TYPE \_\_\_\_\_

STR	DEX	CON	INT	WIS	CHA	INITIATIVE _____	HIT POINTS _____
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SPEED _____	

AC \_\_\_\_\_ = 10 + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ TOUCH AC \_\_\_\_\_ FLAT-FOOTED AC \_\_\_\_\_

TOTAL      DEX MODIFIER      SIZE MODIFIER      NATURAL ARMOR      MISC. MODIFIERS

**SAVING THROWS**

FORTITUDE (CON)

REFLEX (DEX)

WILL (WIS)

**ATTACKS**

WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
WEAPON	ATTACK BONUS	DAMAGE	CRITICAL
WEAPON	ATTACK BONUS	DAMAGE	CRITICAL

GRAPPLE MODIFIER \_\_\_\_\_

PERSONALITY \_\_\_\_\_

**SKILLS**      **FEATS**

+ \_\_\_\_\_

+ \_\_\_\_\_

+ \_\_\_\_\_

+ \_\_\_\_\_

+ \_\_\_\_\_

+ \_\_\_\_\_

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+ \_\_\_\_\_

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**SPECIAL ABILITIES**

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**TRICKS**

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## SKILLS

CST	SKILL NAME	KEY ABILITY	SKILL MODIFIER	RANKS	ABILITY MODIFIER	MISC. MODIFIER
<input type="checkbox"/>	APPRAISE ♦	INT		=	+	+
<input type="checkbox"/>	AUTOHYPNOSIS	WIS		=	+	+
<input type="checkbox"/>	BALANCE* ♦	DEX		=	+	+
<input type="checkbox"/>	BLUFF ♦	CHA		=	+	+
<input type="checkbox"/>	CLIMB* ♦	STR		=	+	+
<input type="checkbox"/>	CONCENTRATION ♦	CON		=	+	+
<input type="checkbox"/>	CRAFT ( _____ ) ♦	INT		=	+	+
<input type="checkbox"/>	CRAFT ( _____ ) ♦	INT		=	+	+
<input type="checkbox"/>	CRAFT ( _____ ) ♦	INT		=	+	+
<input type="checkbox"/>	DECIPHER SCRIPT	INT		=	+	+
<input type="checkbox"/>	DIPLOMACY ♦	CHA		=	+	+
<input type="checkbox"/>	DISABLE DEVICE	INT		=	+	+
<input type="checkbox"/>	DISGUISE ♦	CHA		=	+	+
<input type="checkbox"/>	ESCAPE ARTIST* ♦	DEX		=	+	+
<input type="checkbox"/>	FORGERY ♦	INT		=	+	+
<input type="checkbox"/>	GATHER INFORMATION ♦	CHA		=	+	+
<input type="checkbox"/>	HANDLE ANIMAL	CHA		=	+	+
<input type="checkbox"/>	HEAL ♦	WIS		=	+	+
<input type="checkbox"/>	HIDE* ♦	DEX		=	+	+
<input type="checkbox"/>	INTIMIDATE ♦	CHA		=	+	+
<input type="checkbox"/>	JUMP* ♦	STR		=	+	+
<input type="checkbox"/>	KNOWLEDGE (ARCANA)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (ARCH/ENG)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (DUNGEONEERING)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (GEOGRAPHY)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (HISTORY)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (LOCAL)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (NATURE)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (NOBILITY/ROYALTY)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (THE PLANES)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (PSIONICS)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE (RELIGION)	INT		=	+	+
<input type="checkbox"/>	KNOWLEDGE ( _____ )	INT		=	+	+
<input type="checkbox"/>	LISTEN ♦	WIS		=	+	+
<input type="checkbox"/>	MOVE SILENTLY* ♦	DEX		=	+	+
<input type="checkbox"/>	OPEN LOCK	DEX		=	+	+
<input type="checkbox"/>	PERFORM (ACT) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (COMEDY) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (DANCE) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (KEYBOARD) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (ORATORY) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (PERCUSSION) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (STRING INSTRUMENT) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (WIND INSTRUMENT) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM (SING) ♦	CHA		=	+	+
<input type="checkbox"/>	PERFORM ( _____ ) ♦	CHA		=	+	+
<input type="checkbox"/>	PROFESSION ( _____ )	WIS		=	+	+
<input type="checkbox"/>	PROFESSION ( _____ )	WIS		=	+	+
<input type="checkbox"/>	PSICRAFT	INT		=	+	+
<input type="checkbox"/>	RIDE ♦	DEX		=	+	+
<input type="checkbox"/>	SEARCH ♦	INT		=	+	+
<input type="checkbox"/>	SENSE MOTIVE ♦	WIS		=	+	+
<input type="checkbox"/>	SLEIGHT OF HAND* ♦	DEX		=	+	+
<input type="checkbox"/>	SPELLCRAFT	INT		=	+	+
<input type="checkbox"/>	SPOT ♦	WIS		=	+	+
<input type="checkbox"/>	SURVIVAL ♦	WIS		=	+	+
<input type="checkbox"/>	SWIM* ♦	STR		=	+	+
<input type="checkbox"/>	TUMBLE* ♦	DEX		=	+	+
<input type="checkbox"/>	USE MAGIC DEVICE	CHA		=	+	+
<input type="checkbox"/>	USE PSIONIC DEVICE	CHA		=	+	+
<input type="checkbox"/>	USE ROPE ♦	DEX		=	+	+

Skills in italics are psionics-related.  
 Mark this box with an X if the skill is a class skill for the character.  
 ♦ Denotes a skill that can be used untrained.  
 \* Armor check penalty, if any, applies. (Double penalty for Swim.)

## RACIAL TRAITS/CLASS FEATURES

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## FEATS

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## LANGUAGES

Initial languages = Common + automatic languages + Int bonus

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## SKILL SYNERGIES

5+ RANKS IN ...	GIVES A +2 BONUS ON ...
Autohypnosis	Knowledge (psionics) checks
Bluff	Diplomacy, Intimidate, and Sleight of Hand checks; Disguise checks to act in character
Concentration	Autohypnosis checks
Craft	Related Appraise checks
Decipher Script	Use Magic Device checks involving scrolls
Escape Artist	Use Rope checks involving bindings
Handle Animal	Ride checks and wild empathy checks
Jump	Tumble checks
Knowledge (arcane)	Spellcraft checks
Knowledge (arch/eng)	Search checks involving secret doors and similar compartments
Knowledge (dungeon)	Survival checks when underground
Knowledge (geography)	Survival checks to avoid getting lost and avoid hazards
Knowledge (history)	Bardic knowledge checks (class feature)
Knowledge (local)	Gather Information checks
Knowledge (nature)	Survival checks in aboveground natural environments
Knowledge (nbl/royal)	Diplomacy checks
Knowledge (the planes)	Survival checks when on other planes
Knowledge (psionics)	Psicraft checks
Knowledge (religion)	Checks to turn or rebuke undead
Psicraft	Use Psionic Device checks involving power stones
Search	Survival checks when following tracks
Sense Motive	Diplomacy checks
Spellcraft	Use Magic Device checks involving scrolls
Survival	Knowledge (nature) checks
Tumble	Balance and Jump checks
Use Magic Device	Spellcraft checks to decipher scrolls
Use Psionic Device	Psicraft checks to address power stones
Use Rope	Climb and Escape Artist checks involving ropes