

EXPERIENCE		
EXPERIENCE		
NEEDED FOR NEXT LEVEL	LEVEL ADJUSTMENT	ECL

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

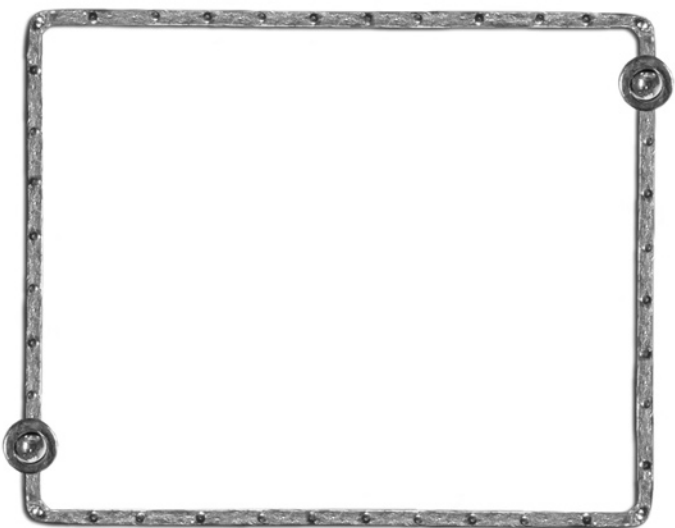
SHIELD/PROTECTIVE ITEM	AC BONUS	WEIGHT	CHECK PENALTY
SPECIAL PROPERTIES			

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	WEIGHT	SPECIAL PROPERTIES

RACIAL TRAITS	



CLASS FEATURES	
CLASS FEATURE	PAGE REF.
NOTES	
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DUNGEONS & DRAGONS KINETICIST

CHARACTER RECORD SHEET

CHARACTER NAME _____
 PLAYER _____ CLASS AND LEVEL _____ RACE _____
 ALIGNMENT _____ DEITY _____ SIZE _____ AGE _____ GENDER _____ HEIGHT _____ WEIGHT _____ CAMPAIGN _____

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

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

BASE ATTACK BONUS		SPELL RESISTANCE	
GRAPPLE MODIFIER		SPEED	

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			

ATTACK	ATTACK BONUS	DAMAGE	CRITICAL
RANGE TYPE NOTES			
AMMUNITION			

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

HP HIT POINTS	TOTAL	NONLETHAL DAMAGE
WOUNDS/CURRENT HP		

SKILLS					
CLASS SKILLS*	SKILL NAME	KEY ABILITY	SKILL MODIFIER	MAX RANKS (CLASS/CROSS-CLASS)	
				RANKS	MISC MODIFIER
<input type="checkbox"/>	APPRAISE ■	INT		+	+
<input checked="" type="checkbox"/>	AUTOHYPNOSIS	WIS		+	+
<input type="checkbox"/>	BALANCE ■	DEX*		+	+
<input type="checkbox"/>	BLUFF ■	CHA		+	+
<input type="checkbox"/>	CLIMB ■	STR*		+	+
<input checked="" type="checkbox"/>	CONCENTRATION ■	CON		+	+
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT		+	+
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT		+	+
<input checked="" type="checkbox"/>	CRAFT ■ ()	INT		+	+
<input type="checkbox"/>	DECIPHER SCRIPT	INT		+	+
<input type="checkbox"/>	DIPLOMACY ■	CHA		+	+
<input checked="" 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 checked="" type="checkbox"/>	INTIMIDATE ■	CHA		+	+
<input type="checkbox"/>	JUMP ■	STR*		+	+
<input checked="" type="checkbox"/>	KNOWLEDGE (PSIONICS) ■	INT		+	+
<input checked="" type="checkbox"/>	KNOWLEDGE ()	INT		+	+
<input checked="" type="checkbox"/>	KNOWLEDGE ()	INT		+	+
<input checked="" type="checkbox"/>	KNOWLEDGE ()	INT		+	+
<input checked="" 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 ()	CHA		+	+
<input type="checkbox"/>	PERFORM ()	CHA		+	+
<input checked="" type="checkbox"/>	PROFESSION ()	WIS		+	+
<input checked="" type="checkbox"/>	PROFESSION ()	WIS		+	+
<input checked="" 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		+	+

*Denotes a skill that can be used untrained. □ Mark this box with an X if the skill is a class skill for the character.
 *Armor check penalty, if any, applies. (Double penalty for Swim.)

