

Suitable for characters of any race or class (including multiclass characters)



CHARACTER NAME	PLAYER NAME		
CLASS AND LEVEL	ECL	RACE/TEMPLATE	SIZE GENDER
ALIGNMENT RELIGION/PATRON DEITY	HEIGHT WEIGH	HT LOOKS	
ABILITY SCORES	COMBAT C	PTIONS	HIT POINTS
STR STRENGTH TOTAL BASE SCORE + ENHANCEMENT MISC. MISC. STRENGTH RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER	BASE ATTACK BO		
DEX DEXTERITY TOTAL = BASE SCORE + ENHANCEMENT MISC. MISC. DEXTERITY RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER	RANGE INCREMENT TYP	ACK BONUS DAMAGE DE NOTES/AMMUNITION	CRITICAL
CON TOTAL BASE SCORE + ENHANCEMENT MISC. ONSTITUTION MODIFIER TOTAL BASE SCORE + ENHANCEMENT MISC. ONSTITUTION MODIFIER	WEAPON ATT	ACK BONUS DAMAGE	CRITICAL
INT INTELLIGENCE TOTAL BASE SCORE + ENHANCEMENT MISC. MISC. INTELLIGENCE RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER	RANGE INCREMENT TYPE WEAPON ATT	NOTES/AMMUNITION ACK BONUS DAMAGE	CRITICAL
WISOM TOTAL BASESCORE+ ENHANCEMENT MISC. WISDOM RACIAL MOD. BONUSES BONUSES PENALTIES MODIFIER	RANGE INCREMENT TYPE	PE NOTES/AMMUNITION	
CHA CHARISMA TOTAL BASE SCORE + ENHANCEMENT RACIAL MOD. BONUSES BONUSES FENALTIES MODIFIER MODIFIER	WEAPON ATT	ACK BONUS DAMAGE TE NOTES/AMMUNITION	CRITICAL
SPEED	INITIATIVE N		
GRAPPLE MODIFIER TOTAL BASE ATTACK BONUS TOTAL STRENGTH MODIFER	+ + SIZE MISC. MODIFIER MODIFIER		
SAVING THROWS			
FORTITUDE = + + +	MISC. TEMPORARY MODIFIER MODIFIER + +	CONDITIONAL MODI	FIERS
REFLEX = + +			
WILL + +	+ +		
ARMOR CLASS			
AC = 10+ + + + + + SIZE TOTAL ARMOR SHIELD DEX SIZE BONUS BONUS MODIFIER MODIFIER			SPECIAL DEFENSES
TOUCH AC FLAT-FOOTED AC			
ARMOR WORN	MAX DEX	ARMOR CHECK PENALTY WE	IGHT
SHIELD CARRIED	MAX DEX	ARMOR CHECK PENALTY WE	IGHT

RIENCE	GEAR		
INTS			· · · · · · · · · · · · · · · · · · ·
PC	OSSESSIONS ON PERSON	LOCATION	WEIGHT
IIEN		LOCATION	WEIGHT
_			
n.c	AGGREGATONG MOTEON PED GON		
PC	OSSESSIONS NOT ON PERSON	LOCATION	WEIGHT
3.5	ACIC PTEME WIODN		
M	AGIC ITEMS WORN		
TIE	AD (HEADBAND, HAT, HELMET, OR PHYLACTERY)	HANDS (GLOVES OR GAUNTLETS)	

CARRYING CAPACITY

 $\overline{NECK} (\texttt{AMULET}, \texttt{BROOCH}, \texttt{MEDALLION}, \texttt{PERIAPT}, \texttt{OR}\, \texttt{SCARAB})$

 $\overline{SHOULDERS}~(\texttt{cloak},\texttt{cape},\texttt{ormantle})$

RING #1

RING #2

LIGHT LOAD:_

MEDIUM LOAD:___

HEAVY LOAD:_

 $\overline{BODY} \, (\text{ROBE OR SUIT OF ARMOR})$

 $\overline{TORSO}\,\text{(vest, vestment, or shirt)}$

 $\overline{WAIST}_{(\mathtt{BELT}\,\mathtt{OR}\,\mathtt{GIRDLE})}$

 $\overline{FEET} (\texttt{BOOTS}, \texttt{SHOES}, \texttt{OR}\, \texttt{SLIPPERS})$

MONEY

(E) MAGIC	E SPELLS	
DOMAINS (CLERIC ONLY)	SPELL SAVE	DC MOD
DOMAIN NAME GRANTED POWER	CONDITIONAL MODIFIERS	
DOMAIN NAME GRANTED POWER		
SPECIALTY SCHOOL (WIZARD ONLY)	SPELLS SPELL LEVEL	SPELIS/ BONUS SPELIS SPELI LEVEL SPELIS/ BONUS SPELIS SPELIS SPELIS SPELIS SPELIS SPELIS SPELIS/ BONUS SPEL
SPECIALTY SCHOOL (+2 BONUS ON SPELLCRAFT PROHIBITED SCHOOL CHECKS TO LEARN SPELLS FROM THIS CHOSEN SCHOOL)	PROHIBITED SCHOOL I 1881	
ARCANE SPELL FAILURE %	2 nd	
TURN/REBUKE UNDEAD	3 rd	Str.
	JRNING DAMAGE	
3 + CHA MODIFIER 1d20 + CHA MODIFIER (+4 WITH EXTRA TURNING FEAT)	2de+-CLERICLEVEL+- CHA MODIFIER	
PSIONICS		
PSIONIC POWERS POWERS KNOWN MAXIMU	POWER POIN	TTS PER DAY
PRIMARY DISCIPLINE	IM POWER LEVEL KNOWN	
RAGE		
		RAGES USED □□□□□□□□□□
RAGES/DAY DURATION STR/CON BONUS	WILL SAVE AC PENALTY BONUS	ROUNDS ELAPSED
ANIMAL COMPANION, FAMILIA	AR, OR PSICRYSTAL	
NAME	CREATURE TYPE	
STR DEX CON INT WIS CHA	A INITIATIVE	HIT POINTS
	SPEED	
AC = 10 + + + +		FLAT-FOOTED AC
MODIFIER MODIFIER ARMOR MOD	IISC. DIFIERS	
SAVING THROWS ATTACKS		
FORTITUDE (CON) WEAPON ATTAC	CK BONUS DAMAGE CRITICAL (GRAPPLE MODIFIER
REFLEX (DEX)	CK BONUS DAMAGE CRITICAL	
WILL (WIS) ATTAC	CK BONUS DAMAGE CRITICAL	PERSONALITY
SKILLS FEATS	DAMAGE CATICAL	
+ SPECIA	L ABILITIES	TRICKS
+		
+		
+ ·		
+		

	SKILLS					
_ ,		KEY	SKILL		ABILITY	MISC.
CS5	SKILL NAME		MODIFER	RANKS	MODIFER	
	Appraise ◆	INT		:		
	AUTOHYPNOSIS	WIS	=	= 1		+
	Balance* ◆	DEX		·+	·	+
	Bluff ◆	CHA		:f	·	٠
	Climb* ◆	STR		:f		
	Concentration ◆			·		
_	Craft () ◆	INT		:f	·	+
_	Craft () ◆	INT		:f		٠
	Craft () ◆	INT		·+	·	+
_	DECIPHER SCRIPT	INT				+
_	Diplomacy ◆			:4		
_	DISABLE DEVICE	INT		·	·	·
_	Disguise ◆			·		·
	Escape Artist* ◆			·		+
_	Forgery ◆			=4		
_	Gather Information ◆			·		
=	Handle Animal			:		+
_	Heal ◆	WIS		·		
=	Hide* ◆			:		·
	Intimidate ◆			=		
	Jump* ◆	STR				
_	KNOWLEDGE (ARCANA)	INT				
_	KNOWLEDGE (ARCH/ENG)	INT		:1 :1	·	
	KNOWLEDGE (DUNGEONEERING)					
_	KNOWLEDGE (GEOGRAPHY)			==		
_	KNOWLEDGE (HISTORY)	INT		:+ : 4		-
_	KNOWLEDGE (LOCAL)	INT				-
	KNOWLEDGE (NATURE)	INT		:		t
_	KNOWLEDGE (NOBILITY/ROYALTY)					
	KNOWLEDGE (THE PLANES)	INT INT		·		
_	KNOWLEDGE (PSIONICS) KNOWLEDGE (RELIGION)	INT			·4 ·4	
=		INT		·		
П	KNOWLEDGE () LISTEN ♦			:		
П	Move Silently* ◆			·		
=	Open Lock	DEX		·		
=	PERFORM (ACT) ◆			·		
	PERFORM (COMEDY) ◆			·		
	PERFORM (DANCE) ◆	CHA				
П	PERFORM (KEYBOARD) ◆	CHA		: -		
П	PERFORM (ORATORY) ◆	CHA				
П	PERFORM (PERCUSSION) ◆			:		
П	PERFORM (STRING INSTRUMENT) ◆			:		
П	PERFORM (WIND INSTRUMENT) ◆			:		
	Perform (sing) ◆			: 4		
	Perform () ◆			=		
	Profession ()					
	Profession ()	WIS		=	+ <u> </u> +	+
	PSICRAFT	INT		·	++	
	Ride ◆	DEX			++	
	Search ◆	INT .				
	Sense Motive ◆	WIS				
	Sleight of Hand*	DEX	=		++	
	SPELLCRAFT	INT				
	Spot ◆	WIS			++	
	Survival ◆	WIS			++	
	Swim* ◆	STR	=	·	++	
	Tumble*	DEX	=	·	++	
	Use Magic Device	CHA	=		++	
	Use Psionic Device	CHA.			++	
	Use Rope ◆	DEX			++	
Skil	ls in italics are psionics-related.					

RACIAL TRAITS/CI	LASS FEATURES
FEATS	
LANGUAGES	
inguages = Common + automatic languages + Int bonus	

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