



GUNSLINGER

CHARACTER NAME _____ ALIGNMENT _____ PLAYER _____

CHARACTER LEVEL _____ DEITY _____ HOMELAND _____ CAMPAIGN _____

RACE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

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

HP HIT POINTS TOTAL NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE = + TOTAL DEX MOD. MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST **ENERGY RESIST**

AC ARMOR CLASS = 10 + + + + + + + + TOTAL ARMOR BONUS SHIELD BONUS DEX MODIFIER SIZE MODIFIER NATURAL ARMOR DEFLECTION MODIFIER MISC. MODIFIER

TOUCH MODIFIERS

FLAT FOOTED

FORTITUDE CONSTITUTION = + + + + MODIFIERS

REFLEX DEXTERITY = + + + + MODIFIERS

WILL WISDOM = + + + + MODIFIERS

B.A.B.

CMB = + + MODIFIERS

CMD = + + + + 10

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

MOVEMENT

FT. SQ. FT. SQ. FT.

BASE SPEED ARMOR SPEED BURROW

FT. FT. FT.

FLY MANUEVERABILITY SWIM CLIMB TEMP. MODIFIERS

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> ACROBATICS	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> APPRAISE	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> BLUFF	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> CLIMB	_____	=STR	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> DIPLOMACY	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> DISABLE DEVICE *	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> DISGUISE	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> ESCAPE ARTIST	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> FLY	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> HANDLE ANIMAL *	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> HEAL	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> INTIMIDATE	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (ENGINEERING)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (LOCAL)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (NATURE)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (PLANES)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> LINGUISTICS *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> PERCEPTION	_____	=WIS	____ + ____	+ ____
<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"/> RIDE	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> SENSE MOTIVE	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> SPELLCRAFT *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> STEALTH	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> SURVIVAL	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> SWIM	_____	=STR	____ + ____	+ ____
<input type="checkbox"/> USE MAGIC DEVICE *	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> _____	_____		____ + ____	+ ____
<input type="checkbox"/> _____	_____		____ + ____	+ ____

CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:



MAGUS

CHARACTER NAME _____ ALIGNMENT _____ PLAYER _____

CHARACTER LEVEL _____ DEITY _____ HOMELAND _____ CAMPAIGN _____

RACE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

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

HP HIT POINTS

TOTAL NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE = +

TOTAL DEX MOD. MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST **ENERGY RESIST**

MOVEMENT

<input type="text"/> FT. <input type="text"/> SQ.	<input type="text"/> FT. <input type="text"/> SQ.	<input type="text"/> FT.
BASE SPEED	ARMOR SPEED	BURROW
<input type="text"/> FT.	<input type="text"/> FT.	<input type="text"/> FT.
FLY	MANUEVERABILITY	SWIM
		CLIMB
		TEMP. MODIFIERS

AC ARMOR CLASS = 10 + + + + + + + +

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

TOUCH MODIFIERS

FLAT FOOTED

FORTITUDE CONSTITUTION = + + + +

BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC. MODIFIER TEMP. MODIFIER MODIFIERS

REFLEX DEXTERITY = + + + +

WILL WISDOM = + + + +

B.A.B.

ARCANE POOL

CMB = + +

TOTAL B.A.B. STR MODIFIER SIZE MODIFIER MODIFIERS

CMD = + + + + 10

TOTAL B.A.B. STR MODIFIER DEX MODIFIER SIZE MODIFIER

SPELLS

0 / 1ST / 2ND / 3RD / 4TH / 5TH / 6TH	TOUCH ATTACK	SAVE DC MOD.
	MELEE / RANGED	
CASTER LEVEL	SPELL FAILURE	SPECIAL PROPERTIES

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> APPRAISE	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> BLUFF	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> CLIMB	_____	=STR	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> DIPLOMACY	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> DISABLE DEVICE *	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> DISGUISE	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> ESCAPE ARTIST	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> FLY	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> HANDLE ANIMAL *	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> HEAL	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> INTIMIDATE	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (ENGINEERING) *	_____	=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) *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (RELIGION) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> LINGUISTICS *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> PERCEPTION	_____	=WIS	____ + ____	+ ____
<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"/> RIDE	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> SENSE MOTIVE	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> SLEIGHT OF HAND *	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> SPELLCRAFT *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> STEALTH	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> SURVIVAL	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> SWIM	_____	=STR	____ + ____	+ ____
<input checked="" type="checkbox"/> USE MAGIC DEVICE *	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> CONCENTRATION	_____	=INT	____ + ____	+ C. LVL
<input type="checkbox"/> _____	_____		____ + ____	+ ____

CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:



NINJA

CHARACTER NAME _____ ALIGNMENT _____ PLAYER _____

CHARACTER LEVEL _____ DEITY _____ HOMELAND _____ CAMPAIGN _____

RACE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

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

HP HIT POINTS

TOTAL NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE = +

TOTAL DEX MOD. MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST **ENERGY RESIST**

AC ARMOR CLASS = 10 + + + + + + + +

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

TOUCH MODIFIERS

FLAT FOOTED

FORTITUDE CONSTITUTION = + + + +

REFLEX DEXTERITY = + + + +

WILL WISDOM = + + + +

TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC. MODIFIER TEMP. MODIFIER MODIFIERS

B.A.B.

KI POOL /

CMB = + +

TOTAL B.A.B. STR MODIFIER SIZE MODIFIER MODIFIERS

CMD = + + + + 10

TOTAL B.A.B. STR MODIFIER DEX MODIFIER SIZE MODIFIER

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES			

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES			

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES			

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES			

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES			

MOVEMENT

FT. SQ. FT. SQ. FT.

BASE SPEED ARMOR SPEED BURROW

FT. FT. FT.

FLY MANUEVERABILITY SWIM CLIMB TEMP. MODIFIERS

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> ACROBATICS	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> APPRAISE	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> BLUFF	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> CLIMB	_____	=STR	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> DIPLOMACY	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> DISABLE DEVICE *	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> DISGUISE	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> ESCAPE ARTIST	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> FLY	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> HANDLE ANIMAL *	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> HEAL	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> INTIMIDATE	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (LOCAL)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (NATURE)*	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (NOBILITY)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (PLANES)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> LINGUISTICS *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> PERCEPTION	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> PERFORM _____	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> PERFORM _____	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> RIDE	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> SENSE MOTIVE	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> SLEIGHT OF HAND *	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> SPELLCRAFT *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> STEALTH	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> SURVIVAL	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> SWIM	_____	=STR	____ + ____	+ ____
<input checked="" type="checkbox"/> USE MAGIC DEVICE *	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> _____	_____		____ + ____	+ ____
<input type="checkbox"/> _____	_____		____ + ____	+ ____

CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:



Psion

CHARACTER NAME _____ ALIGNMENT _____ PLAYER _____

CHARACTER LEVEL _____ DEITY _____ HOMELAND _____ CAMPAIGN _____

RACE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

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

HP HIT POINTS

TOTAL NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE = +

TOTAL DEX MOD. MISC. MOD.

DAMAGE REDUCTION

SPELL RESISTANCE **PSIONIC FOCUS**

MOVEMENT

<input type="text"/> FT. <input type="text"/> SQ. BASE SPEED	<input type="text"/> FT. <input type="text"/> SQ. ARMOR SPEED	<input type="text"/> FT. BURROW	<input type="text"/>
<input type="text"/> FT. FLY	<input type="text"/> FT. SWIM	<input type="text"/> FT. CLIMB	
TEMP. MODIFIERS			

AC ARMOR CLASS = 10 + + + + + + + +

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

TOUCH MODIFIERS

FLAT FOOTED

FORTITUDE CONSTITUTION = + + + +

REFLEX DEXTERITY = + + + +

WILL WISDOM = + + + +

TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC. MODIFIER TEMP. MODIFIER MODIFIERS

B.A.B. **SPECIAL ABILITY**

CMB = + + MODIFIERS

TOTAL B.A.B. STR MODIFIER SIZE MODIFIER

CMD = + + + + 10

TOTAL B.A.B. STR MODIFIER DEX MODIFIER SIZE MODIFIER

POWERS

CURRENT / MAXIMUM	TOUCH ATTACK	SAVE DC MOD.
	MELEE / RANGED	
M. LEVEL	ACTIVE ENERGY	SPECIAL PROPERTIES

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	_____	=DEX	_____ + _____	_____ + _____
<input type="checkbox"/> APPRAISE	_____	=INT	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> AUTOHYPNOSIS*	_____	=WIS	_____ + _____	_____ + _____
<input type="checkbox"/> BLUFF	_____	=CHA	_____ + _____	_____ + _____
<input type="checkbox"/> CLIMB	_____	=STR	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> DIPLOMACY	_____	=CHA	_____ + _____	_____ + _____
<input type="checkbox"/> DISABLE DEVICE *	_____	=DEX	_____ + _____	_____ + _____
<input type="checkbox"/> DISGUISE	_____	=CHA	_____ + _____	_____ + _____
<input type="checkbox"/> ESCAPE ARTIST	_____	=DEX	_____ + _____	_____ + _____
<input type="checkbox"/> FLY	_____	=DEX	_____ + _____	_____ + _____
<input type="checkbox"/> HANDLE ANIMAL *	_____	=CHA	_____ + _____	_____ + _____
<input type="checkbox"/> HEAL	_____	=WIS	_____ + _____	_____ + _____
<input type="checkbox"/> INTIMIDATE	_____	=CHA	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> KNOWLEDGE (ARCANA)*	_____	=INT	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	_____	=INT	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> KNOWLEDGE (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)*	_____	=INT	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> KNOWLEDGE (PLANES)*	_____	=INT	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> KNOWLEDGE (PSIONICS)*	_____	=INT	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> KNOWLEDGE (RELIGION)*	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> LINGUISTICS *	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> PERCEPTION	_____	=WIS	_____ + _____	_____ + _____
<input type="checkbox"/> PERFORM _____	_____	=CHA	_____ + _____	_____ + _____
<input type="checkbox"/> PERFORM _____	_____	=CHA	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	_____ + _____	_____ + _____
<input type="checkbox"/> RIDE	_____	=DEX	_____ + _____	_____ + _____
<input type="checkbox"/> SENSE MOTIVE	_____	=WIS	_____ + _____	_____ + _____
<input type="checkbox"/> SLEIGHT OF HAND *	_____	=DEX	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> SPELLCRAFT *	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> STEALTH	_____	=DEX	_____ + _____	_____ + _____
<input type="checkbox"/> SURVIVAL	_____	=WIS	_____ + _____	_____ + _____
<input type="checkbox"/> SWIM	_____	=STR	_____ + _____	_____ + _____
<input type="checkbox"/> USE MAGIC DEVICE *	_____	=CHA	_____ + _____	_____ + _____
<input type="checkbox"/> CONCENTRATION	_____	=INT	_____ + _____	_____ + _____

CONDITIONAL MODIFIERS:

LANGUAGES:



PSYCHIC WARRIOR

CHARACTER NAME _____ ALIGNMENT _____ PLAYER _____

CHARACTER LEVEL _____ DEITY _____ HOMELAND _____ CAMPAIGN _____

RACE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

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

HP HIT POINTS

TOTAL NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE = +

TOTAL DEX MOD. MISC. MOD.

DAMAGE REDUCTION

SPELL RESISTANCE **PSIONIC FOCUS**

MOVEMENT

<input type="text"/> FT. <input type="text"/> SQ. BASE SPEED	<input type="text"/> FT. <input type="text"/> SQ. ARMOR SPEED	<input type="text"/> FT. BURROW	<input type="text"/>
<input type="text"/> FT. FLY	<input type="text"/> FT. SWIM	<input type="text"/> FT. CLIMB	
TEMP. MODIFIERS			

AC ARMOR CLASS = 10 + + + + + + + +

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

TOUCH MODIFIERS

FLAT FOOTED

FORTITUDE CONSTITUTION = + + + +

REFLEX DEXTERITY = + + + +

WILL WISDOM = + + + +

TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC. MODIFIER TEMP. MODIFIER MODIFIERS

B.A.B. **SPECIAL ABILITY**

CMB = + + MODIFIERS

TOTAL B.A.B. STR MODIFIER SIZE MODIFIER

CMD = + + + + 10

TOTAL B.A.B. STR MODIFIER DEX MODIFIER SIZE MODIFIER

POWERS

CURRENT / MAXIMUM	TOUCH ATTACK	SAVE DC MOD.
	MELEE / RANGED	
M. LEVEL	ACTIVE ENERGY	SPECIAL PROPERTIES

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

WEAPON

TYPE	RANGE	AMMUNITION	ATTACK BONUS	DAMAGE	CRITICAL	SPECIAL PROPERTIES

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> ACROBATICS	_____	=DEX	_____ + _____	_____ + _____
<input type="checkbox"/> APPRAISE	_____	=INT	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> AUTOHYPNOSIS*	_____	=WIS	_____ + _____	_____ + _____
<input type="checkbox"/> BLUFF	_____	=CHA	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> CLIMB	_____	=STR	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> DIPLOMACY	_____	=CHA	_____ + _____	_____ + _____
<input type="checkbox"/> DISABLE DEVICE *	_____	=DEX	_____ + _____	_____ + _____
<input type="checkbox"/> DISGUISE	_____	=CHA	_____ + _____	_____ + _____
<input type="checkbox"/> ESCAPE ARTIST	_____	=DEX	_____ + _____	_____ + _____
<input type="checkbox"/> FLY	_____	=DEX	_____ + _____	_____ + _____
<input type="checkbox"/> HANDLE ANIMAL *	_____	=CHA	_____ + _____	_____ + _____
<input type="checkbox"/> HEAL	_____	=WIS	_____ + _____	_____ + _____
<input type="checkbox"/> INTIMIDATE	_____	=CHA	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	_____	=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)*	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (PLANES)*	_____	=INT	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> KNOWLEDGE (PSIONICS)*	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> LINGUISTICS *	_____	=INT	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> PERCEPTION	_____	=WIS	_____ + _____	_____ + _____
<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"/> RIDE	_____	=DEX	_____ + _____	_____ + _____
<input type="checkbox"/> SENSE MOTIVE	_____	=WIS	_____ + _____	_____ + _____
<input type="checkbox"/> SLEIGHT OF HAND *	_____	=DEX	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> SPELLCRAFT *	_____	=INT	_____ + _____	_____ + _____
<input type="checkbox"/> STEALTH	_____	=DEX	_____ + _____	_____ + _____
<input type="checkbox"/> SURVIVAL	_____	=WIS	_____ + _____	_____ + _____
<input checked="" type="checkbox"/> SWIM	_____	=STR	_____ + _____	_____ + _____
<input type="checkbox"/> USE MAGIC DEVICE *	_____	=CHA	_____ + _____	_____ + _____
<input type="checkbox"/> CONCENTRATION	_____	=WIS	_____ + _____	_____ + _____

CONDITIONAL MODIFIERS:

LANGUAGES:

FEATS

FEAT PAGE REF.

NOTES

RACIAL TRAITS

PATHS

PATH: _____

TRANCE: _____

MANEUVER: _____

PATH: _____

TRANCE: _____

MANEUVER: _____

CLASS FEATURES

NOTES

EXPERIENCE

EXPERIENCE:

NEXT LEVEL:



SAMURAI

CHARACTER NAME _____ ALIGNMENT _____ PLAYER _____

CHARACTER LEVEL _____ DEITY _____ HOMELAND _____ CAMPAIGN _____

RACE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

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

HP HIT POINTS

TOTAL NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE = +

TOTAL DEX MOD. MISC. MOD.

DAMAGE REDUCTION

SPELL RESIST **ENERGY RESIST**

AC ARMOR CLASS = 10 + + + + + + +

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

TOUCH MODIFIERS

FLAT FOOTED

FORTITUDE CONSTITUTION = + + + +

BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC. MODIFIER TEMP. MODIFIER MODIFIERS

REFLEX DEXTERITY = + + + +

WILL WISDOM = + + + +

B.A.B. **RESOLVE** /

CMB = + + +

TOTAL B.A.B. STR MODIFIER SIZE MODIFIER MODIFIERS

CMD = + + + + 10

TOTAL B.A.B. STR MODIFIER DEX MODIFIER SIZE MODIFIER

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES			

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES			

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES			

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES			

WEAPON				ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES			

MOVEMENT

FT. SQ. FT. SQ. FT.

BASE SPEED ARMOR SPEED BURROW

FT. FT. FT.

FLY MANUEVERABILITY SWIM CLIMB TEMP. MODIFIERS

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> APPRAISE	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> BLUFF	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> CLIMB	_____	=STR	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> DIPLOMACY	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> DISABLE DEVICE *	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> DISGUISE	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> ESCAPE ARTIST	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> FLY	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> HANDLE ANIMAL *	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> HEAL	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> INTIMIDATE	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (ARCANA) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (ENGINEERING) *	_____	=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) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (PLANES) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (RELIGION) *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> LINGUISTICS *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> PERCEPTION	_____	=WIS	____ + ____	+ ____
<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"/> RIDE	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> SENSE MOTIVE	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> SLEIGHT OF HAND *	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> SPELLCRAFT *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> STEALTH	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> SURVIVAL	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> SWIM	_____	=STR	____ + ____	+ ____
<input type="checkbox"/> USE MAGIC DEVICE *	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> _____	_____		____ + ____	+ ____
<input type="checkbox"/> _____	_____		____ + ____	+ ____

CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:



SOULKNIFE

CHARACTER NAME _____ ALIGNMENT _____ PLAYER _____

CHARACTER LEVEL _____ DEITY _____ HOMELAND _____ CAMPAIGN _____

RACE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

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

HP HIT POINTS

TOTAL NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE = +

TOTAL DEX MOD. MISC. MOD.

DAMAGE REDUCTION

SPELL RESISTANCE **PSIONIC FOCUS**

AC ARMOR CLASS = 10 + + + + + + + +

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

TOUCH MODIFIERS

FLAT FOOTED

FORTITUDE CONSTITUTION = + + + +

BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC. MODIFIER TEMP. MODIFIER MODIFIERS

REFLEX DEXTERITY = + + + +

WILL WISDOM = + + + +

B.A.B. **PSYCHIC STRIKE**

CMB = + + MODIFIERS

TOTAL B.A.B. STR MODIFIER SIZE MODIFIER

CMD = + + + + 10

TOTAL B.A.B. STR MODIFIER DEX MODIFIER SIZE MODIFIER

MINDBLADE		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	SPECIAL PROPERTIES		

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

MOVEMENT

FT. SQ. FT. SQ. FT.

BASE SPEED ARMOR SPEED BURROW

FT. FT. FT.

FLY MANUEVERABILITY SWIM CLIMB TEMP. MODIFIERS

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> ACROBATICS	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> APPRAISE	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> AUTOHYPNOSIS*	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> BLUFF	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> CLIMB	_____	=STR	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> DIPLOMACY	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> DISABLE DEVICE *	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> DISGUISE	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> ESCAPE ARTIST	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> FLY	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> HANDLE ANIMAL *	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> HEAL	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> INTIMIDATE	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	_____	=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)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (PLANES)*	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (PSIONICS)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> LINGUISTICS *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> PERCEPTION	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> PERFORM _____	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> PERFORM _____	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> RIDE	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> SENSE MOTIVE	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> SLEIGHT OF HAND *	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> SPELLCRAFT *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> STEALTH	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> SURVIVAL	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> SWIM	_____	=STR	____ + ____	+ ____
<input type="checkbox"/> USE MAGIC DEVICE *	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> _____	_____		____ + ____	+ ____

CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIERS:

LANGUAGES:



WILDER

CHARACTER NAME _____ ALIGNMENT _____ PLAYER _____

CHARACTER LEVEL _____ DEITY _____ HOMELAND _____ CAMPAIGN _____

RACE _____ SIZE _____ GENDER _____ AGE _____ HEIGHT _____ WEIGHT _____ HAIR _____ EYES _____

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

HP HIT POINTS

TOTAL NONLETHAL DAMAGE

WOUNDS/CURRENT HP

INITIATIVE = +

TOTAL DEX MOD. MISC. MOD.

DAMAGE REDUCTION

SPELL RESISTANCE **PSIONIC FOCUS**

AC ARMOR CLASS = 10 + + + + + + + +

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

TOUCH **MODIFIERS** _____

FLAT FOOTED

FORTITUDE CONSTITUTION = + + + +

REFLEX DEXTERITY = + + + +

WILL WISDOM = + + + +

TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC. MODIFIER TEMP. MODIFIER MODIFIERS

B.A.B. **WILD SURGE**

CMB = + + **MODIFIERS** _____

TOTAL B.A.B. STR MODIFIER SIZE MODIFIER

CMD = + + + + 10

TOTAL B.A.B. STR MODIFIER DEX MODIFIER SIZE MODIFIER

POWERS		TOUCH ATTACK	SAVE DC MOD.
CURRENT / MAXIMUM		MELEE / RANGED	
M. LEVEL	ACTIVE ENERGY	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

WEAPON		ATTACK BONUS	DAMAGE	CRITICAL
TYPE	RANGE	AMMUNITION	SPECIAL PROPERTIES	

MOVEMENT

FT. SQ. FT. SQ. FT.

BASE SPEED ARMOR SPEED BURROW

FT. FT. FT.

FLY MANUEVERABILITY SWIM CLIMB TEMP. MODIFIERS

SKILLS

SKILL NAME	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input checked="" type="checkbox"/> ACROBATICS	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> APPRAISE	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> AUTOHYPNOSIS*	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> BLUFF	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> CLIMB	_____	=STR	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> CRAFT _____	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> DIPLOMACY	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> DISABLE DEVICE *	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> DISGUISE	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> ESCAPE ARTIST	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> FLY	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> HANDLE ANIMAL *	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> HEAL	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> INTIMIDATE	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	_____	=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)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (PLANES)*	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> KNOWLEDGE (PSIONICS)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> LINGUISTICS *	_____	=INT	____ + ____	+ ____
<input checked="" type="checkbox"/> PERCEPTION	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> PERFORM _____	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> PERFORM _____	_____	=CHA	____ + ____	+ ____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> PROFESSION *	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> RIDE	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> SENSE MOTIVE	_____	=WIS	____ + ____	+ ____
<input type="checkbox"/> SLEIGHT OF HAND *	_____	=DEX	____ + ____	+ ____
<input checked="" type="checkbox"/> SPELLCRAFT *	_____	=INT	____ + ____	+ ____
<input type="checkbox"/> STEALTH	_____	=DEX	____ + ____	+ ____
<input type="checkbox"/> SURVIVAL	_____	=WIS	____ + ____	+ ____
<input checked="" type="checkbox"/> SWIM	_____	=STR	____ + ____	+ ____
<input checked="" type="checkbox"/> USE MAGIC DEVICE *	_____	=CHA	____ + ____	+ ____
<input type="checkbox"/> CONCENTRATION	_____	=CHA	____ + ____	+ M. LVL

CONDITIONAL MODIFIERS: _____

LANGUAGES: _____

FEATS

FEAT PAGE REF.

NOTES

RACIAL TRAITS

WILD SURGE

SURGE: _____

SURGE BOND: _____

ENNERVATION: _____

CLASS FEATURES

NOTES

EXPERIENCE

EXPERIENCE:

NEXT LEVEL: