

EQUIPMENT

ITEM	LOCATION	WT	ITEM	LOCATION	WT	ITEM	LOCATION	WT	
CURRENT LOAD						TOTAL WEIGHT CARRIED			

MOVEMENT & LIFTING

MOVEMENT

WALK	HUSTLE	RUN
<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
= BASE SPEED	= 2 X BASE SPEED	= 4 X BASE SPEED

LIFTING

LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>	<input style="width: 50px; height: 20px;" type="text"/>
= MAX LOAD	= 2 X MAX LOAD	= 5 X MAX LOAD

LOAD	CAPACITY	MAX DEX	ENC PEN	RUN
LIGHT		NORMAL	NORMAL	NORMAL
MEDIUM		+3	-3	×4
HEAVY		+1	-6	×3

EXPERIENCE

TOTAL EXPERIENCE

XPS NEEDED FOR NEXT LEVEL

HIT POINTS BY LEVEL

MONEY & GEMS

CP —

SP —

GP —

PP —

GEMS —

SPECIAL ABILITIES & FEATS

LANGUAGES

SPELLS

SPELL SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS	# SPELLS KNOWN
<input type="text"/>	0	<input type="text"/>	0	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	2ND	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	3RD	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	4TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	5TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	6TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	7TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	8TH	<input type="text"/>	<input type="text"/>	<input type="text"/>
<input type="text"/>	9TH	<input type="text"/>	<input type="text"/>	<input type="text"/>

SPELL SAVE DC MOD = 10 + (ABILITY) + (MISC)

TURN UNDEAD

TIMES/DAY = 3 + (CHA) + (MISC) TURNING CHECK (CHA)

TURNING DAMAGE = 2d6 + (CHA) + (LEVEL) + (MISC)

PSIONICS

# POWERS KNOWN	LEVEL	# POWERS KNOWN	LEVEL	POWER POINTS
<input type="text"/>	0	<input type="text"/>	5TH	<input type="text"/>
<input type="text"/>	1ST	<input type="text"/>	6TH	
<input type="text"/>	2ND	<input type="text"/>	7TH	
<input type="text"/>	3RD	<input type="text"/>	8TH	FREE MANIFESTATIONS
<input type="text"/>	4TH	<input type="text"/>	9TH	<input type="text"/>

PSIONIC COMBAT

1d20 + DC MOD + ABILITY MOD	ATTACKS	EGO WHIP	ID INSIN	MIND BLAST	MIND THRUST	PSYCHIC CRUSH
	DEFENSES	DEX	STR	CHA	INT	WIS
<input type="checkbox"/>	EMPTY MIND	+1	-2	+3	-3	-5
<input type="checkbox"/>	INTELLECT FORTRESS	-2	+1	+0	+6	+4
<input type="checkbox"/>	MENTAL BARRIER	-1	+4	-3	+1	+3
<input type="checkbox"/>	THOUGHT SHIELD	-4	-1	-2	+4	+2
<input type="checkbox"/>	TOWER OF IRON WILL	+3	+0	-1	+5	-3
	NONPSIONIC	-8	-9	+4	-8	-8
	FLAT-FOOTED/POWERLESS	+8	+7	+8	+8	+8

SPELLS & POWERS

HENCHMEN/ANIMAL COMPANIONS

NAME	RACE/CLASS	HD/LVL	HP	INIT	SPD	AC	ATK	STR	DEX	CON	INT	WIS	CHA
NOTES													
NOTES													
NOTES													
NOTES													

CHARACTER DESCRIPTION

CHARACTER NAME	AGE	SEX
DESCRIPTION	BIRTH DATE	SIZE
	HEIGHT	WEIGHT
	HAIR	EYES
	SKIN	HANDEDNESS

PERSONALITY

CHARACTER SKETCH

QUOTE(S)

CONTACTS/FRIENDS

ENEMIES

BACKGROUND & NOTES

DATE CREATED _____ DM/CAMPAIGN _____