Character _____ Player _____

Class _____ Level _____

Race _____ Alignment _____

Patron Deity/Religion _____

Origin _____ Residence _____

Kingdoms of Kalamar

Character Record Sheet

Ability Scores

	SCORE	MOD	TEMP SCORE	TEMP MOD
STRENGTH				
DEXTERITY				
CONSTITUTION				
INTELLIGENCE				
WISDOM				
CHARISMA				

Hit Points

MAX

DAMAGE REDUCTION

CURRENT

Die Type(s)

Armor

Armor Class = 10 +

MODIFIERS							
ARMOR	SHIELD	DEX	SIZE	NATURAL	MISC 1	MISC 2
		DEX				

ARMOR WORN/ADDITIONAL MODIFIERS

AC WHEN FLAT-FOOTED	
AC VERSUS TOUCH ATTACKS	
MISS CHANCE	
MAX DEXTERITY BONUS	
ARMOR CHECK PENALTY	
ARCANE SPELL FAILURE	
SPELL RESISTANCE	

Saving Throws

	TOTAL	CLASS BASE 1	2	3	4	MODIFIERS ABILITY	MAGIC	MISC
Fortitude						CON		
Reflex						DEX		
Will						WIS		

Initiative

TOTAL	DEX	MISC
	DEX	

	BASE	MODIFIED
Speed		

Attack Rolls

	TOTAL	MULTIPLE ATTACKS 2ND	3RD	4TH	5TH	CLASS BASE 1	2	3	4	MODIFIERS ABILITY	SIZE	MISC 1	MISC 2
Melee		–5	–10	–15						STR			
Ranged		–5	–10	–15						DEX			
Grapple		–5	–10	–15						STR			
Flurry of Blows										STR			

ADDITIONAL MODIFIERS

Weapons

Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						
Weapon	Att Bonus	Damage	Critical	Range	Type	Size
Notes						

Skills

Skill	CLASS SKILL	TOTAL	ABILITY	RANKS	MISC 1	MISC 2	MISC 3
				MAX RANKS = LVL+3(/2)			
Appraise ■			INT				
Autohypnosis			WIS				
Balance ■			DEX*				
Bluff ■			CHA				
Climb ■			STR*				
Concentration ■			CON				
Craft ■ (_____)			INT				
Decipher Script			INT				
Diplomacy ■			CHA				
Disable Device			INT				
Disguise ■			CHA				
Escape Artist ■			DEX*				
Forgery ■			INT				
Gather Information ■			CHA				
Handle Animal			CHA				
Heal ■			WIS				
Hide ■			DEX*				
Intimidate ■			CHA				
Jump ■			STR*				
Knowledge (_____)			INT				
Knowledge (_____)			INT				
Knowledge (_____)			INT				
Knowledge (_____)			INT				
Listen ■			WIS				
Move Silently ■			DEX*				
Open Lock			DEX				
Perform (_____)			CHA				
Perform (_____)			CHA				
Perform (_____)			CHA				
Profession (_____)			WIS				
Psicraft			INT				
Ride ■			DEX				
Search ■			INT				
Sense Motive ■			WIS				
Sleight of Hand			DEX*				
Spellcraft			INT				
Spot ■			WIS				
Stabilize Self			CON				
Survival ■			WIS				
Swim ■			STR*				
Tumble			DEX*				
Use Magic Device			CHA				
Use Psionic Device			CHA				
Use Rope ■			DEX				

■ DENOTES SKILL CAN BE USED UNTRAINED — * ARMOR CHECK PENALTY APPLIES (DOUBLE FOR SWIM)

Proficiencies

WEAPONS: ❑ SIMPLE ❑ MARTIAL ARMOR: ❑ LIGHT ❑ MEDIUM ❑ HEAVY ❑ SHIELDS

Equipment

Item	Location	Wt	Item	Location	Wt	Item	Location	Wt
Current Load						Total Weight Carried		

Movement & Lifting

	WALK	HUSTLE	RUN
Movement			
	= BASE SPEED	= 2 × BASE SPEED	= 4 × BASE SPEED
	LIFT OVER HEAD	LIFT OFF GROUND	PUSH OR DRAG
Lifting			
	= MAX LOAD	= 2 × MAX LOAD	= 5 × 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
	0		0	
	1st			
	2nd			
	3rd			
	4th			
	5th			
	6th			
	7th			
	8th			
	9th			

Spell Save DC Mod [ ] = 10 + MODIFIERS: ABILITY [ ] MISC [ ]

Turn Undead

	TOTAL		MODIFIERS: CHA	LEVEL	MISC
Times/Day		= 3 +	CHA		
Check		=	CHA		
Damage		= 2d6 +	CHA		

Psionics

# Powers Known	Level	# Powers Known	Level	Power Points
	0		5th	
	1st		6th	
	2nd		7th	
	3rd		8th	FREE MANIFESTATIONS
	4th		9th	

Psionic Combat

1D20 + DC MOD + ABILITY MOD

	ATTACKS	EGO WHIP	ID INSIN	MIND BLAST	MIND THRUST	PSYCHIC CRUSH
	DEFENSES ABILITY	DEX	STR	CHA	INT	WIS
❑	EMPTY MIND	+1	–2	+3	–3	–5
❑	INTELLECT FORTRESS	–2	+1	+0	+6	+4
❑	MENTAL BARRIER	–1	+4	–3	+1	+3
❑	THOUGHT SHIELD	–4	–1	–2	+4	+2
❑	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 & Magic Items

Henchmen/Animal Companions

Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
Notes													
Name	Race/Class	HD/Lvl	hp	Init	Spd	AC	Atk	Str	Dex	Con	Int	Wis	Cha
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 _____

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