

character name Psychic Warrior player _____
 class _____ race _____ alignment _____ level _____ deity _____
 size _____ age _____ gender _____ height _____ weight _____ eyes _____ hair _____ skin _____



ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	TOTAL	WOUNDS/CURRENT HP	SUBDUAL DAMAGE	DAMAGE REDUCTION	HIT DIE TYPE	SPEED
STR strength									d8	
DEX dexterity										
CON constitution										
INT intelligence										
WIS wisdom										
CHA charisma										

HP hit points: _____
AC armor class: _____ = 10 + _____ (ARMOR BONUS) + _____ (SHIELD BONUS) + _____ (DEX MODIFIER) + _____ (SIZE MODIFIER) + _____ (NATURAL ARMOR) + _____ (MISC MODIFIER)

INITIATIVE modifier: _____ = _____ (DEX MOD) + _____ (MISC MOD)

BASE ATTACK bonus: _____

SAVING THROWS

ABILITY	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMP. MODIFIER	conditional modifiers
REFLEX (dexterity)							
FORTITUDE (constitution)							
WILLPOWER (wisdom)							

MELEE attack bonus: _____
RANGED attack bonus: _____

MELEE	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP. MODIFIER	conditional modifiers
RANGED	TOTAL	BASE ATTACK BONUS	DEX MODIFIER	SIZE MODIFIER	MISC MODIFIER	TEMP. MODIFIER	conditional modifiers

WEAPON				TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES		

WEAPON				TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES		

WEAPON				TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	SIZE	TYPE	SPECIAL PROPERTIES		

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

SHIELD/PROTECTIVE ITEM				ARMOR BONUS	WEIGHT	SPELL FAILURE	CHECK PENALTY
SPECIAL PROPERTIES							

AMMUNITION

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

CROSS-CLASS	SKILLS				
	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS / MISC MODIFIER
<input checked="" type="checkbox"/>	ALCHEMY	INT	_____	_____	_____
<input checked="" type="checkbox"/>	ANIMAL EMPATHY ■	INT	_____	_____	_____
<input checked="" type="checkbox"/>	APPRAISE ■	INT	_____	_____	_____
<input type="checkbox"/>	AUTOHYPNOSIS	WIS	_____	_____	_____
<input type="checkbox"/>	BALANCE ■	DEX*	_____	_____	_____
<input checked="" type="checkbox"/>	BLUFF ■	CHA	_____	_____	_____
<input type="checkbox"/>	CLIMB ■	STR*	_____	_____	_____
<input type="checkbox"/>	CONCENTRATION ■	CON	_____	_____	_____
<input checked="" type="checkbox"/>	CRAFT ■ (_____)	INT	_____	_____	_____
<input checked="" type="checkbox"/>	DECIPHER SCRIPT	INT	_____	_____	_____
<input checked="" type="checkbox"/>	DIPLOMACY ■	CHA	_____	_____	_____
<input checked="" type="checkbox"/>	DISABLE DEVICE	INT	_____	_____	_____
<input checked="" type="checkbox"/>	DISGUISE ■	CHA	_____	_____	_____
<input checked="" type="checkbox"/>	ESCAPE ARTIST ■	DEX*	_____	_____	_____
<input checked="" type="checkbox"/>	FORGERY ■	INT	_____	_____	_____
<input checked="" type="checkbox"/>	GATHER INFORMATION ■	CHA	_____	_____	_____
<input checked="" type="checkbox"/>	HANDLE ANIMAL	CHA	_____	_____	_____
<input checked="" type="checkbox"/>	HEAL ■	WIS	_____	_____	_____
<input checked="" type="checkbox"/>	HIDE ■	DEX*	_____	_____	_____
<input checked="" type="checkbox"/>	INNUENDO	WIS	_____	_____	_____
<input checked="" type="checkbox"/>	INTIMIDATE ■	CHA	_____	_____	_____
<input checked="" type="checkbox"/>	INTUIT DIRECTION	WIS	_____	_____	_____
<input type="checkbox"/>	JUMP ■	STR*	_____	_____	_____
<input checked="" type="checkbox"/>	KNOWLEDGE (ARCANA)	INT	_____	_____	_____
<input checked="" type="checkbox"/>	KNOWLEDGE (ARCHITECTURE & 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 (PSIONICS)	INT	_____	_____	_____
<input checked="" type="checkbox"/>	KNOWLEDGE (THE PLANES)	INT	_____	_____	_____
<input checked="" type="checkbox"/>	KNOWLEDGE (RELIGION)	INT	_____	_____	_____
<input checked="" type="checkbox"/>	LISTEN ■	WIS	_____	_____	_____
<input checked="" type="checkbox"/>	MOVE SILENTLY ■	DEX*	_____	_____	_____
<input checked="" type="checkbox"/>	OPEN LOCK	DEX	_____	_____	_____
<input checked="" type="checkbox"/>	PERFORM ■ (_____)	CHA	_____	_____	_____
<input checked="" type="checkbox"/>	PSICRAFT	INT	_____	_____	_____
<input checked="" type="checkbox"/>	PICK POCKET	DEX*	_____	_____	_____
<input checked="" type="checkbox"/>	PROFESSION (_____)	WIS	_____	_____	_____
<input checked="" type="checkbox"/>	READ LIPS	INT	_____	_____	_____
<input checked="" type="checkbox"/>	RIDE ■	DEX	_____	_____	_____
<input checked="" type="checkbox"/>	REMOTE VIEW ■	INT	_____	_____	_____
<input checked="" type="checkbox"/>	SEARCH ■	INT	_____	_____	_____
<input checked="" type="checkbox"/>	SENSE MOTIVE ■	WIS	_____	_____	_____
<input checked="" type="checkbox"/>	SPELLCRAFT	INT	_____	_____	_____
<input checked="" type="checkbox"/>	SPOT ■	WIS	_____	_____	_____
<input type="checkbox"/>	STABILIZE SELF	CON	_____	_____	_____
<input type="checkbox"/>	SWIM ■	STR**	_____	_____	_____
<input type="checkbox"/>	TUMBLE	DEX*	_____	_____	_____
<input checked="" type="checkbox"/>	USE MAGIC DEVICE	CHA	_____	_____	_____
<input type="checkbox"/>	USE PSIONIC DEVICE	CHA	_____	_____	_____
<input checked="" type="checkbox"/>	USE ROPE ■	DEX	_____	_____	_____
<input checked="" type="checkbox"/>	WILDERNESS LORE ■	WIS	_____	_____	_____
<input type="checkbox"/>			_____	_____	_____

Skills marked with ■ can be used normally even if the character has zero (0) skill ranks. Skills marked with ☒ are cross-class skills. *ARMOR CHECK PENALTY, if any, applies. ** -1 per 5 lb. of gear.

campaign _____

experience points _____

GEAR

ITEM	ITEM

<input type="text"/>	<input type="text"/>	<input type="text"/>
LIGHT LOAD	MEDIUM LOAD	HEAVY LOAD
<input type="text"/>	<input type="text"/>	<input type="text"/>
LIFT OVER HEAD EQUALS MAX LOAD	LIFT OFF GROUND 2 × MAX LOAD	PUSH OR DRAG 5 × MAX LOAD

SPECIAL ABILITIES/FEATS

MONEY

LANGUAGES

PSIONICS

POWER SAVE 1d20+

KEY ABILITY MODIFIER

POWER POINTS

FREE MANIFESTATIONS

0-LEVEL

Psionic Combat: 1d20 + DC Modifier + Key Ability Modifier

	EGO WHIP	ID INSINUATION	MIND BLAST	MIND THRUST	PSYCHIC CRUSH
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 BUFFER	-8	-9	+4	-8	-8
FLAT-FOOTED OR OUT OF POWER POINTS	+8	+7	+8	+8	+8

ATTACK MODES

DEFENSE MODES

POWERS

NUMBER OF POWERS KNOWN

0 _____ 1st _____ 2nd _____ 3rd _____ 4th _____
5th _____ 6th _____ 7th _____ 8th _____ 9th _____

SPELLS

SPELL SAVE

DC MOD

NUMBER OF SPELLS KNOWN (BARDS & SORCERERS ONLY)

0 _____ 1st _____ 2nd _____ 3rd _____ 4th _____
5th _____ 6th _____ 7th _____ 8th _____ 9th _____

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

SPELLS

