

CHARACTER NAME

CLASS

ALIGNMENT

LEVEL

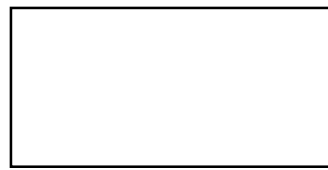
RACE AGE GENDER HEIGHT WEIGHT HAIR EYES COMPLEXION

Character stat block table with columns for STR, DEX, CON, INT, WIS, and CHA. Each column includes Base, Bonus, Source, Total, and Modifier. It also includes AC (10+), Armor, Deflection, Dexterity, Dodge, Haste, Insight, Luck, and Saving Throws (Fort, Ref, Will) with various modifiers like Competence, Divine Grace, Insight, Luck, Morale, Profane, Resistance, and Sacred.

HP



WOUNDS



SPEED



INITIATIVE



WEAPON form with fields for BASE ATK, STR, MAGIC, MISC, TOTAL ATK, CRITICAL, TYPE, and DAMAGE.

RANGED form with fields for BASE ATK, DEX, MAGIC, MISC, TOTAL ATK, CRITICAL, RANGE, and DAMAGE.

WEAPON form with fields for BASE ATK, STR, MAGIC, MISC, TOTAL ATK, CRITICAL, TYPE, and DAMAGE.

RANGED form with fields for BASE ATK, DEX, MAGIC, MISC, TOTAL ATK, CRITICAL, RANGE, and DAMAGE.

Skill list table with columns for Skill Name, Key Ability, Skill Modifier, Ability Modifier, Ranks, Misc Modifier, and Skill Name. Lists skills like Alchemy, Animal Empathy, Appraise, Autohypnosis, Balance, Bluff, Climb, Concentration, Craft, Dec. Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Info., Handle Animal, Heal, Hide, Innuendo, Intimidate, Int. Direction, Jump, Knowledge-Arcana, Knowledge-A&E, Knowledge-Geography, Knowledge-History, Knowledge-Local, Knowledge-Nature, Knowledge-Nobility, Knowledge-Planes, Knowledge-Psionics, Knowledge-Religion, Knowledge, Listen, Move Silently, Open Lock, Perform, Pick Pocket, Profession, Psycraft, Read Lips, Remote View, Ride, Scry, Search, Sense Motive, Spellcraft, Spot, Stabilize Self, Swim, Tumble, Use Magic Dev., Use Psionic Dev., Use Rope, Wilderness Lore, and various empty slots.

1 USEABLE ONLY BY PSIONS AND PSYCHIC WARRIORS
2 USEABLY ONLY BY PSIONS

3 USEABLE ONLY BY DRUIDS AND RANGERS.
4 USEABLE ONLY BY BARDS AND ROGUES

5 USEABLE ONLY BY ROGUES
* ARMOR CHECK PENALTY APPLIES

EXPERIENCE	GOAL

SPELLS

BASE DC

ADD SPELL LEVEL TO BASE DC

EQUIPPED ITEMS

HEADBAND, HAT, OR HELMET

EYE LENSES OR GOGGLES

NECKPIECE, JEWELRY

SUIT OF ARMOR

VEST, VESTMENT, SHIRT

BRACERS OR BRACELETS

GLOVES OR GAUNTLETS

RING


RING

BELT

CLOAK, CAPE, OR MANTLE

ROBE

BOOTS



LEFT HAND (HELD)

MISC.

MISC.

RIGHT HAND (HELD)

MISC.

MISC.

GEAR	
ITEM	WT

FEATS/ABILITIES

PSIONICS

POWER POINTS

POWER SAVE

FREE MANIF.

- ATTACK MODES**
- EGO WHIP (DEX)
 - ID INSINUATION (STR)
 - MIND BLAST (CHA)
 - MIND THRUST (INT)
 - PSYCHIC CRUSH (WIS)
- DEFENSE MODES**
- EMPTY MIND
 - INTELLECT FORTRESS
 - MENTAL BARRIER
 - THOUGHT SHIELD
 - TOWER OF IRON WILL

MONEY	
CP	GEMS & JEWELRY
SP	
GP	
PP	

LANGUAGE			
<input type="radio"/> ABYSSAL	<input type="radio"/> DWARVEN	<input type="radio"/> IGNAN	<input type="radio"/>
<input type="radio"/> AQUAN	<input type="radio"/> ELVEN	<input type="radio"/> INFERNAL	<input type="radio"/>
<input type="radio"/> AURAN	<input type="radio"/> GNOME	<input type="radio"/> ORC	<input type="radio"/>
<input type="radio"/> CELESTIAL	<input type="radio"/> GOBLIN	<input type="radio"/> SYLVAN	<input type="radio"/>
<input type="radio"/> COMMON	<input type="radio"/> GIANT	<input type="radio"/> TERRAN	<input type="radio"/>
<input type="radio"/> DRACONIC	<input type="radio"/> GNOLL	<input type="radio"/> UNDERCOMMON	<input type="radio"/>
<input type="radio"/> DRUIDIC	<input type="radio"/> HALFLING	<input type="radio"/>	<input type="radio"/>

PLAYER NAME _____ CAMPAIGN WORLD _____ CREATION DATE _____