Name

Abilities

	Score		Modifier	
Strength				
Muscle				
Stamina				
Dexterity				
Aim				
Balance				
Constitution				
Health				
Fitness				
Intelligence				
Knowledge				
Reasoning				
Wisdom				
Intuition				
Willpower				
Charisma				
Influence				
Phys. Beauty				
Fëa				
Soul				
Luck				

HP	Alt HP	Dam.

Classes

Levels

Experience Points

Total:

To next Level:

TAINT

Corruption:	Depravity:

Sanity:

Insanity: ±

Affinities

Psychic	Mystic

Base Attack Scores

Base	Muscle	Size	Misc / Epic	Base Bonus	Base Melee Attack Progression

Base	Aim	Size	Misc / Epic	Base Bonus	Base Ranged Attack Progression

Weapons, Armor, Shields & Other Protection

Armor Name	AC Bonus	Max Dex to AC	Check Penalty	Spell Failure

Other Properties (Masterwork / Magical / Psionic)	Top Speed

Shield Name	AC Bonus	Check Penalty	Spell Failure

Other Properties (Masterwork / Magical / Psionic)	Top Speed

Deflection	Magic / Psionic	Insight / Luck	Other	Profane/Sacred	Natural

Weapon Name	Melee Attack Progression	Damage

Attack B	Damage B	Special B	Ranged Attack Progression	Crit Range / Multiplier

Other Properties (Masterwork / Magical / Psionic)	Type	Range

Weapon Name	Melee Attack Progression	Damage

Attack B	Damage B	Special B	Ranged Attack Progression	Crit Range / Multiplier

Other Properties (Masterwork / Magical / Psionic)	Type	Range

Weapon Name	Melee Attack Progression	Damage

Attack B	Damage B	Special B	Ranged Attack Progression	Crit Range / Multiplier

Other Properties (Masterwork / Magical / Psionic)	Type	Range

Psionics

PPE Cost	Display	Power Name

Total PPE	PPE Used	Surge Bonus

Player

	Total	Base	Abil	Misc	Epic	Magic
Armor Cl						
Fortitude						
Reflex						
Will						
Soul						
Initiative						

Movement & Encumbrance

Weight	Move	Category	Max Dex	Check P
		Light	–	–
		Medium	+3	-3
		Heavy	+1	-6
		Lift	+0	*
		Push	*	*

Special Qualities / Abilities

Skills

Skill Name	Total	Rank	Abil	Mod
Applied Science ( )			Know	
Appraise			Re/Inu	
Assense			Intuitiion	
Autohypnosis			Will	
Balance			Balance	
Bluff			Influence	
Bureaucracy			Inf+Soc	
Climb			Mus/Bal	
Concentration			Will	
Craft( )			Varies	
Craft( )			Varies	
Decipher Script			Inu/Rea	
Diplomacy			Inf+Soc	
Disable Device			Inu/Dex	
Disguise			Inf/Rea	
Engineering			Reason	
Escape Artist			Dexterity	
First Aid			Inu/Kno	
Forgery			Inf/Int	
Gather Information			Inf/Intu	
Handle Animal			Infl	
Hide			Balance	
Intimidate			Varies	
Jump			Muscle	
Knowledge ( )			Know	
Knowledge ( )			Know	
Listen			Intuition	
Move Silently			Balance	
Nautical			Intu/Rea	
Open Lock			Dx/Rea	
Perform ( )			Varies	
Profession ( )			Vaires	
Psicraft			Reason	
Read Lips			Intuition	
Ride			Balance	
Scry			Intuition	
Search			Reason	
Sense Motive			Intuition	
Slight of Hand			Dexterity	
Spellcraft			Re or Inf	
Spot			Intuition	
Survival			Intu/Kno	
Swim			Stam/Fit	
Tumble			Balance	
Use Magical Device			Infl/Will	
Use Psionic Device			Infl/Will	
Use Rope			Dex/Kno	
Use Scientific Apparatus			Reason	

Normal (Mundane / Masterwork) Equipment

Item Name	#	Lbs	Tot	Item Name	#	Lbs	Tot
Total Weight			0	**Total Weight**			0

Special (Magical / Psionic / Artifact) Equipment

Item Name	Special Powers	#	Lbs	Total
				Total Weight

Personal Information & Other Statistics

Race	Gender	Age	Height	Weight	Marital Status

Eye Color	Hair Color	Social Status	Soc. Stat Mod	Soc. Rank	Birth Rank

Mother (Profession)	Father (Profession)	Place of Origin

Notes **Notes**

Pathos

Ethos

Cohort / Animal Companion / Controlled Undead

Name	Type (Subtype)	HD	Hp	AC / t / Ff

Attack / Full Attack	Movement (Burrow/Fly/Swim)

Attacks (& Damage)

Special Attacks / Qualities

Money

	Marks	Drachma	Koji	Aros
Stored				
Local				
	0	0	0	0

Other Valuables

Item	#	Value	Subtotal
Valuables Total			
Grand Total			

Languages

Language Name	Tot+	Ranks	Int+
Imperial			
Legal			
Mystic			
Alterran (Ori)			
Tarana (Orient)			
Glyph			
EMPTY SLOT			

Feats & Class Features

Starting

Racial

Learning

Chg		DC	Remaining Ch
Chg		DC	Remaining Ch
Chg		DC	Remaining Ch
Chg		DC	Remaining Ch
Chg		DC	Remaining Ch
Chg		DC	Remaining Ch

Game Notes

MP Energy	Total	Expended

Perpared/Spells Per Day

Spells/Powers Known