

Character Name _____

Player _____

Class & Level _____

Race & Origin _____



Alignment _____ Size _____ Age _____ Gender _____ Height _____ Weight _____ Eyes _____ Hair _____ Skin _____ Speed _____

ABILITY NAME ABILITY SCORE ABILITY MOD ABILITY COST AC TOTAL = 10 + [] + [] + [] + [] + [] + [] + [] + []

Strength [] [] [] HP [] [] [] [] [] [] [] [] []

Dexterity [] [] [] HIT POINTS TOTAL HIT DIE TYPE DAMAGE REDUCTION SPELL FAILURE SPELL RESISTANCE ARMOR PENALTY

Constitution [] [] [] Initiative [] = [] + [] TOTAL DEX MODIFIER MISC MODIFIER

Intelligence [] [] [] Base Attack Bonus []

Wisdom [] [] [] Grapple Modifier []

Charisma [] [] []

SAVING THROWS TOTAL BASE SAVE ABILITY MODIFIER MAGIC MODIFIER MISC MODIFIER CONDITIONAL MODIFIER

Fortitude CONSTITUTION [] = [] + [] + [] + []

Reflex DEXTERITY [] = [] + [] + [] + []

Will WISDOM [] = [] + [] + [] + []

Melee ATTACK BONUS TOTAL BASE ATTACK BONUS STR MODIFIER SIZE MODIFIER MISC MODIFIER

Ranged ATTACK BONUS TOTAL BASE ATTACK BONUS DEX MODIFIER SIZE MODIFIER MISC MODIFIER

Weapon [] TOTAL ATTACK BONUS [] DAMAGE [] CRITICAL []

RANGE [] WEIGHT [] TYPE [] SIZE [] MATERIAL / SPECIAL PROPERTIES []

Weapon [] TOTAL ATTACK BONUS [] DAMAGE [] CRITICAL []

RANGE [] WEIGHT [] TYPE [] SIZE [] MATERIAL / SPECIAL PROPERTIES []

Weapon [] TOTAL ATTACK BONUS [] DAMAGE [] CRITICAL []

RANGE [] WEIGHT [] TYPE [] SIZE [] MATERIAL / SPECIAL PROPERTIES []

Weapon [] TOTAL ATTACK BONUS [] DAMAGE [] CRITICAL []

RANGE [] WEIGHT [] TYPE [] SIZE [] MATERIAL / SPECIAL PROPERTIES []

Weapon [] TOTAL ATTACK BONUS [] DAMAGE [] CRITICAL []

RANGE [] WEIGHT [] TYPE [] SIZE [] MATERIAL / SPECIAL PROPERTIES []

Weapon [] TOTAL ATTACK BONUS [] DAMAGE [] CRITICAL []

RANGE [] WEIGHT [] TYPE [] SIZE [] MATERIAL / SPECIAL PROPERTIES []

Weapon [] TOTAL ATTACK BONUS [] DAMAGE [] CRITICAL []

RANGE [] WEIGHT [] TYPE [] SIZE [] MATERIAL / SPECIAL PROPERTIES []

Weapon [] TOTAL ATTACK BONUS [] DAMAGE [] CRITICAL []

RANGE [] WEIGHT [] TYPE [] SIZE [] MATERIAL / SPECIAL PROPERTIES []

Weapon [] TOTAL ATTACK BONUS [] DAMAGE [] CRITICAL []

RANGE [] WEIGHT [] TYPE [] SIZE [] MATERIAL / SPECIAL PROPERTIES []

Weapon [] TOTAL ATTACK BONUS [] DAMAGE [] CRITICAL []

RANGE [] WEIGHT [] TYPE [] SIZE [] MATERIAL / SPECIAL PROPERTIES []

Weapon [] TOTAL ATTACK BONUS [] DAMAGE [] CRITICAL []

RANGE [] WEIGHT [] TYPE [] SIZE [] MATERIAL / SPECIAL PROPERTIES []

AMMUNITIONS []

Table with Skill Name, Key Ability, Skill Mod, Ability Mod, Ranks, and Misc Mod columns. Includes skills like Appraise, Autohypnosis, Balance, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Info., Handle Animal, Heal, Hide, Intimidate, Jump, Knowledge (Arcana, Engineering, Geography, History, Local, Nature, Planes, Politics, Psionics, Religion, Warcraft), Listen, Move Silently, Open Lock, Perform, Profession, Psicraft, Ride, Search, Sense Motive, Sleight of Hand, Spellcraft, Spot, Survival, Tumble, Use Magic Device, Use Psionic Device, Use Rope.

Denotes a skill that can be used untrained. Mark this box with an X if the skill is a class skill for the character. * Armor check penalty, if any, applies.

Armor / Protective Item _____		TYPE _____	ARMOR BONUS _____	MAX DEX BONUS _____
-------------------------------	--	------------	-------------------	---------------------

CHECK PENALTY _____	SPELL FAILURE _____	SPEED _____	WEIGHT _____	MATERIAL / SPECIAL PROPERTIES _____
---------------------	---------------------	-------------	--------------	-------------------------------------

Armor / Protective Item _____		TYPE _____	ARMOR BONUS _____	MAX DEX BONUS _____
-------------------------------	--	------------	-------------------	---------------------

CHECK PENALTY _____	SPELL FAILURE _____	SPEED _____	WEIGHT _____	MATERIAL / SPECIAL PROPERTIES _____
---------------------	---------------------	-------------	--------------	-------------------------------------

Shield / Protective Item _____		ARMOR BONUS _____	WEIGHT _____	CHECK PENALTY _____	SPELL FAILURE _____
--------------------------------	--	-------------------	--------------	---------------------	---------------------

MATERIAL / SPECIAL PROPERTIES _____

EXPERIENCE POINTS (XP) _____

Money _____

100 Lead Bead (bd) = 10 Ceramic Bit (bit)
= 1 Ceramic Piece (Cp) = 1/10th Silver Piece (Sp) = 1/100th Gold Piece (Gp).

bd
bit
Cp
Sp
Gp
Gems

Provisions _____

WATER (○ = _____)

○○○○○○○○○○○○○○○○○○○○

RATIONS (○ = _____)

○○○○○○○○○○○○○○○○○○○○

○○○○○○○○○○○○○○○○○○○○

○○○○○○○○○○○○○○○○○○○○

LIGHT LOAD

MEDIUM LOAD

HEAVY LOAD

LIFT OVER HEAD

LIFT OFF GROUND

PUSH OR DRAG

EQUALS MAX LOAD

2 X MAX LOAD

5 X MAX LOAD

Gear _____

WT.

Gear _____

WT.

Gear _____

WT.

TOTAL WEIGHT CARRIED _____

Special Abilities / Feats _____	

DC MODIFIER	SPELL POWER	
LEVEL	BONUS SPELLS	SPELLS PER DAY
0	0	
1st		
2nd		
3rd		
4th		
5th		
6th		
7th		
8th		
9th		

NUMBER OF SPELLS KNOWN	
0 _____	5th _____
1st _____	6th _____
2nd _____	7th _____
3rd _____	8th _____
4th _____	9th _____

Defiling CORRUPTION

NUMBER OF DEFILING	TAINED OR DEFILER?

The Way PSIONICS

POWER POINTS	POWERS KNOWN

The Will WILD TALENT

WILD / HIDDEN TALENT

Other Features _____

Domains, Speciality School (Prohibited Schools), Sorcerer-King, Primary Discipline, etc.

Languages _____

SPEAK	LITERACY
○	○
○	○
○	○
○	○
○	○
○	○
○	○
○	○
○	○

Notes _____



DARK • SUN

Initial languages = Common (Trader) + racial languages + Int bonus.
Speak Language = 1 skill point / Literacy = 1 skill point.