Pathfinder
Psionics Unleashed

Player

Campaign

XP

ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Score	Temp Modifier
STR			STR		STR
DEX			DEX		DEX
CON			CON		CON
INT			INT		INT
WIS			WIS		WIS
CHA			CHA		CHA

Ability Modifier = (Total Ability Score - 10) ÷ 2 (Round down)

FEATS & SPECIAL ABILITIES

LANGUAGES

CHARACTER

Lawful Good / Chaotic Evil

Name

Male ☐ ☐ Female

Race

Size

Size Modifier

CLASSES	Skill Ranks	Hit Die	Level	Level Adjustment
☐ 1		d		
☐ 2		d		
☐ 3		d		
☐ 4		d		Effective Character Level
☐ 5		d		
Favoured class +1 hp or skill rank per level	hp / rks	+ INT per level	+ CON per level	

SKILLS

	Untrained	Skill Bonus		Class Skills +3	Ranks	Racial, Feats	Misc	Armour Check Penalty
Acrobatics	■		DEX	☐				-
Appraise	■		INT	☐				
Autohypnosis			WIS	☐				
Bluff	■		CHA	☐				
Climb	■		STR	☐				-
Diplomacy	■		CHA	☐				
Disable Device			DEX	☐				-
Disguise	■		CHA	☐				
Escape Artist	■		DEX	☐				-
Fly	■		DEX	☐				-
Handle Animal			CHA	☐				
Heal	■		WIS	☐				
Intimidate	■		CHA	☐				+ Size diff x4
Linguistics			INT	☐				
Perception	■		WIS	☐				
Ride	■		DEX	☐				-
Sense Motive	■		WIS	☐				
Sleight of Hand			DEX	☐				-
Spellcraft			INT	☐				
Stealth	■		DEX	☐				-
Survival ☐	■		WIS					
Track	Trained		SURVIVAL	☐	N/A			
Swim	■		STR	☐				-
Use Magical Device			CHA	☐				
Knowledge: Arcana			INT	☐				
Knowledge: Dungeoneering			INT	☐				
Knowledge: Psionics			INT	☐				
Knowledge: Religion			INT	☐				
Knowledge: Nature	☐		INT	☐				
Knowledge: The Planes	☐		INT	☐				
	☐			☐				
	☐			☐				
	☐			☐				
	☐			☐				
	☐			☐				
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	☐			☐				
	☐			☐				
	☐			☐				
	☐			☐				
	☐			☐				

Knowledge - INT
Profession - WIS

Other skills:
Craft - INT
Perform - CHA

INITIATIVE

INITIATIVE BONUS Feats Training Misc

INIT = DEX + ___ + ___ + ___

SPEED

SPEED Speed with Armour Temp Speed

ft sq | ft sq | ft sq

Swim Speed Fly Speed Climb Speed

ft sq | ft sq | ft sq

BASE ATTACK

BASE ATTACK BONUS **MELEE ATTACK** **RANGED ATTACK**

Temp Attack Bonus Morale Bonus Buffs Nerfs Power Attack

+ = ___ + ___ - ___ - ___

Temp Damage Bonus Morale Bonus Buffs Nerfs Power Attack

+ = ___ + ___ - ___ + ___

Conditional Modifiers

COMBAT MANOEUVRES

COMBAT MANOEUVRE BONUS Base Attack Bonus Size Modifier Misc

CMB = STR + BAB - ___ + ___

COMBAT MANOEUVRE DEFENCE Dodge Modifier Deflection Modifier Base Attack Bonus Size Modifier Misc

CMD = 10 + STR + DEX + ___ + ___ + BAB - ___ + ___

FLAT-FOOTED CMD Deflection Modifier Base Attack Bonus Size Modifier Misc

CMD = 10 + STR N/A N/A + ___ + BAB - ___ + ___

Temp CMB Temp CMD Conditional Modifiers

+ CMB | + CMD

HEALTH

HIT POINTS Wounds ☐ Dying ☐ Stable Non-lethal ☐ Unconcious

hp | hp | hp

ARMOUR CLASS

Dodge Modifier Deflection Modifier Armour AC Shield AC Natural Armour Size Modifier

ARMOUR CLASS

AC = 10 + DEX + ___ + ___ + ___ + ___ + ___ + ___

FLAT-FOOTED ARMOUR CLASS

AC = 10 N/A N/A + ___ + ___ + ___ + ___ + ___

TOUCH ARMOUR CLASS

AC = 10 + DEX + ___ + ___ N/A N/A N/A + ___

Temp AC Spell Resistance Conditional Modifiers

+ AC

Damage Reduction

/

Notes

ATTACKS

Range Type Attack Bonus Damage Critical

ft sq | d | ×

Ammo # Special Ammo #

Range Type Attack Bonus Damage Critical

ft sq | d | ×

Range Type Attack Bonus Damage Critical

ft sq | d | ×

Range Type Attack Bonus Damage Critical

ft sq | d | ×

Range Type Attack Bonus Damage Critical

ft sq | d | ×

Ammo # Special Ammo #

Ammo # Special Ammo #

SAVES

FORTITUDE SAVE Base Racial Misc Temp

FORT = CON + ___ + ___ + ___ + ___

REFLEX SAVE

REF = DEX + ___ + ___ + ___ + ___

WILL SAVE

WILL = WIS + ___ + ___ + ___ + ___

☐ Evasion ☐ Improved Evasion ☐ Endurance ☐ Trap Sense ___

Conditional Modifiers

EFFECTS

PSIONICS UNLEASHED

PSION

Psion Level

Manifester Level

DISCIPLINE

Discipline	Additional Class Skills
☐ **Generalist**	UMD, _____
☐ **Seer** (clairsentience)	Diplomacy, Perception
☐ **Egoist** (psychometabolism)	Acrobatics, Heal
☐ **Shaper** (metacreativity)	Bluff, Disguise, UMD
☐ **Nomad** (psychoportation)	Climb, Fly, Survival, Swim
☐ **Kineticist** (psychokinesis)	Disable Device, Intimidate
☐ **Telepath** (telepathy)	Bluff, Diplomacy, Sense Motive

Discipline Talents

Level	Discipline Abilities
2	
8	
14	
20	

PSIONICS

POWER POINTS PER DAY

pts	=	Base Points	+	Bonus Points	+	Racial	+	Misc

Bonus Points = INT × Manifester Level ÷ 2 (Round down)

Power Points

pts

POWER LEVELS

Power Level	Point Cost	Power Save DC
1	1	
2	3	
3	5	
4	7	
5	9	
6	11	
7	13	
8	15	
9	17	

Power Save DC = 10 + INT + Power Level

BONUS FEATS

Level	
1	
5	
10	
15	
20	

Bonus feats should be Psionic Feats, Metapsionic Feats or Psionic Item Creation Feats

KNOWN POWERS

POWERS KNOWN	MAX POWER LEVEL	MAX POINTS POWER COST	Manifester Level
			=

	Power	Level	Cost
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			
11			
12			
13			
14			
15			
16			
17			
18			
19			
20			
21			
22			
23			
24			
25			
26			
27			
28			
29			
30			
31			
32			
33			
34			
35			
36			

INVENTORY

	Value	Weight

Light Load	lb
Medium Load	lb
Heavy Load	lb

Carried Items	lb
Weapons, Ammo	lb
Armour, Shield	lb
Worn Items	lb
Scrolls, Potions, Wands, Components	lb
Total Weight	lb

MONEY

Copper		cp
Silver		sp
Gold		gp
Platinum		pp
Total		

WANDS

CHARGES #

CHARGES #

CHARGES #

CHARGES #

ARMOUR

Properties

Type	Max Speed	Max AC DEX
	ft sq	

Check Penalty	Weight	Spell Failure	Armour AC
	lb	%	AC

SHIELD

Properties

Check Penalty	Weight	Spell Failure	Shield AC
	lb	%	AC

Hands

Properties

Ring

Properties

Ring

Properties

EQUIPMENT

Hat / Mask

Properties

Headband

Properties

Eyes

Properties

Neck / Throat

Properties

Shoulders

Properties

Chest

Properties

Belts

Properties

Clothes / Body

Properties

Arms / Wrists

Properties

Feet

Properties

SCROLLS

POTIONS

CHARACTER BACKGROUND

Name

Origin

ORIGINS

Parents

FRIENDLY ☐☐☐☐☐ HOSTILE

GOOD LAWFUL CHAOTIC EVIL

Country / Region / Town

FRIENDLY ☐☐☐☐☐ HOSTILE

GOOD LAWFUL CHAOTIC EVIL

PORTRAIT

AFFILIATIONS

Religion

FRIENDLY ☐☐☐☐☐ HOSTILE

GOOD LAWFUL CHAOTIC EVIL

Employer

FRIENDLY ☐☐☐☐☐ HOSTILE

GOOD LAWFUL CHAOTIC EVIL

Current Country / Region / Town

FRIENDLY ☐☐☐☐☐ HOSTILE

GOOD LAWFUL CHAOTIC EVIL

Affiliation

FRIENDLY ☐☐☐☐☐ HOSTILE

GOOD LAWFUL CHAOTIC EVIL

Affiliation

FRIENDLY ☐☐☐☐☐ HOSTILE

GOOD LAWFUL CHAOTIC EVIL

APPEARANCE

Race

MALE ☐ ☐ FEMALE

Age Height Weight

Eyes Hair

Defining Features

Preferred Clothing

PERSONALITY

Motivations

Fears

Likes

Dislikes

Quirks

FRIENDS AND FOES

FRIENDLY ☐☐☐☐☐ HOSTILE

GOOD LAWFUL CHAOTIC EVIL

FRIENDLY ☐☐☐☐☐ HOSTILE

GOOD LAWFUL CHAOTIC EVIL

FRIENDLY ☐☐☐☐☐ HOSTILE

GOOD LAWFUL CHAOTIC EVIL

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GOOD LAWFUL CHAOTIC EVIL