Never When

Pathfinder Edition

Character Name	Alignment	Name of Home Realm
Class	Level	Experience Points (Next Level)

Race	Size	Gender	Age	Height	Weight	Hair	Eyes

Power Levels

	Faith	Magic	Psionics	Syncratic -	Syncratic +	Technology
Home Realm						
Personal Modifiers						
Personal Final						

CYBER CAPACITY — MAXIMUM / CURRENT

CYBER TOLERANCE — MAXIMUM / CURRENT

LANGUAGES

Ability Scores

Ability Name	Ability Score	Ability Modifier	Temp Adj	Temp Mod
STR Strength				
DEX Dexterity				
CON Constitution				
INT Intelligence				
WIS Wisdom				
CHA Charisma				

HP Hit Points | TOTAL | Current | Nonlethal |

WND Wound Points | Current | Full 0 | 25% -2 | 50% -4 | 75% -6 |

Initiative Modifier | TOTAL | = | Dex Modifier | + | Misc Modifier |

SPEED LAND | FT. | SQ. | FT. | SQ. |
BASE SPEED | WITH ARMOR
FT. FLY | MANEUVER | FT. SWIM | FT. CLIMB | FT. BURROW

AC Armor Class TOTAL = 10 + Armor Bonus + Shield Bonus + Dex Mod + Size Mod + Natural Armor + Deflection Mod + Misc Modifier

TOUCH Armor Class

FLAT-FOOTED Armor Class

DAMAGE REDUCTION

SAVING THROWS

	TOTAL		Base Save		Ability Mod		Magic Mod		Misc Mod		Temp Mod
FORTITUDE (Constitution)		=		+		+		+			
REFLEX (Dexterity)		=		+		+		+			
WILL (Wisdom)		=		+		+		+			

BASE ATTACK BONUS

SPELL RESISTANCE

CMB | TOTAL | = | Base Attack Bonus | + | Strength Modifier | + | Size Modifier |

CMD | TOTAL | = | Base Attack Bonus | + | Str Mod | + | Dex Mod | + | Size Mod | + 10

RACIAL ABILITIES AND FEATS

CLASS ABILITIES AND FEATURES

SKILLS

√	SKILL NAME	TOTAL BONUS	=	KEY ABI	ABI MOD	+	RANKS	+	MISC MOD
	Acrobatics+		=	Dex		+		+	
	Appraise		=	Int		+		+	
	*Astrogation**		=	*Int*		+		+	
	Bluff		=	Cha		+		+	
	Climb+		=	Str		+		+	
	Computer		=	*Int*		+		+	
	Craft-		=	Int		+		+	
	Craft-		=	Int		+		+	
	Craft-		=	Int		+		+	
	Craft-		=	Int		+		+	
	*Demolitions**		=	Int		+		+	
	Diplomacy		=	Cha		+		+	
	Disable Device*+		=	Dex		+		+	
	Disguise		=	Cha		+		+	
	Drive+		=	Dex		+		+	
	Escape Artist+		=	Dex		+		+	
	Fly+		=	Dex		+		+	
	Handle Animal*		=	Cha		+		+	
	Heal		=	Wis		+		+	
	Intimidate		=	Cha		+		+	
	Kn:*-		=	Int		+		+	
	Kn:*-		=	Int		+		+	
	Kn:*-		=	Int		+		+	
	Kn:*-		=	Int		+		+	
	Kn:*-		=	Int		+		+	
	Linguistics*		=	Int		+		+	
	Navigation		=	Int		+		+	
	Perception		=	Wis		+		+	
	Perform		=	Cha		+		+	
	Pilot+		=	*Dex*		+		+	
	Profession*-		=	Wis		+		+	
	*Repair**		=	*Int*		+		+	
	Ride+		=	Dex		+		+	
	Sense Motive		=	Wis		+		+	
	*Sensor Operations**		=	*Int*		+		+	
	Sleight of Hand*+		=	Dex		+		+	
	Spellcraft*		=	Int		+		+	
	Starship Gunnery		=	*Int*		+		+	
	Stealth+		=	Dex		+		+	
	Streetwise		=	*Cha*		+		+	
	Survival		=	Wis		+		+	
	Swim+		=	Str		+		+	
	Use Magic Device*		=	Cha		+		+	

√ Class Skill   * Trained Only   + Armor Check Penalty
Italic skill in Neverwhen Rulebook   Kn = Knowledge

EDGES

HINDRANCES

FEATS

ATTACKS

ATTACK or WEAPON	ATTACK BONUS	DAMAGE	CRITICAL	MODE/ROF	RANGE	WT	AMMO	NOTES

EQUIPMENT	WT	EQUIPMENT	WT	EQUIPMENT	WT

MONEY AND VALUABLES
Copper (CP):	
Silver(SP):	
Gold(GP):	
Credits(Cr):	
Platinum(PP):	

Other Valuables

TOTAL WEIGHT		Light Load / Lift Over Head		Medium Load / Lift Off Ground		Heavy Load / Drag or Push	

SPELLS/POWERS
SPELL LEVEL	0	1	2	3	4	5	6	7	8	9
Saving Throw										
Spells Known										
Spells Per Day										
Bonus Spells										

RANGES
Close	25 ft +5 ft per 2 caster levels
Medium	100 ft + 10 per caster level
Long	400 ft + 40 per caster level

SPELLS/POWERS
LVL	NAME	DESCRIPTION	SOURCE

MUTATIONS
MUTATION	CASTING TIME	RANGE	TARGET	DURATION	COST	RESIST	SAVE	NOTES

CYBERNETICS
ITEMS	PL	LOCATION	SPACES	TOLERANCE	CAPACITY	NOTES

WEAPONS AND ARMOR PROFICIENCY

Armor

Weapons