

CHARACTER

Player

Campaign

XP	
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Race	Size		Size
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CLASSES	Skill Ranks	Hit Die	Level
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	Level Adjustment	Effective Character Level
1	d	
2	d	
3	d	
4	d	
5	d	
6	d	
7	d	

SKILLS

Max Ranks	<div style="border: 1px solid black; padding: 2px 10px; display: inline-block;">/</div>	= ECL + 3	Skill	Class	Skills	Ranks	Racial, Feats,	Misc	Favoured Enemy	Armour Check
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[illegible]

Other skills:

Craft - INT	Knowledge - INT
Perform - CHA	Profession - WIS

ABILITIES

	Ability Score	Item Bonus	Ability Modifier	Temp Bonus	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