

Player

Campaign

XP

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

CHARACTER

GOOD

LAWFUL

CHAOTIC

NEUTRAL

EVIL

Name

Race

Size

MALE

FEMALE

Size Modifier

CLASSES

SKILLS

1

2

3

4

5

Skill Ranks

Hit Die

Level

Level Adjustment

Effective Character Level

Max Ranks

/

= ECL + 3

Untrained

Skill Bonus

Class Skills

1

2

3

4

5

Ranks

Racial, Feats, Synergy

Misc

Knowledge - INT

Craft - INT

Perform - CHA